



GEAR LIST

Mandatory Individual Gear

Entire Event

- Bright clothing for visibility (e.g. hat, shirt, vest, or similar that contrasts with the forest environment)
- compass
- headlamp
- extra batteries for headlamp
- container(s) in which to carry at least 2 liters of water

Mandatory Team Gear

Entire Event

- official event map (provided)
- water purification system (tablets or filter)
- fully charged and functioning cell phone
- event passport (provided)
- copy of gear list and rules (provided)
- writing utensil

Recommended Gear (not mandatory)

- First Aid Kit – See Below
- map case
- eye protection

Recommended First Aid Kit Contents

- 3 - 4x4 gauze pads
- 1 roll 1" waterproof medical tape or equivalent amount of duct tape
- 1/2 ounce antibacterial ointment
- 3" ace bandage
- moleskin/compeed (enough for all team members)
- 3 safety pins
- 3 doses of painkiller(Tylenol, aspirin, etc)
- 3 doses of anti-inflammatory (ibuprofen, etc)
- tweezers
- sunscreen
- lip balm
- personal medication (e.g. EpiPen for anaphylaxis)



RULES

Introduction

These rules will be enforced by the Checkpoint Adventures (CPA) staff and the Ultra O-gaine volunteers. All decisions by the event director are final. **Race organizers reserve the right to change the rules, requirements, and the course at any time.**

Passports & Instructions

Each team will receive an official event passport and instructions before the race. Teams must read and follow all instructions provided.

It is the participant's responsibility to punch their passport where a punch is required. If a punch is placed in the wrong box (i.e. mis-punched) on the passport, the team shall clearly indicate which control the mis-punch represents by writing the applicable control number in the mis-punched box. Mis-punched controls not identified as described here will be considered a missed control.

It is the participants' responsibility to have event staff mark/sign their passport correctly when a mark/signature is required.

Mandatory Gear

All mandatory gear must be carried at all times during the event, unless noted otherwise. Mandatory gear may be randomly checked by event staff during the event.

Support & Assistance

Teams must be entirely self-sufficient throughout the event. All teams must provide their own food and water before, during, and after the event. No outside assistance is permitted at any time except in designated areas. However, teams are permitted to help each other.

Withdrawing

Voluntary withdrawals must occur at a manned checkpoint by notifying an event official. Upon event official approval, teams may continue if one member withdraws. The remaining competitors must carry full team mandatory gear. No competitor will be permitted to continue alone without the event director's consent.

Checkpoints & Routes

Teams must visit the controls as indicated by passport instructions, unless otherwise directed by the event director. Travel in restricted/unauthorized areas is not permitted at any time.

If a control punch or marker is "missing", participants shall mark their passport with the letter "M" boldly and clearly written in the block for the "missing" control and a brief explanation on the back of the passport. (e.g. "CP29" missing punch" or "CP29 missing control"). Upon submitting their passport at the finish, participants shall file a dispute with the race director. See Disputes below.

Littering

All participants and spectators must follow a Leave-No-Trace ethic. No littering of any kind will be tolerated. Any team found littering will be disqualified.



RULES

Disputes

The team captain, as designated on the registration form, may file a written dispute with the event director within 60 minutes after the course closes. After submission of a written dispute, the director will consult with the Checkpoint Adventures advisory committee. The director and committee reserves the right to review all disputes for as long as they deem necessary. All decisions by the race director and advisory committee are final.

Penalties

Time penalties will be imposed **per occurrence**, unless noted otherwise.

Disqualification

- Failure of a team to pass through each checkpoint as specified by the passport instructions or as directed by race officials.
- Using a mode of travel other than by foot.
- Any travel other than human powered travel.
- Use of any GPS, computer, or other device not specifically approved by the event director.
- Use of any map not provided by the event director.
- Littering.
- Assistance outside of designated areas by anyone not competing in the event.
- Lighting a fire.
- Arriving more than 30 minutes late at the starting line.
- Disobeying instructions from an event official.
- Non-assistance to a person in danger.
- Possession and/or use of a weapon.
- Violation over the identity of a competitor or change of a team member during the race.
- Removing or altering a punch device, trail sign, or marking.
- Travel in unauthorized/restricted areas.

Two CP Deduction (highest value controls)

- Teammates not staying within 100 feet of all other team members at any time during the event. All team members must check in together at each checkpoint, unless otherwise directed by passport instructions or race officials.
- Picking up and/or dropping off gear in a place other than an area designated by the event director.

One CP Deduction (highest value controls)

- Not carrying any piece of mandatory gear. This penalty will be imposed per item. (e.g., missing 2 of 3 compasses = two penalties) Mandatory gear must be carried at all times, unless specifically indicated by passport instructions or the event director. This includes the passport in usable condition.

The following will result in unofficial/unranked status

- Arriving at the finish after the designated cut-off time.