

## 2014 Rogue24 - Course Information Sheet

**IMPORTANT** – Competitors are advised to read this information carefully. It contains a description of the logistics of each leg of the race. There are a total of 66 check points available on the course. **Stages 1 to 4 must be attempted in order. Stages 5 to 8 all start and finish at Race HQ and may be attempted in any order.** Teams may only collect checkpoints from the stage they are on at that time; they cannot go back to collect checkpoints from previous legs, or punch checkpoints from future legs. Within each leg, teams may collect as many checkpoints in any order they wish. Each checkpoint is assigned its own score value.

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### Stage 1. TREK. Use Map 1.

Start at HQ. Finish at TA13.  
13 CPs available (CP 1 - 13).  
810 Points.  
Approx distance: 13 - 20km.

The Rogue24 kicks off with a stunning trek through the Valley of the Diamonds, winding its way down Perseverance Creek, into Crows Nest Gorge, then on to Cressbrook Creek. The stage ends with some navigationally challenging optional check points in the foot hills of Lake Cressbrook before finishing up at the bike drop location.

- At the start of the race, teams must cross the road immediately opposite Race HQ, then stick to the north side of Perseverance Dam Rd on route to CP1.
- Note that the major watercourses between CPs 1 to 7 are open, rocky and navigable.
- Please demonstrate extreme caution on the rocks between CPs 1 to 7 as rescue assistance may be slow due to the remote nature of the area.
- Team's gear boxes will be available at TA13 at the end of the leg.

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### Stage 2. KAYAK. Use Map 1.

Start and Finish at TA13.  
9 CPs available (CP 14 – 22).  
560 Points.  
Approx max distance: 17km.

Stage 2 involves an out and back paddle on Lake Cressbrook with views back over the hills teams will be trekking during the race.

- Teams must punch in at TA13 at the start and end of this leg.
- PFDs must be worn at all times on the lake.
- Note that many teams may finish this paddle in the dark. Glow sticks are compulsory and headlamps must be lit when on the water.
- Kayaks are to be launched from the boat ramp. Do not drag boats under any circumstance. Lift and carry them.
- Note a number of CPs require you to leave the boat to punch them.
- Boats will be assigned on a first come, first choice basis. Note that there are two types of double craft, each with their own advantages and disadvantages, but with relatively comparable speeds.
- Team's gear boxes will be available at TA13 at the end of the leg.

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### Stage 3. TREK. Use Map 1.

Start and Finish at TA13.  
8 CPs available (CP 23 – 30).  
520 Points.  
Approx max distance: 14km.

This trek leg takes in some classic rogaine country in the Cressbrook Dam area. There is plenty of route choice and tough navigation, particularly given that most teams will tackle this leg at night.

- Teams must check in at TA13 at the start and end of this leg.
- Note that the major watercourse between CPs 29 to 30 is open, rocky and navigable.
- Please keep noise to a minimum in the vicinity of the caretakers house just to the south of the TA.
- Note that the area is prone to illegal deer hunting, and if you suspect hunters are in the region, please make yourselves as visible as possible.
- Team's gear boxes will be available at TA13 at the end of the leg. Submit gear boxes back to officials before departing on Stage 4.

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### Stage 4. BIKE. Use Maps 2 and 3.

Start at TA13. Finish at HQ.  
26 CPs available (CP 31 – 56).  
1610 Points.  
Approx distance: 9 - 104km

The longest leg of the race sees teams make their way back to HQ on bikes via a route that takes in old farming tracks, sealed paths, forestry trails and back country roads.

- Teams must check in at TA13 at the start and end of this leg.
- Note that there are no road closures for the course. Obey all road rules, demonstrate caution and give way to traffic.
- Please be courteous and quiet when transitioning at HQ as there may be competitors, volunteers, caretakers, etc trying to sleep.
- Team's gear boxes will be available at HQ at the end of the leg and for the remainder of the race.

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### Stage 5 KAYAK. Use Map 1.

Start and Finish at HQ.  
6 CPs available (CP 57 – 62).  
390 Points.  
Approx max distance: 11km.

The Rogue24 is lucky to have special permission to access Lake Perseverance for the race. As the name suggests, a bunch of big easy big points are available for teams with the perseverance to see the race out this far.

- Teams must check in at HQ at the start and end of this leg.
- PFDs must be worn at all times on the lake. Glow sticks and head lamps must be illuminated when paddling at night.
- Team must portage the boats 300m down to the pontoon for launching. Do not drag boats under any circumstance. Lift and carry them.

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### Stage 6 SUP. Use Map 1.

Start and Finish at HQ.  
2 CPs available (CP 63 – 64).  
100 Points.  
Approx max distance: 1km.

For the first time ever, The Rogue24 will give teams the chance to try their hands at stand up paddle boarding.

- Teams must check in at HQ at the start and end of this leg.
  - PFDs must be worn at all times on the lake.
  - There is one SUP available per competitor. There are 16 boards in total, that is, enough for 8 teams at any one time. If board is not available at then complete another stage in the interim. It is strongly advised to select this option first before Stages 5, 7 or 8 if boards are available.
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**Stage 7 ORIENTEERING.**

Start and Finish at HQ.  
1 CP available (CP 65).  
130 Points.  
Approx distance: 4km.

Teams will be given the chance to demonstrate their micro-navigation and quick route choice decision skills on a purpose built orienteering map in the Lake Perseverance surrounds.

- Teams must check in at HQ at the start and end of this leg.
- Teams will be provided with duplicate copies of a 1:10,000 orienteering map only at the start of this stage.
- Teams must collect the 7 orienteering check points IN ORDER using the Navlight system before returning to HQ to punch CP65 to receive their points.

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**Stage 8 ARCHERY.**

Start and Finish at HQ.  
1 CP available (CP 66).  
70 Points.

In another Rogue24 first, teams will test their hand at archery for some easy points.

- **Opening time for this stage: 8:00am. Closing time: 11:00am.**
  - Teams must check in at HQ at the start and end of this leg.
  - Both competitors must take a minimum of 3 shots each regardless of initial results. Teams must score a total of at least 2 shots within the red or yellow circles to claim the CP points. Any teams failing to do so must move to the back of any que before attempting their shots again.
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## Emergency Procedures

In the event of a true emergency call 000 first. Stabilise the patient, apply basic first aid and notify another team of the situation. Mobile phone reception on the course is very poor, however the **event organisers number is 0405728128 or alternatively 0487588628**. In the event that a team wishes to withdraw early from the race, make your way back to HQ, notify an official and hand in your timing tags.

## Navlight

Navlight timing tags will be distributed when you resubmit your indemnity forms. There is one per person. Please ensure they are attached firmly and correctly so that they don't get lost during the event as they are quite expensive to replace. You will need to check in with the briefing punch just prior to the race start. Tags will be collected by an official when you return to the finish site and your score downloaded.