

# Stubborn Fool 2022

## 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.  
PENALTY: First offense -- 2 hours. Second offense – DQ.
3. All team members must check in together at each checkpoint and the Finish. 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 race HQ/Start/Finish 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 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. If a CP has an ALL PUNCH label on it, e-punch just like any other CP and each team member must punch their wristband with the manual punch. 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. Solo racers do not need to wear or punch a wristband.
8. Teams that miss CPs will be ranked after teams that obtain all CPs. In the case of a tie, the team that obtained the most points in the shortest period of time is the winner.
9. 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.
10. Race officials reserve the right to alter time cut-offs or the course itself to accommodate changing conditions.
11. Mandatory gear must be carried at all times and may be checked on the course.  
PENALTY: One hour for each piece of missing gear.
12. No GPS of any kind, including GPS pace counters and smart watches, are allowed. The AMOD GPS logger, SPOT, or another tracker with a sealed (inaccessible) display are approved for use.  
PENALTY: 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. NO LITTERING! Leave no trace!
15. Use of cellular phone is for emergencies only. No other use is allowed.  
PENALTY: DQ
16. Any protest must be filed in writing within one hour of the team’s finish and will be reviewed by the Race Committee.
17. Teams must stay off of all private property.  
PENALTY: DQ
18. Teams must turn in their e-punch finger sticks at the finish.  
PENALTY: Team captains will be assessed \$50 to cover the cost of replacing a lost fingerstick.
19. Off-limits areas for bikes: All trails and lands within the Smrekar and Wildcat trail systems 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.
- 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.
- E-punch fingerstick
- 24”x36” Waterproof Topo Map
- Aerial Map
- Jackson County Bike Map
- Black River State Forest Overview Map
- Black River State Forest Trail Map

### Definitions:

CP – Checkpoint to be obtained on foot.

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

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 Smrekar main parking area. Teams should begin the race on foot any time they are ready between 10:00 a.m. and 10:30 a.m. by punching the CLEAR control, followed by the START control. 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 not punching the start control by 10:30 a.m. will be given 10:30 a.m. as their official start time. Example: Team Better-Late-Than-Never punches the start control at 10:45 a.m. and begin their race. Their start time will be set to 10:30 a.m.

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

### CHOOSE YOUR OWN ADVENTURE!

CPs may be obtained in any order. Teams are allowed to use bikes on any roads or trails outside of the “no-bike boundary” marked on the large topo map to gain proximity to land nav CPs. If your team chooses to do this, you MUST leave bikes outside of the boundary and traveling on foot to any CPs inside the no-bike boundary.

Note, the no-bike boundary is marked on the large topo map only. When using any of the other supplied maps, remember to cross-reference the location of that boundary.

### Restrictions

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

1. obtain at least one bike CP (labelled BP below and on the maps), and
2. 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.

CP LIST - CPs may be obtained in any order.

TA or CP	Code	Clue
CP 1	65	Hilltop – SW side
CP 2	66	Survey Marker
CP 3	67	Saddle
CP 4	68	Base of cliff – W side
CP 5	69	Spur
CP 6	70	Saddle
CP 7	71	Hilltop
CP 8	72	Ridge
CP 9	73	Hilltop
CP 10	74	Bend in trail
CP 11	75	Saddle
CP 12	76	Root cellar
CP 13	77	Hilltop
CP 14	78	Hilltop
CP 15	79	Vegetation border (Aerial Map)
CP 16	81	Vegetation border (Aerial Map)
CP 17	82	Small Clearing – NE Side (Aerial Map)
CP 18	83	Vegetation border – edge of marsh (Aerial Map)
CP 19	84	Edge of pond (Aerial Map)
CP 20	85	Edge of pond (Aerial Map)
CP 21	86	Vegetation border – edge of marsh/clearing (Aerial Map)
CP 22	87	Vegetation border – edge of marsh (Aerial Map)
CP 23	88	Vegetation border – edge of clear-cut (Aerial Map)
CP 24	89	Hilltop
CP 25	90	Ridge
CP 26	91	Ridge
BP 1	92	Edge of marsh
BP 2	93	Creek
BP 3	95	Intersection
BP 4	96	Creek
BP 5	97	Hilltop
BP 6	98	Creek
BP 7	99	Intersection
HQ/Finish	Finish	Smrekar main parking area and chalet. <b>Remember to turn in your fingerstick!</b>