

TrustPower Adventure Quest

Saturday 3rd October 2009

Information & Rules and Regs

Registration from 8.30am

Race Briefing 9.30am

Start time 10.00am

Registration

Registration from 8.30 - 9.30am

Register your arrival with the officials at the TrustPower HQ marquee to collect your numbers, maps and clue sheets.

Note: The earlier you turn up the more time you get to look at your maps prior to the start. You can work out your most efficient routes. You will be attributed the first leg, either the run or the mountain bike.

Race Briefing

At 9.30 am. The race director will outline the rules and regulations and answer any questions you may have.

The Course

Start time 10.00am. Teams will be randomly instructed which section they do first.

Bike Section: Competitors mount their bike for a ride taking one to three hours. You can choose however long or short you want this particular leg to be, as long as you come back within the total 6 hours of the race.

Trekking/Run Section: Competitors head off on foot taking one to three hours. You can choose however long or short you want this particular leg to be, as long as you come back within the total 6 hours of the race.

Returning to HQ and delivering their first set of clues, teams will collect their second map.

Clue collection order can vary according to competitors' chosen route. There is no compulsory number of clues - you can collect as many as you want. Some remote or difficult clues may be worth double points. Course length varies with the category entered. Teams will finally reach the finish line at the TrustPower HQ, where results will be collated.

Information

From the HQ marquee you will receive a copy of the map and a sheet of clues to begin pre-planning your course at registration. The maps will have circles drawn on them, pinpointing locations that have a hidden tag. With the clues provided, you will need to find the hidden tags and record the information written on them. Distance and technical difficulty vary with the category you're in.

You have a maximum of 6 hours to complete your course.

Plan your route to collect as many clues as possible. The teams that have collected the highest number of clues in the allocated time, will win.

If you are late at the finish line, you will be penalised by having clues deducted. If you're over 30mins late, you'll be disqualified.

All entrants must carry the compulsory gear as listed below. The event will be held in all but the most extreme weather conditions. Competitors must respect private property and out of bounds areas. You will be on private farmland at times. Please respect this. Be careful crossing fences, not to damage them. Keep away from stock and peoples houses.

No fires, No dogs, No littering and No smoking during the event.

Maps

Each competitor will receive a colour topographical map, in a waterproof bag, for each section backed with a sheet of clues. These will be distributed at registration to begin pre-planning your course prior to the race start. The distance you will travel will be determined by the category entered.

The scale is a 1:50,000, 20m contour interval, (enlarged for the walk section) with the tag locations pre-marked by a red circle. You should bring permanent marker pens if you wish to draw on your maps. You should also bring a pencil to record the checkpoint words. (Note a pencil will generally continue to work in the rain).

Tags / Clues

You are supplied with a map, which has circles marking the tag locations. Each circle has a number or letter beside it. A tag consists of a small piece of plastic, with a word written on it.

So how do you find it?

When we give you the maps for each leg, we also give you a sheet of clues. These may be cryptic, they may be descriptive, they may be somewhere in between. The map should pinpoint the location of the tag; the clue will help you find it. It may be hidden, it may be obvious. If you are in the right place, and understand the clue, you should be able to find it (with a bit of hunting around!). When you find it, write down the word. Record that word in the answer box next to the appropriate clue. If you cannot find a clue, you can leave it and move on to the next one.

Mountain Biking

Note: Mountain bikes must be stacked in the designated area. We will have security but will not take responsibility for your property.

Please ride with respect to fellow competitors and other track users. Remember the numbers you wear will identify you. All roads are open to normal traffic both ways. **NOTE - Normal Road Rules apply everywhere.**

THE RULES

- * Teams must contain at least two members.
- * No person under the age of 18 will be allowed to compete unaccompanied by an adult.
- * Person under the age of 16 will need parental signature before racing.
- * During each section team members must stay together at all times (within talking distance).
- * Supplied numbers must be attached on the front by pins (supplied).
- * All team members must visit and visibly sight the tag they are scoring.
- * Do not tamper with controls. Leave them as they are. If they are falling off or breaking, fix them. Be nice.
- * No GPS allowed. Just map and cunning!
- * No fires or smoking are allowed at any stage. No dogs.
- * No littering. Carry all your rubbish, and pick up others.
- * Each competitor must carry all compulsory gear at all times whilst on the course.
- * Helmets must be worn on the bikes at all times.
- * Above all else - the organisers reserve the right to impose penalties for rule infringements.
- * If for what ever reason any member wishes to return to the central HQ then the both team members must return.

Hazards

TERRAIN: Open tussock, scrub covered mountains, forest areas, river flats, and paved and unpaved roads (suburban and rural). During the Trekking section contestants may encounter areas of matagouri, steep tussock slopes, rock bluffs, rabbit holes, prickly plants, and a few wild goats. and other natural hazards... This list is not comprehensiveother hazards do exist. TAKE CARE.

Food: Competitors will be responsible for their own food and water during the event. Please ensure you take plenty of water and food with you.

Compulsory Gear

Walk: Warm fleece (or similar) top, wind/waterproof jacket and a mobile phone, a pen and pencil.

Bike: mountain bike in good working order, a helmet

Recommended: high energy food, water, gloves, hat, sunscreen, warm pants (ie polypro), bike multi tool, spare tubes, patch kit. Whistle. Permanent marker pens if you wish to mark the maps.

Gear may be checked randomly on the course.

Prize giving

Prize giving will be held in following the return of the last team, at the Hamills Restaurant and Bar in the Remarkables Park, Queenstown, where food and drinks are available. Prizes will reward place for 1st place getters as well as great spot prizes.

Waiver: All competitors compete at their own risk!

Organisers and landowners accept no responsibility and shall not be liable for any misfortunes and accidents that occur to competitors.

As a condition of starting, each team member will have to sign a waiver indicating that they have read and understand the full Rules and Regs, event instructions, and that they agree to the rules as outlined in the entry form and enter at their own risk.

The race is supported by TrustPower, Hamills Restaurant and Bar, Onsen Pools, Fat Tyres Adventures and Whittakers.

Thanks to Lakes Property Services, Queenstown Engineering, Works Infrastructure and Department of Conservation.