

Stubborn Fool 2021

180 Adventure, LLC

Rules

1. Team members must always remain within ten meters of teammates & within visual contact at all times while on foot. Ten meters is roughly twenty paces.
PENALTY: First offense -- 2 hours. Second offense – DQ.
2. Team members must always remain within thirty meters of teammates & within visual contact at all times while on bike or paddling (four-person teams with two boats).
PENALTY: First offense -- 2 hours. Second offense – DQ.
3. All team members must check in together at each checkpoint and TA. Do NOT send a “runner” to punch a CP while the rest of the team waits more than 10 meters away.
PENALTY: First offense -- 2 hours. Second offense – DQ.
4. If one member must leave the course, they must do so at a 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 TA volunteer or by calling the race director.
6. Race number must be visible on all team members at all times. Attaching the race number to a pack is ok, but if you do, you must have your pack with you at all times.
7. 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.
8. Race cutoff is 6 hours after you “punch” the start control. **Due to the staggered start, teams are responsible for knowing their start time and their corresponding cutoff time.** Teams will lose one CP for each full minute they are late. For example, if a team’s elapsed racing time is 6:01:00-6:01:59 – loss of 1 CP, 6:02:00-6:02:59 – loss of 2 CPs, etc.
9. Race officials reserve the right to alter time cut-offs or the course itself to accommodate changing conditions.
10. Mandatory gear must be carried at all times and may be checked on the course.
PENALTY: One hour for each piece of missing gear.
11. No GPS of any kind including GPS pace counters are allowed. The AMOD GPS logger, SPOT, or another tracker with a sealed (inaccessible) display are approved for use.
PENALTY: DQ
12. PFDs must be worn at all times while paddling.
PENALTY: First offense -- 2 hours. Second offense – DQ.
13. Bicycle helmets must be worn at all times during the biking sections and when specifically directed by race officials.
PENALTY: First offense -- 2 hours. Second offense – DQ.
14. Racers must use the mode of travel specified to obtain CPs as outlined in Race Instructions.
PENALTY: Loss of “illegally” obtained CPs + 2 hours.
15. NO LITTERING! Leave no trace!
16. Use of cellular phone is for emergencies only. No other use is allowed.
PENALTY: DQ
17. Team members must wear a face covering as defined in the gear list in any location where they are expected to encounter people outside of their teams. These locations include but are not limited to race check-in, start and finish areas, transition areas, restrooms, on course whenever teams are traveling together, visit a CP together, pass each other on a trail, or are otherwise within six feet of each other, and during any interactions between racers, race staff, volunteers, medical personnel, or the general public.
PENALTY: First offense -- 1 hour. Second offense – 2 hours. Third offense - DQ.
18. Any protest must be filed in writing within one hour of the team’s finish and will be reviewed by the Race Committee.
19. Teams must stay off of all private property.
PENALTY: DQ
20. Teams must turn in their fingersticks at the finish.
PENALTY: Team captains will be assessed \$50 to cover the cost of replacing a lost fingerstick.
21. Off-limits areas for bikes: All trails and lands within the Levis/Trow Mound Recreation area as outlined on the course map.
PENALTY: Riding or walking a bike in any off-limits area will result in disqualification (DQ).

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 your 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

If 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(s) 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 Instructions

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. If attached to the pack, the pack must be worn at all times.
- E-punch fingerstick
- Clark County bike map
- Full course map
- Levis/Trow north land nav map
- Levis/Trow south land nav map
- Levis/Trow trail map

Definitions:

CP – Checkpoint to be obtained on foot.

BP – Checkpoint to be obtained on bike or on foot.

PP – Checkpoint to be obtained while paddling.

Code – The numbers in the code column will be found on that CP's e-punch unit. It is used to confirm you are at the right location.

RACE START

RACE START is at Levis/Trow Mound main parking area and chalet. Teams should begin the race on foot any time they are ready during their assigned start window by punching the CLEAR control, followed by the START control. If a line forms in the start area, please remember to maintain social distance between teams. The time at which you punch the start control is your official start time. Make note of the time you start so that you know your team's cut off time (6 hours after you start).

