

Adventure Race Rules

Dirty Feat Adventure Race

1. All racers are expected to be examples of good sportsmanship. Racers must treat fellow racers & race staff with courtesy and respect.
PENALTY: Strict penalties will be assessed for unsportsmanlike behavior based on the infraction.
2. Teams must assist fellow teams in need of medical attention.
PENALTY: Strict penalties will be assessed for non assistance based on the infraction.
3. Teams must always remain within 20 yards of teammates & within visual contact (unless otherwise specified).
PENALTY: First offense 4 hours / 2nd offense Disqualification.
4. All team members must check in together at each checkpoint and transition area. If one member must leave the course, they must do so at a Checkpoint or transition area and notify race management (517-420-1670 or 517-281-9516). 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 or single racers must carry the mandatory team gear.
5. Passports must be carried the entire race.
PENALTY: Lost passport – Disqualification.
6. Race bibs must be worn on the outside of clothing at all times, except while paddling. Race bibs do not have to be worn over packs.
PENALTY: 1 hour per offense.
7. *Teams must punch passport in correct space at each Checkpoint. However, points marked with a “R” (River), “O” (Orienteering), or “U” (Urban) may be obtained in any order.
PENALTY: Incorrect punch or failure to punch, team will not receive credit for that Checkpoint.
8. All Checkpoints must be obtained in order (**UNLESS SPECIFIED**). If a team misses a Checkpoint, they will be allowed to go back and get the Checkpoint but must visit each subsequent Checkpoint even if they have checked in at the subsequent Checkpoints previously.
9. Teams that miss a Checkpoint will be ranked after teams that obtain all Checkpoints provided that all Checkpoints are in the correct spot. Missing a Checkpoint is defined as not going to a Checkpoint. Being short coursed is the same as missing a Checkpoint for the Checkpoint’s that team does not acquire due to short coursing. Teams will not be penalized for missing a Checkpoint if the missed Checkpoint is over 30 meters from the correct location of the Checkpoint.
10. 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. If your team is re-routed or there are other course changes, teams must sign the check-in sheet to acknowledge they understand the course change.
11. Mandatory gear must be carried at all times and will be checked on the course.
PENALTY: 2 hours for each piece of missing gear.

12. No GPS of any kind including GPS pace counters are allowed.
PENALTY: Disqualification.
13. Race officials will provide boats. No personal canoes will be allowed. **Personal Floatation Devices must be worn at all times while paddling.**
PENALTY: For not wearing PFD - Disqualification.
14. Bicycle helmets are required at all times during the bicycle and when specifically directed by race officials.
PENALTY: For not wearing bike helmet – Disqualification
15. Racers must follow Rules of Travel as outlined in Course Instructions. Where no specific path is designated, teams select their path between Checkpoints. When instructions designate a specific route, teams must follow that path.
PENALTY: For travel on forbidden roads or violating Rules of Travel first offense 4 hours / 2nd offense - Disqualification
16. Race officials may provide water at some Transition Areas. There is no Food / Gear Drop unless specified by Race Officials. Athletes may not receive outside assistance except from Race Officials & other registered teams.
PENALTY: Disqualification
17. NO LITTERING! Leave no trace!
PENALTY: 4 hrs per infraction.
18. Use of cellular phone is for emergencies only. No other use is allowed.
PENALTY: Disqualification
19. Any time penalties will be added to the team's finishing time, except for the Top 10 placing teams which will be served on the course if possible.
20. 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.
21. Any team withdrawing from the race must notify a "live" person by checking in with a Checkpoint or Transition Area 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, and Tim being seriously pissed off.
22. Any protest must be filed in writing within one hour of the team's finish and will be reviewed by the Race Committee.

Emergency Contact Phone Numbers: 517-420-1670 (jeff) , 517-281-9516 (tim)