

MS[®] SNOWMOBILE TOUR 2024



WEEKEND GUIDE



A FUN RIDE. A GREAT CAUSE.



National
Multiple Sclerosis
Society



THINGS TO REMEMBER

- **For non-emergency assistance**, call 414-491-4797.
- **IN CASE OF EMERGENCY, CALL 911** first if immediate attention is required. Also call 414-491-4797.
- Safety is the primary concern of the MS Snowmobile Tour. Each rider is responsible for their own personal safety and the safety of surrounding riders. It is required for the 2023–2024 snow season that all snowmobiles operating on a Wisconsin snowmobile trail or corridor display a valid snowmobile trail pass whether registered in Wisconsin or another state.
- Stay warm! Dress in layers and make sure all gear is properly maintained and intact.
- Thanks to the generosity of the Northern Hornshoe and Mercer Sno-Goers snowmobile clubs, both of our lunches are donated this year, providing the Society valuable cost savings. Please thank them for their support and return the favor if you can!
- When you see Lake of the Torches staff throughout the weekend, please thank them for their support. They are working hard to ensure we have an enjoyable experience.

THANK YOU TO OUR SPONSORS



LIVE MS FREE



Marshfield Medical Center
Minocqua



THURSDAY, JAN. 25

- 4 p.m.** — Hotel check-in
- 5–8 p.m.** — Check-in for event
(outside Hall of Nations Ballroom)
- 5–8 p.m.** — Drop off any silent auction/
raffle items (Hall of Nations Ballroom)
- 6–8 p.m.** — Cash bar available
(Hall of Nations Ballroom)

FRIDAY, JAN. 26

- 7:15–8:30 a.m.** — Breakfast available
(Hall of Nations Ballroom)
- 8:45 a.m.** — Board buses for Poker Run
- 9 a.m.** — Buses depart for morning
Poker Run stops
- 11 a.m.–1 p.m.** — Lunch served at Northern
Hornshoe Snowmobile Club Groomer
Barn. Participate in a trail game.
(2790 County Hwy H, Lac du Flambeau,
WI 54538)
- 1:30 p.m.** — Buses depart lunch for
afternoon Poker Run stops
- Approx. 4:30 p.m.** — Buses return to hotel

- 8 p.m.** — Welcome meeting.
Meet everyone in your Color Group,
participate in a trail game and take
your Color Group photos.
(Hall of Nations Ballroom)

After Program — Join us in the Ojibwe
Room on the second floor of the hotel
for activities, snacks and another
connection point with your fellow
Tour participants.

- 5–6:30 p.m.** — Silent auction and raffle
open (Hall of Nations Ballroom)

- 5–8 p.m.** — Cash bar available (Hall of
Nations Ballroom)

- 6:20 p.m.** — Group photo (hotel lobby)

- 6:30 p.m.** — Dinner and program. Silent
auction/raffle close for the evening.
(Hall of Nations Ballroom)

- 8 p.m.** — Trail games (Hall of Nations
Ballroom)

After Program — Join us in the Ojibwe
Room on the second floor of the hotel for
activities, snacks and another connection
point with your fellow Tour participants.



SATURDAY, JAN. 27

7:15–8:30 a.m. — Breakfast available
(Hall of Nations Ballroom)

9:15 a.m. — Board buses for axe throwing
(Forestry Tap and Axe) or Snowmobile
Hall of Fame tour (choose one activity)

9:30 a.m. — Buses depart morning activities

11 a.m.–1 p.m. — Lunch served at Mercer
Sno-Goers Snowmobile Club Groomer
Barn. Participate in a trail game.
(2625 Margaret St., Mercer, WI 54547).

