

Participant Course Instructions for GEAR 2007

The checkpoints have been plotted for you on the maps. Below is a brief description of course expectations and of each checkpoint. You will be given 6 maps to assist you during the course. Two are Google Earth maps and the others are area specific maps.

Teammates are required to stay within sight or 100 feet (which ever is the shortest distance) of each other at all times. A 30 minute time penalty will be incurred immediately on course if this rule is broken.

Please pack out everything you bring with you. And, please be courteous to fellow participants, volunteers or spectators. A 30 minute penalty will be assessed immediately on course for any littering or unsportsmanlike conduct.

SAFETY is #1 Priority. Please go at a pace that allows you to be in control at all times. When in doubt, use caution. If you do get seriously hurt, stay where you are and have a teammate or another participant summon for help at the nearest transition area and race personnel will contact emergency service. On Race Day, the Emergency Cell Phone number connecting to the Race Director is **315-212-2800**. Emergency Service Personnel will be on course all day.

Trek #1

Refer to GEAR Course Map. You must find the checkpoints in order. You must cross the road at the designated intersection marked by traffic cones. Obey traffic laws (look both ways, etc). If you do not, a 30 minute time penalty will be incurred immediately.

Race Begins at the START Line. At the start line, you will be tied to your teammates to create a 3 or 4 legged team and must travel like this until your course maps are found in the open field just beyond the START line. At this point you may untie and you must bring your tie straps and the rock holding down your map to TA 1/CP1.

TA 1/CP 1 – Canoe Transition Area. Your team must sign in on time sheet by entering arrival time and have passport initialed by race staff before departing.

Canoe #1

Refer to GEAR Canoe Map. You must find the checkpoints in order.

CP 2 – Floating Buoy w/ passport punch

TA 2/CP 3 – Orienteering Flag - Carry canoe and all gear up to the designated transition area. If you ram your canoe into the landing zone you will be assessed a 10 minute time penalty immediately. Sign in on time sheet by entering arrival time and have your passport initialed by race staff.

Trek #2

Refer to GEAR Trekking Map. You must find all checkpoints in order. Please follow direction of travel arrows on your map.

CP 4 – Orienteering Flag w/ passport punch and obtain first poker card

CP 5 – Pink Flagging on Sign at Trail intersection – On passport, write # of private residence 4.2 mega watts of energy can power.

CP 6 – Bridge over penstock – On passport, write # of steps up to top of bridge from the river side (not the parking lot side). **Be aware of poison ivy in this section.**

CP 7 – Orienteering Flag w/passport punch - To obtain this checkpoint, you must follow the 4 wheeler trail up the hill under the power lines. Pick up baggy with your team number on it for your First Mystery Challenge and carry it with you back to TA 2. After leaving this checkpoint follow the trail markers back to the north entrance parking lot. From here, please follow road on west side of penstock back to CP 5 and then follow direction of travel arrows on your map.

CP 8 – Sign at Trail intersection – On passport, write years railroad tracks were taken up.

Return to TA 2 – Upon arrival, complete your mystery challenge and show it to race staff to obtain your second poker card. Keep the baggie from the challenge and put all of your poker cards in it. Sign out on time sheet by entering departure time.

Canoe #2

Refer to GEAR Canoe Map. You must find all checkpoints in order.

CP 9 – The tallest spire type headstone on the point. On passport, write the name that appears on the headstone (*name can be seen from the water, please do not get out of your canoe*)

CP 10 – Orienteering Flag w/passport punch

CP 11 – Orienteering Flag - Second & Third Mystery Challenge – Upon arrival, carry canoe up to designated area and sign in on time sheet. You will have the option to choose 2 out of the 5 mystery challenges. All team members must participate in these challenges. If you are having difficulty completing one challenge, you may move to another without incurring a penalty other than the wasted time. Upon completing your challenges, you will receive a poker card for each challenge (obtaining third & fourth poker card). Upon departing checkpoint, sign out on the time sheet and have your passport initialed by race staff.

TA 3/CP 12 – Bike Transition Area – Upon arrival, you must portage your canoes to the canoe trailer and pack all items you are leaving behind in a provided bag. Then sign in on the time sheet by entering your arrival time and have your passport initialed by race staff.

Bike

Refer to GEAR Bike Maps. You must find all checkpoints in order. Please follow direction of travel arrows on your map. When departing the boathouse, you must cross the road at the designated crossing (see your map) marked by yellow traffic cones. Obey traffic laws (look both ways, etc). If you do not, a 30 minute time penalty will be incurred immediately. All Village, Clarkson Campus & Potsdam Campus sidewalks & walkways are off limits. If you break this rule, a 20 minute time penalty will be incurred immediately.

The start & finish of the single track biking leg will be marked with pink flagging.

CP 13 – Pink Flagging– On passport, write what class dedicated the “Oh the Places We’ll Go” Plaque.

CP 14 – Orienteering Flag w/punch along trail. You will be traveling on a red blazed trail

CP 15 – Orienteering Flag w/punch at trail intersection. At this point you will be changing from red blazed to a white blazed trail.

CP 16 – Orienteering Flag w/punch along trail. Obtain your last poker card. You will be traveling on white blazed trail.

CP 17 – Orienteering Flag along trail. On your passport, write the words found on the laminated sticker placed somewhere on the bridge. You will be traveling on a white blazed trail.

CP 18 – Pink Flagging – On passport, write the number of flag poles outside of this building. To depart the Clarkson Campus you must return to Clarkson Ave/Back Hannawa Road as Rte 11 is off limits.

CP 19 – Pink Flagging - On passport, write in the day of the week that this church offers a community dinner.

CP 20 – Pink Flagging – On passport, write in the number of parking spaces in lot 14 outside this building.

CP 21 – Pink Flagging – On passport, write month, day & year this statue was established

Travel to FINISH Line – Please follow direction of travel arrows on your map as the finish line is in a grassy area. A 10 minute time penalty will be incurred for each improperly marked checkpoint on the passport. A 10 minute time penalty will be incurred for each poker card that you are missing.

HAVE FUN!!!!