

# GEAR 2009 Race Rules

Rules are subject to Unranked Status or Disqualification if broken

## Overall Race:

- Have Fun !!!
- Each team **MUST** consist of a minimum of 2 members, and fit within the race divisions of: 2 or 3-person Co-ed, 2-person all male, 2-person all female or family as defined by these race rules.
- Family is defined as at least one person over 21 years old to every two children 14 years old or younger up to a total of 6 team members.
- All Adventure Racers **MUST** wear Official Race Number provided by race management and must be visible at all times.
- All Adventure Racers **MUST** complete the entire course as prescribed to be considered an official finisher.
- All Adventure Racers **MUST** stay within 100 feet of each other or face a time penalty or disqualification.
- All Adventure Racers **MUST** show good sportsmanship to fellow racers, volunteers, spectators, etc
- No outside assistance is permitted at any time. Teams may help each other during the race. If a team is in trouble, other teams are encouraged to help them. A time bonus may be awarded to the helping team if the race directors see fit.
- Cut-off times - Any posted cut-off times will be enforced. Teams that proceed will be disqualified.
- Changing a team member during the race is not allowed.
- No electronic devices other than watches and altimeters will be allowed. (This means no GPS, etc.)
- No maps other than those provided by race officials may be carried or used by race participants.
- If one person withdraws from a 3-person team, the other two members may continue upon race official approval. The other two competitors must follow all rules of full teams. Teams of 2 finishes considered Unranked/Unofficial.
- If two competitors from a three person team withdraw, the third competitor may not continue alone.
- Mandatory gear must be approved at registration by race staff.
- Mandatory gear must be carried at all times, no exceptions. This includes the passport in a usable condition, and a visible race number (given at registration).
- This race is **UNSUPPORTED**. This means once the race starts, **NO** outside assistance at **ANY** time by any person aside from other racers. Unauthorized assistance is grounds for disqualification.
- Teams must obey traffic laws at all times (biking with traffic, land use regulations, no trespassing signs, etc.)
- Respect the environment - no littering - carry out all that you carry in.
- No fires are allowed to be built on the race course.
- The Race Organizers reserve the right to assess time penalties or bonuses to teams as they see fit.
- Race organizers (and Race Medical Staff) reserve the right to decide whether or not a person or team may continue for health, safety, or other reasons (e.g. inadequate time remaining to finish entire course, incimate weather conditions, etc).
- Race organizers reserve the right to change the rules or the course at any time.
- Violation of above rules and regulations, and those received at pre-race meeting or on race day, may result in time penalties of a minimum of one hour or disqualification. Race director will determine extent of penalty. All decisions by race director are final.
- First complete teams to cross the finish line with the fastest time including time penalties and a complete accurate passport will be the winner.

## Transition, Checkpoints & Mystery Challenge Areas:

- Teams must enter and leave all transition areas/aid stations and finish together as a team.
- Teams must enter and leave mystery challenge areas as a team, and must attempt as a team, all mystery challenges for duration of time allowed or until completed, whichever comes first. Teams

not completing any mystery challenge in the allotted time will not incur an additional time penalty.

- It is the responsibility of the team participants to be sure that their race time is recorded on the roster provided in and out of all transition areas and staffed checkpoints.
- Teams must pass through each checkpoint (CP) and transition area (TA) in sequence. Any exceptions will be noted in instruction packet. Failure to do so will result in a minimum of one-hour time penalty.
- At staffed checkpoints, the team is responsible for being checked out before starting next leg/section by having passport signed or punched. At unstaffed checkpoints the team is responsible for punching/marketing their passport and recording any code provided at that point.
- Once the race BEGINS, gear, food, water, clothing etc. can be changed only at the designated TAs. Teams may NOT access their vehicle during the event.
- Teams will change gear at a designated Transition Area (TAs) only.
- Teams will NOT know whether a CP is staffed or un-staffed until the team arrives there.
- When arriving at a TA, teams will LEAVE their passport with race staff. Time IN will be recorded.
- When leaving a TA, teams will PICK-UP their passport from race staff. Time OUT will be recorded.
- At Transition Areas teams may receive medical support from Race Medical Staff without penalty.
- A team's arrival time at a CP/TA (checkpoint/transition area) may NOT be recorded until all team members are present.
- Teams may choose any route to CPs as long as the route does not trespass on private property or travel on sections designated in the map or course instructions as illegal.
- Voluntary withdrawals must occur at transition areas.

#### Race Legs:

- No mode of travel other than specified by race management is allowed. No travel on unauthorized or restricted routes. These routes will be identified on maps or instruction sheets provided by race officials. Teams must use the mode of travel specified for each leg. (e.g. teams cannot cycle during the hiking leg) Human powered travel only (no motorized vehicles of any sort - hired or otherwise).
- Mandatory gear for specific legs need only be carried as specified by organizers for that leg.
- Be prepared to travel on foot at all times during canoe and bike sections.
- Helmet must be worn at all times during biking segment or any outdoor ropes segment.
- PFD must be worn at all times during canoe segment.
- Bike and canoe specific equipment/gear may always be left with the bike or canoe when traveling on foot.
- Canoes may not be dragged on the ground or rammed into landing areas.
- Canoes must be 16 foot or longer in length.
- No more than 3 adults can be in a canoe at one time.
- The race team's total weight may not exceed 80% of the carry capacity of the canoe.

#### Spectators:

- Spectators are allowed on the course at designated location (given out after the race start), and may not be in physical contact with a team during the event.