



ULTRA O-GAINE

INTRODUCTION

Welcome to Checkpoint Adventures Ultra O-gaine. Because this event is a slightly non-traditional form of rogaine and orienteering, we'd like to provide a few details and explanations.

General Info

"Control", "control point", "Checkpoint", "CP" may be used interchangeably throughout the event. They all mean the same thing with respect to this event...that orange and white treasure hidden in the woods. Also, the terms "Punch Card" and "Passport" will be used interchangeably throughout this event.

Controls, Point Values and Standings

Every control has been assigned a unique point value. These point values appear next to each control shown on event maps, as well as on the clue sheets and punch cards. Standings will be determined based on the total number of points accumulated during the event. Unlike traditional rogaines, point values are not rounded down. E.g., a control with a point value of 92 indicated on the map means 92 points...not 90.

The physical controls hanging in the forest do NOT have any numbers or point values indicated on them. Your map may identify a control as "92", but you won't see that represented on the control when you find it. Every control does, however, have an orienteering punch and a 2 or 3 character "Code". You may use the hanging punch *OR* write down the Code on your punch card. You do not need both to receive points for the control.

Course Boundary

Travel outside the course boundary as marked on the event map is prohibited. Likewise travel on private roads and/or property is prohibited. Private property may not always be identified on your map(s), so heed all signage you encounter, unless directed otherwise by the event director.

Maps and other gear

Every team should receive an event map. Maps will be provided during/after the pre-event meeting before the event start. An event map is part of the mandatory gear list and must be carried at all times during the event. Outside maps (i.e. any map not provided by the event director) are not permitted. Also note that the gear list and this document are part of the mandatory team gear. Copies will be provided for each team during event check-in.

Volunteers

There may be several volunteers doing their best to help this event run smoothly. They are sacrificing their free time so that "crazy" people like us can run around in the woods all day (and night) looking for silly little orange and white markers. Please take a moment to thank them while you are on (or off) the course.

Contact/Emergency Numbers

The mandatory gear list requires your team to carry a fully charged and working cell phone at all times. The primary purpose of this rule is for emergencies. While on the course or in the Hash House, calling (or receiving a call) from *anyone* in an attempt to gain an advantage over another team is grounds for disqualification. However, you will not be penalized for making a call to event staff for any other reason. Reception is spotty around the course. Your chances of obtaining a signal will greatly improve if you move to higher ground. Emergency contact information, will be provide to all teams upon event check-in.

Cheers!
patrick