

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**

- No trespassing. Stay on eXplore Brown County property only. The boundaries are clearly marked on your map.
- Team members must stay within 20 meters of each other at <u>ALL</u> 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. Note: All staff have been instructed to confiscate such devices if seen on the course (and to immediately discard them in the nearest body of water). Anyone found guilty of the use of such devices will be banned from all 361° Races for a minimum of 30 years.
- 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.
- 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 regular CPs punched then by number of bonus CPs. So for example, Team Cold Toes punches 10 regular CPs and 0 bonus, Team Soggy Socks punches 9 regular CPs and 3 bonus CPs - Cold Toes wins since they are ranked higher using regular CPs first.
- 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.
- There is a 4 hour time limit. Any team/solo arriving late will receive a 1 point penalty plus 1 point per each additional 5 minutes past 4 hours they arrive at the finish. For example at 4 hours, 5 minutes the penalty is -2 points, at 4 hours, 10 minutes it's -3 points.