After Lunch — Choice between bowling
(Woodruff Lanes/The Clubhouse), enjoying
local Mercer establishments, or heading
back to hotel

Approx. 4:30 p.m. — Buses return to hotel

4–6:30 p.m. — Silent auction and raffle open
(Hall of Nations Ballroom)


4–8 p.m. — Cash bar available (Hall of
Nations Ballroom)

6:30 p.m. — Dinner and program. Trail games
winners announced. Silent auction/raffle
close. (Hall of Nations Ballroom)

8 p.m. — Silent Auction/Raffle winners pick
up items (Hall of Nations Ballroom)

After Program — Join us in the Ojibwe
Room on the second floor of the hotel for
activities, snacks and another connection
point with your fellow Tour participants.

TRAIL GAMES

- **Color Group Photos (Thursday Night — Home, 10 points):** Color Groups will dress up in their best **WESTERN outfits** to take their Color Group photo (overalls, boots, hats and plaid encouraged). Best Color Group photo(s) will be voted on Friday night.
- **Wild West Trivia (Thursday Night — Home, 15 points):** All Color Groups will participate in a 15 question trivia game that will test their knowledge of famous rednecks and what made them famous. Groups will mark their answers down on the sheets provided. Each group will have 30 seconds to answer the question correctly.
- **Best of Color Group Photos (Friday Night — Home, 10 points):** Group pictures will be voted on by riders before dinner through a text survey. Photos will be displayed in the banquet room prior to dinner. The Color Group voted Best Color Group Photo will receive max points. Each Color Group will receive one vote each (including Tie-Dye). Color Groups cannot vote for their own photo. 

TRAIL GAMES CONTINUED

- **Redneck Horseshoes (Friday Lunch — Away, 20 points):** Color Groups will nominate four people to participate in this trail game. Each participant will have the chance to toss one horseshoe at the “stake” in the ground an unmeasured distance away. Color Groups will be awarded points for how close their horseshoe gets to the “stake.”
- **Team Challenge (Friday Night — Home, 30 points):** Groups will be responsible for building a specified structure using marshmallows and noodles in a set amount of time. No further details will be given prior to building.
- **Backwoods Relay Race (Friday Night — Home, 10 points):** Color Groups will nominate two people to participate in this relay race. Participants will complete three legs. First, participants will pin the tail on the donkey while their arms are tied together; then, participants will slide on some “tighty whiteys” to compete in a three-legged race where they will attempt to toss toilet paper into a bucket while their arms are tied together. Points awarded based on fastest time.
- **“Corn” hole (Saturday Lunch — Away, 15 points):** Groups will nominate three people to participate in cornhole. Each chosen member of the team will have one shot at tossing an ear of corn into a cornhole board. Points awarded based on the location of the ear of corn to the hole.
- **Scavenger Hunt (Due Saturday Night — Away, 35 points, 7 bonus points possible):** Groups will be tasked with finding and taking a photo of the following items with their group bandana: Bear, Eagle, Deer, Wolf, Fish, Turtle and Bird (non-eagle). Send photos to Monika Iverson or Joe Holtman. Each item found is worth 5 points if taken with their Color Group bandana. If a group takes a picture of the item with their bandana and their Color Group duck, they will receive an additional point.
- **Photo Opportunities (All Weekend — Away, 10 points):** Each Color Group is asked to send in photos from their ride. All groups that submit photos will be awarded 10 points. Email photos to joseph.holtman@nmss.org or post in the MS Snowmobile Tour Facebook Group.
- **DIY Mascot (All Weekend — Away, 10 points):** Each Color Group is asked to create a mascot that represents their team. Mascots will be judged by the whole group over the course of the weekend.

1ST MS Snowmobile Tour
RAISED \$40,477

OVER 
\$10 MILLION
RAISED TO DATE

0 DISEASE-MODIFYING
THERAPIES IN 1984
MS Snowmobile Tour's first year

26 DISEASE-MODIFYING
THERAPIES TODAY

5,837 
PARTICIPANTS
in MS Snowmobile Tour history

 OVER
1 MILLION 
MILES RIDDEN

MS SNOWMOBILE **2024**
TOUR

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