

GENERAL RULES



General Race Rules

- Penalties for rule infractions will be assigned in the form of time penalties, point penalties (deductions), or disqualification. Penalties will be assigned on the course if possible and will be determined by the race director and Rev3 Adventure race committee.
- Any rules outlined in the rules of travel supersede these general race rules.
- Teams must ePunch at both manned and unmanned checkpoints (CP).
- In the event an ePunch does not work, use the pin punch to mark the checkpoint on the rules of travel. If there is no pin punch, take a photograph of your team and the most prominent feature at your location.
- Both mandatory and optional points may be located on the course.
- Each checkpoint must be acquired by using the prescribed method of travel as outlined in the rules of travel.
- To remain official teams must collect all mandatory checkpoints on the course within the specified times.
- Checkpoints may have different point values as outlined on the rules of travel.
- Ranking is determined by the highest accumulated points (minus penalties) and the fastest time (including time penalties).
- Teams may not travel on private property unless specified in the rules of travel.
- Teams must obey all traffic laws.
- Only racers, volunteers, and race officials are allowed in marked transition areas (TA) or staging areas.
- PFDs must be worn and secured properly at all times while paddling or doing a water challenge.
- Road and Cyclo Cross bikes are not permitted. Racers must use the same bike throughout the entire race. In the event of mechanical failures replacement parts can be used but they must be provided by the team, other racers, or an event official. No outside assistance is allowed.
- All racers are expected to be examples of good sportsmanship. Racers must treat fellow racers and race staff with courtesy and respect.
- Teams must assist fellow teams in need of medical attention. In the event of an emergency, call 911, then contact race director.
- Teams must always remain within 100 feet of teammates and within visual contact (unless otherwise specified).
- All team members must check in together at each CP and TA. If one member must leave the course, they must do so at a CP or TA and notify race management. If a team leaves a teammate out on the course, that team will be immediately disqualified and not allowed to continue unofficially. Incomplete teams may continue unranked. A single person must join with another team who commits to staying with that new racer. Incomplete teams must carry the mandatory team gear.
- Rules of Travel, maps, ePunches and race rules must be carried the entire race.
- Teams must ensure that the ePunch registers at each CP. The control will beep when the ePunch has been registered. Only punch once at each control unless otherwise specified.
- All CPs must be obtained in order unless specified. If a team misses a CP, they will be allowed to go back and get the CP.
- Teams that miss a CP will be ranked after teams that obtain all CPs provided that all CPs are in the correct spot. Missing a CP is defined as not going to a CP. Being short coursed is the same as missing a CP for the CPs that team does not acquire due to short coursing.
- Teams collecting all mandatory points will be ranked higher than teams collect a greater number of optional points but who fail to collect all mandatory points.
- Race officials reserve the right to alter time cut-offs or the course itself to accommodate changing conditions and to ensure that teams finish on time.
- Mandatory gear must be carried at all times and will be checked on the course.
- No GPS devices of any type are allowed for navigational purposes. Smart phones with GPS capabilities may be carried if mandatory gears requires a camera/cell phone.
- Bicycle helmets are required at all times during the bicycle portion and when specifically directed by race officials.
- Racers must follow Rules of Travel as outlined. Where no specific path is designated, teams select their path between CPs. When instructions designate a specific route, teams must follow that path. Sections of the course may be determined as out of bounds or restricted for travel.
- Bike lights must be on at all times after dark. You will not be allowed to leave a staffed CP/TA if your bike lights are not functioning properly. Rear blinking lights must be on at all times when travelling on public highways.

- Rev3 Adventure may provide water at some TAs. There is no food or gear drop unless specified by the race director. Racers may not receive outside assistance except from race officials and other registered teams. Teams are responsible for providing all their own food and drink while on the course.
- No littering. Please practice Leave No Trace!
- All areas of the course are open to the public. Use proper trail etiquette. Bikes yield to hikers, and everyone yields to horses.
- Teams may use cellular devices to post updates to social networks.
- Any time penalties will be added to the team's finishing time; where possible, time penalties will be served on the course.
- Race officials reserve the right to remove a team from the course for health, safety, or other reasons at the discretion of race officials and medical personnel.
- Any team withdrawing from the race must notify a "live" person by checking in with a CP or TA volunteer or by calling the race director. Failing to notify race officials will result in that team being responsible for all search and rescue expenses.
- Any protest must be filed in writing within 1 hour of the team's finish and will be reviewed by the race committee.
- All racers must have a good time, challenge themselves and at all times have belief that they can complete the course.

NOTES:

