

# Stubborn Mule 2017

## 180 Adventure, LLC

### June 24, 2017

#### Rules

1. Competitors must always remain within 100 feet of teammates & within visual contact.
2. All team members must check in together at each checkpoint and TA.
3. At TAs, teams must check **in** and **out** with the volunteer.
4. If one member must leave the course, they must do so at a CP or TA and notify race management. Incomplete teams may continue unranked.
5. 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.
6. Any short-coursed team will rank lower than full course teams, regardless of number of CPs obtained. Missing any mandatory CP results in short-course status.
7. Race number must be visible on all team members at all times. Attaching the race number to a pack is ok.
8. Teams must punch passports in the correct space at each CP. All punches must be legible. If race staff cannot distinguish one punch from another, it will not be counted.
9. If a CP has an ALL PUNCH label on it, punch the passport AND all team members must punch their wristbands. Wristbands must be worn only on the wrist. Wristband punches must be legible, and separate from each other. If race staff cannot distinguish one punch from another, it will not be counted.
10. Solo racers do not need to wear or punch a wristband.
11. Teams must turn in their passport/punch card at each TA unless otherwise directed by race staff.
12. Teams must complete each leg of the race in the order listed unless directed otherwise by race staff.
13. Teams may not obtain CPs from a previous leg of the race once they have started the next leg.
14. Teams that miss CPs will be ranked after teams that obtain all CPs. In the case of a tie, the team who obtained the most points in the shortest period of time is the winner.
15. Race cutoff is 5:00 p.m. on Saturday for the 5-hour, 6:00 p.m. on Saturday for 12-hour and noon on Sunday for the 30-hour. Teams will lose 1 CP for each minute they are late. For example: 6:00:01-6:00:59 – loss of 1 CP, 6:01:00-6:01:59 – loss of 2 CPs, etc.
16. Race officials reserve the right to alter time cut-offs or the course itself to accommodate changing conditions.
17. Mandatory gear must be carried at all times and will be checked on the course.
18. **NO GPS of any kind, including GPS pace counters, smart phones, and watches.** If you carry a smart phone as your emergency phone, it must be turned off except for emergency use. The AMOD GPS logger and SPOT are approved as they do not display real time data.
19. PFDs must be worn at all times while paddling.
20. Bicycle helmets must be worn at all times during the biking sections and when specifically directed by race officials.
21. Racers must use the mode of travel specified to obtain CPs as outlined in Course Instructions.
22. Front and rear bike lights must be on at all times after dark.
23. Glow sticks must be attached to the bow, stern and each paddler’s pfd when paddling after dark.
24. **NO LITTERING!** Leave no trace!
25. Use of cellular phone is for emergencies only. No other use is allowed.
26. Any protest must be filed in writing within one hour of the team’s finish and will be reviewed by the Race Committee.
27. Off Limits roads: None, but use particular caution on highways such as 63 and 77.

Penalty for each rule infraction is the loss of a minimum of 1 CP.

## **Advanced Race Emergency Procedures**

### **Injured Competitor(s)**

If a member of a team becomes injured during the event, the following procedure should be carried out:

1. Ensure your own safety and that of the casualty, preventing further injury.
2. Treat the casualty with first aid as much as practically possible.
3. Make the casualty as comfortable as possible and provide shelter from the elements.
4. Use the international distress signal – a series of 6 blasts of a whistle and/or flashes of a flashlight/headlamp.
5. If you have cell reception, call for help (either 911 or race staff contacts, depending on the seriousness of the injury) providing exact location, time of accident, and nature of injuries.
6. If you do not have cell reception and if other teams or members of the public find you, send them for help. Write down a message giving exact location, time of accident and nature of injuries.

### **Lost Team or Competitor**

In the event that a team or team member becomes lost, they must follow the procedure detailed below:

1. Move to a location where distinctive landmarks can be seen. You will never be very far from a roadway. If visibility is very poor, move in a steady direction until you reach a road.
2. Use your cell phone, or if you are unable to get a signal, find a public telephone or house with phone. Ask to use phone offering to pay for call and phone the emergency numbers provided.
3. On the phone you will also be asked to describe your location as best you can to allow the organizers to pinpoint where you are.
4. The organizers will then arrange to have you picked up or simply explain where you are on the map to enable you to carry on with the route.

Any competitor(s) who become lost or injured and are forced to use an emergency phone number are automatically disqualified from the race rankings. However, they or the remainder of their team may be allowed to complete the event as a non-ranking team.

If a team comes in contact with another team that is in an emergency situation they are required to stop and help. Failure to do so may result in disqualification. Teams that offer assistance in an emergency situation will be compensated for loss of time.

# Race Course Instructions - 12-hr

## Verify your race packet contains:

- Team number for each racer, to be attached to each team member's jersey or pack. Must be visible at all times.
- Wristband for each racer (solos excepted). Wristbands must be worn on the wrist – when putting on the wristband, be sure you can fit two fingers under the wristband so it can be punched with a standard orienteering punch.
- 3 maps (1 large MyTopo map, 1 folded CAMBA map, 1 supplementary topo map)

## Other info:

- TA – Transition Area. Teams must check in and out with the volunteer at each TA. Failure to do this will result in a minimum penalty of 1 CP.
- CP – Checkpoint. If there is a flag, punch your punch card at the appropriate number. If the clue column contains a question, there is not a flag at that location. Instead, write down the answer to the question to receive credit.
- WP – Waypoint. No flag. These are simply points to help guide you through some areas.
- Code – The letters in the code column will be found on that CP's flag. It is only used to confirm you are at the right location.
- HQ – Race Headquarters – Sawmill Saloon.

