

2017 Rogue6 - 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 23 check points available on the course. **Stages must be completed in the order described below.** 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. **Teams must collect at least one check point from every stage in order to qualify for a ranked result** (yes, that means you must paddle from CP17 back to HQ!). Teams are expected to be self-sufficient for the entirety of the race, however there is water available for refill between legs at the HQ and TA17.

Stage 1. BIKE.

Start and finishes at HQ.
7 CPs available (CPs 1 - 7).
480 Points.
Approx distance: 6 - 38km.

The Rogue6 kicks off with a bike rogaine on the established bike trails, old farming tracks and sealed roads of the Wivenhoe peninsula area. Although there are a couple of pinchy climbs, the elevation gain and loss is not significant. Whilst there are only seven controls up for grabs, they are well spaced out and of high score value, making an early decision on how much to go for so soon into the race a strategic head scratcher.

- The race will begin with a *Le Mans* style run to the bikes. All competitors must pass through the start arch when the gun goes off.
- The majority of controls are placed off the tracks and out of sight, requiring you to leave your bike to hike in and find them.
- Note that there are no road closures for the course. Obey all road rules, demonstrate caution and give way to traffic, particularly on the major sealed roads where cars may be travelling at speed.
- For safety, the Brisbane Valley Highway is strictly out of bounds and is marked so on the map. Teams can use the marked tracks that travel parallel to the highway to access CPs 6 and 7.
- No bike computers are allowed to be used to measure distance on the bike leg.
- At the end of stage 1, teams may either drop their bikes in the designated area or secure them with their vehicles before commencing stage 2.

Stage 2. TREK.

Start at HQ. Finish at TA17.
10 CPs available (CP 8 – 17).
540 Points.
Approx distance: 5 - 24km.

Stage 2 involves a trek from HQ at the Wivenhoe Day Use area to McGraths Bay, collecting up to 10 check points en route. The terrain off track is generally open and fast moving, however this stage offers up the greatest navigational challenge of the race.

- Please leave gates as found.
- Demonstrate caution if travelling along sealed roads in the area.
- Water is available at the transition area (CP17) along with any personal PFDs and paddles.

Stage 3. KAYAK.

Start at TA17. Finish at HQ.
6 CPs available (CP 18 – 23).
360 Points.
Approx distance: 6 - 12km.

The Rogue6 concludes with a paddle back to race HQ, collecting up to 6 check points along the way. Have teams left themselves enough time to brave a straight line bearing into open water for some big value controls? What's the best strategy to sweep those shoreline check points closer to home? These decisions could make or break the race.

- Note that for teams to have a ranked result, they **MUST** complete this stage and paddle the kayaks back to race HQ, collecting at least one control en route.
- PFDs must be worn at all times on the water. Personal PFDs and paddles should be bundled together and dropped off to the organisers prior to the race start.
- The race finishes at HQ at 5:00pm. All teams must be back by this time or receive a penalty of 10 points per minute (or part thereof) late, with teams more than 30 minutes late classed unranked.
- We will endeavour to kick off presentations by 5:30pm.
- Teams are permitted to leave their boats and travel by land to collect CPs 18, 19 and 20 **BUT NOT** CP23 as the land surrounding CP23 is privately owned. Some check points can not be seen from the water line and will require you to navigate to them by foot.
- Teams cannot check in to the finish punch until they have portaged their kayaks to the kayak trailer and followed the volunteer's instructions to load them.
- A strict rule of carrying, not dragging, will be enforced with heavy penalties.
- Note that dam levels have been drawn at 100% full. At the time of writing, Wivenhoe dam is only 68% full. Hence the topography of the dam edge may be significantly different, particularly in shallow bays with new peninsulas and even small islands exposed. Generally it is possible to estimate the full dam waterline from the tree line.
- Teams should carry a backup headlamp with them on this leg in case they arrive back late.

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 moderate - the **event organisers number is 0405 728 128**. 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. There is an expectation that teams will be self reliant on the course outside of transition areas.