

## RULES



**Mandatory Gear.** All items must be carried at all times while on the course

### Each person must carry at all times:

- whistle
- hydration
- long-sleeve top
- light

### Each team/solo must carry at all times:

- race number on back
- compass, map
- fully charged cell-phone
- emergency space blanket

### General Rules

- Team members must stay within 20 meters of each other at **ALL** times.
- GPS Devices: No one likes a cheater. **Don't cheat.** We'll keep this rule very simple. **Keep all GPS-capable devices out of sight for the entirety of the race.** If everyone follows this rule, then we should never get an accusation of a team using such a device to cheat. Please, don't put us in the compromising position of performing a reenactment of Law & Order out in the woods. Keep the sport clean and fair and never use GPS technology to gain an advantage in any way.
- Any person or team withdrawing from the race must notify race staff in person. If one or more members of a team wish to continue the race after a teammate withdraws they may do so as an unranked team/solo provided that the entire team has checked in with race staff first. Leaving a teammate behind will result in immediate disqualification.
- Racers must assist any person in danger.
- Leave no trace.
- No trespassing.
- Race management may modify these rules. We will inform all racers of any rule changes at the pre-race meeting.

### Scoring

- CPs may be visited in any order.
- Teams/solos will first be ranked by number of CPs punched, then by time.
- In order to receive credit for visiting a CP, passports must be clearly punched in the correct box. If you accidentally punch the wrong box, make a note of the mistake on your passport and notify race staff when you turn in your passport.
- Any team/solo arriving late to the FINISH will receive a 1 point penalty plus 1 point per each additional 5 minutes past the cutoff.