## RACE START

START – Uhrenholdt Trailhead – a short walk from HQ. Teams should be in the starting area at 5:55 a.m. on foot. The race will start promptly at 6:00 a.m. You will receive your punch card at the start line.

\*\*\*\*Make sure every team member is wearing his or her wristband (solos excepted)\*\*\*\*

**Watch for all punches on every section!**

## LAND NAV (5 CPs) ~3 Miles

CPs O1-O5 are plotted on your large topo map as well as a supplemental 8 ½ x 11 topo map.

CPs O1-O5 must be obtained on foot, in any order. Teams must obtain at least 3 CPs in this section or attempt the section for at least 1 hour.

WP4 is the Seeley Hills Trailhead. This location will also be referenced in a later section.

When finished, proceed to TA1, turn in your punch card, receive a new punch card and proceed to the next section.

TA or CP	Code	Clue
O1		Trail junction. Question: What number is written in black magic marker on the sign post?
O2		Tower. Question: According to the sign at this location, what site number is this?
O3	AC	Reentrant
O4	XX	Depression
O5	CL	Reentrant
TA1		HQ

## BIKE (3 CPs) ~17 miles

You will receive a punch card for this section at TA 1.

CPs may be obtained in any order. CPs in this section are optional.

WP1: S6 (CAMBA landmark sign)  
WP2: C29 (CAMBA landmark sign)

The CAMBA bike map will be helpful during this section.

When finished, proceed to TA2, turn in your punch card, and proceed to the next section.

TA or CP	Code	Clue
B6		There is a unique white house east of the indicated location. Near the road, in front of that house, are two evergreens with a gate between them. What color is the gate?
B7 and B8	SD CF	Proceed to WP2. From WP2 ride the single track in a generally north direction to WP 3. You will be riding Seeley Pass Trail to FlowMama Trail to Ojibwe Trail. Along this route are two CPS hung on the single track. These CPs are not marked on your maps. As long as you ride the entire section, you will find those CPs.
TA2		Phillipi Bridge Landing

## PADDLE (3 CPs) ~9 miles

This entire section is mandatory. Teams will receive 3 points for paddling from TA2 to TA3.

Remember: 1 canoe for 2- and 3-person teams, 2 canoes for 4-person teams, or a kayak for solos.

At TA2, stage your bike for transport as directed by race staff. We will transport bikes only to TA3. You must take any other bike gear, such as shoes and helmets with you.

### \*\*\*\*CAUTION\*\*\*\*

1. **Make note of the bridge on Leonard School Road. Water levels may prevent safe passage under the bridge. Be prepared to portage river right.**
2. **Please pay attention to WP3. This is a dam with a recommended portage on river right.**

At TA3, please leave canoes and any rental equipment where directed by race staff.

TA or CP	Code	Clue
TA3		Sawmill Landing

## BIKE (6 CPs) ~16 miles

You will receive a punch card for this section at TA3.

CPs may be obtained in any order. All CPs in this section are optional.

The CAMBA bike map will be helpful during this section.

When you reach TA4, turn in your punch card.

TA or CP	Code	Clue
B9 and B10	AH CB	Ride to WP4. Ride the white loop <b>clockwise</b> . The white loop is signed with black arrows on a white background. There are two CPs hung on the white loop. These CPs are not marked on your maps. As long as you ride the entire white loop you will find these CPs.
B11	AF	Bend in trail

B12	CI	Bend in trail
B13	CA	Trail (between single track and ski trail)
B14	BI	From CP B13, begin riding the CAMBA single track (Makwa) in a southerly direction. There is one CP hung directly on Makwa between CP B13 and the Makwa Trailhead near CAMBA landmark H20. The CP location is not indicated on your map.
TA4		Gravel Pit Birkie Trailhead Shelter

## LAND NAV (11 CPs) ~5 Miles

You will receive a new punch card and map for this section.

All CPs in this section must be obtained on foot, in any order.

When finished, return to TA 4/5 and turn in your punch card.

TA or CP	Code	Clue
O15	CM	Hilltop
O16	SB	Hilltop
O17	CE	Depression
O18	BK	Depression
O19	BB	Hilltop
O20	CH	Depression
O21	AP	Depression
O22	AE	Hilltop
O23	BA	Reentrant
O24	ZP	Spur
O25	CC	Depression
TA 5		Gravel Pit Shelter

## BIKE (1 CP) ~7 miles

The UTM for this point will be provided at TA4 for planning purposes.

The CP in this section must be obtained by bike. This CP is optional.

When finished, proceed to the Finish, and report your answer. AND grab a cold drink – you earned it!

TA or CP	Code	UTM	Clue
B27			According to the sign at this location, how far is it to Wayside Bar and Food?
Finish			HQ

**Congratulations!!!!**