Teams must start in their assigned start window. Teams not punching the start control before the end of their start window will be given the end of their start window as their official start time. Example: Team Better-Late-Than-Never's start window is 9:00 – 9:30. They punch the start control at 9:45 and begin their race. Their start time will be set to 9:30.

Even if you are planning to bike first, start the race on foot, and then head to your bikes.

CHOOSE YOUR OWN ADVENTURE!

Outlined below are the race sections. Race sections may be completed in any order, e.g., you could complete the land nav sections, followed by biking to the paddle section, paddling and then returning by bike to the finish. Or you could bike to paddle section first and complete the land nav section at the end of the race. Further, you could do part of the land nav early in the day, then bike and paddle, and finish the rest of the land nav later.

Teams are allowed to use bikes on the roads outside of the restricted area (no-bike boundary) to gain proximity to land nav cps. If your team chooses to do this, you **MUST** leave bikes outside of the boundary while traveling on foot to land nav CPs.

Restrictions

To be ranked as “full-course”, teams must:

1. obtain at least one paddle CP (labelled PP below),
2. obtain at least one bike CP (labelled BP below), and
3. obtain at least one land nav CP.

Teams not meeting the requirements above will be ranked as “short-course”. Short-course teams are ranked after full-course teams regardless of the total number of CPs obtained.

Land Navigation – Levis/Trow Mound South

Estimated distances: 1 CP: .5 mile, 11 CPs: 4 miles.

CPs 1-11 must be obtained on foot.

Bikes are not permitted on the trails in the Levis/Trow Mound Recreational Area. Bikes must remain outside the areas indicated on the course map.

Land Navigation – Levis/Trow Mound North

Estimated distances: 1 CP: .5 mile, 10 CPs: 4 Miles

CPs 12-21 must be obtained on foot.

Bikes are not permitted on the trails in the Levis/Trow Mound Recreational Area. Bikes must remain outside the areas indicated on the course map.

Paddle

Estimated distances: 1 CP: 1 mile, 5 CPs: 5 miles

For safety, please check in with the volunteer at the paddle TA before and after paddling.

PPs 1-5 must be obtained by canoe/kayak, in any order. All controls can be punched with from the water or by taking a few steps out of the boat. Teams **may not** beach their boats and travel on foot to the controls.

Bike

Estimated distances: 1 CP: 5 miles, 4 CPs: 20 miles

BPs 1-4 may be obtained by bike or on foot, in any order.

Bikes are not permitted on the trails in the Levis/Trow Mound Recreational Area. Bikes must remain outside the areas indicated on the course map.

CP LIST - CPs may be obtained in any order.

TA or CP	Code	Clue
CP 1	31	Hilltop
CP 2	32	Reentrant
CP 3	33	Hilltop
CP 4	34	Reentrant
CP 5	35	Hilltop
CP 6	36	Reentrant
CP 7	37	Hilltop – north end
CP 8	38	Stream
CP 9	39	Spur
CP 10	40	Hilltop
CP 11	41	Hilltop
CP 12	42	Stream
CP 13	43	Hilltop
CP 14	44	Reentrant
CP 15	45	Reentrant
CP 16	46	Hilltop
CP 17	47	Hilltop
CP 18	48	Reentrant
CP 19	49	Hilltop
CP 20	50	Hilltop
CP 21	51	Reentrant
BP 1	52	Bend in road
BP 2	53	Shoreline at public boat launch
BP 3	54	Stream
BP 4	56	Intersection
TA		Russell Memorial County Park Beach/Boat Launch Area This is the start and finish of the paddling section.
PP 1	57	Shoreline
PP 2	58	Shoreline – west side of stream
PP 3	59	Shoreline at county boat launch
PP 4	60	Shoreline
PP 5	61	Shoreline
HQ/Finish	Finish	Levis/Trow Mound main parking area and chalet – must punch the FINISH control 6 hours or less after your actual start time. Remember to turn in your fingerstick!