











2018 Shenandoah AquaBlaze Adventure Race - Rules of Travel

LEG 01		Paddle 16 Km		Shenandoah River	
 Travel by boat	Fast estimate = 2 Hr Slow estimate = 3 Hr		Map# 1	Terrain Breakdown: 100% Class I Paddle, Drinking Water: Treat all water First Response: 911 or RD at 540-305-1733 Communications: Cell phone signal at high points. AT&T and T-Mobile only. Logistics: <ul style="list-style-type: none">Load buses at Downriver for transport to Start. Stage all your equipment at your car. Downriver will be the main transition area. Only take your mandatory gear and your personal paddle gear with you on the bus.Takeout river left after bridge.Once you have completed the leg, return to Downriver Canoe Company, check in with race staff, download, and pick up the maps for the next leg.	
	Collect CPs in any order	All points are mandatory	0 CPs		
Transition Area Facilities (End of leg), Team Logistics & Equipment					
			PFD must be worn on all paddle sections. Failure to have a PFD will result in a DQ.		

LEG 02		Trek 20 Km				Little Crease Mountain			
<div></div> <div>Travel by foot</div>		Fast estimate = 4 Hr Slow estimate = 8 Hr		Map# 2	<div>Terrain Breakdown: 20% Fire road, 80% Trail.</div> <div>Restrictions: Keep out of areas marked No Travel. This is private property.</div> <div>Drinking Water: Treat all water</div> <div>First Response: 911 or RD at 540-305-1733</div> <div>Communications: Cell phone signal at high points. AT&T and T-Mobile only.</div> <div>Logistics:</div> <div><div><div></div><div>Ensure you have all mandatory gear.</div></div><div><div></div><div>Checkpoints may be marked with other numbers. Your Checkpoints will have the note AquaBlaze/Strong on the tag.</div></div><div><div></div><div>Once you have completed the leg, return to Downriver Canoe Company and punch Finish.</div></div><div><div></div><div>Make sure you hand in your ePunch for final score.</div></div><div><div></div><div>Hand in orange bibs.</div></div><div><div></div><div>Relax in the finisher lounge until the next team comes in.</div></div></div>				
		Collect CPs in order	All points are mandatory	6 CPs					
Transition Area Facilities (End of leg), Team Logistics & Equipment									
									

- Collect the checkpoints following the maps and rules of travel outlined above.
- Each leg must be completed in order.
- Other checkpoints may be on the course that are not part of your event.
- Distances are total distance if all checkpoints are visited.
- Time estimates are approximate for clearing all points and do not consider transition times.
- Not all trails are shown on the maps.
- Not all trails shown on the maps are maintained.
- Each checkpoint is worth 1 point.

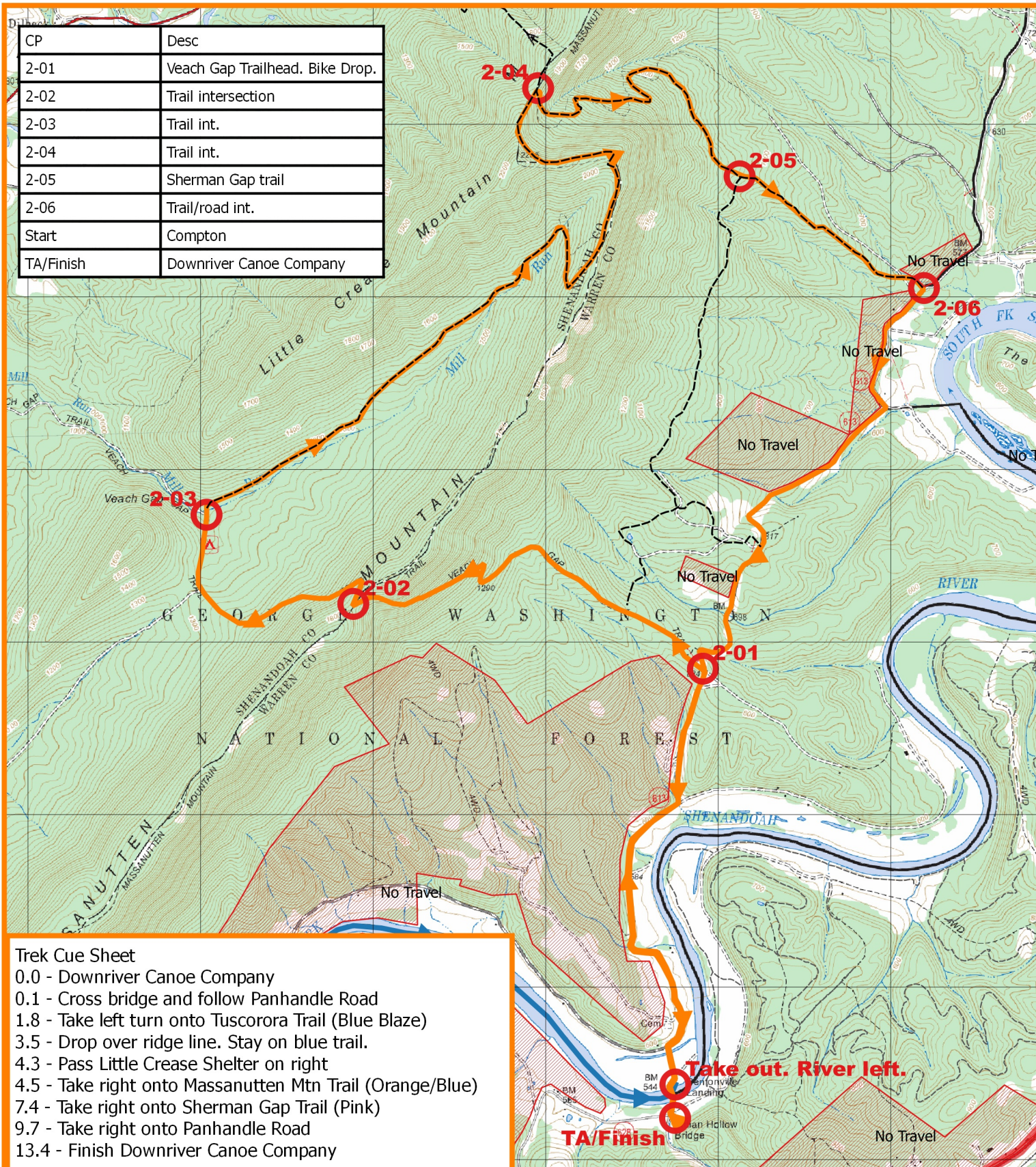


General Race Rules

- Penalties for rule infractions will be assigned in the form of time penalties, point penalties (deductions), or disqualification. Penalties will be assigned on the course if possible and will be determined by the race director and Adventure Enablers race committee.
- Any rules outlined in the Rules of Travel supersede these general race rules.
- Teams must ePunch at both manned and unmanned checkpoints (CP).
- In the event an ePunch does not work, use the pin punch to mark the checkpoint on the Rules of Travel. If there is no pin punch, take a photograph of your team and the most prominent feature at your location.
- Both mandatory and optional points may be located on the course, depending on the course.
- Each checkpoint must be acquired by using the prescribed method of travel as outlined in the Rules of Travel.
- To remain official, teams must collect all mandatory checkpoints on the course within the specified times.
- Checkpoints are worth the value outlined on the map.
- Ranking is determined by the highest accumulated points (minus penalties) and the fastest time (including time penalties).
- Teams may not travel on private property unless specified in the Rules of Travel.
- Teams must obey all traffic laws.
- Only racers, volunteers, and race officials are allowed in marked transition areas (TA) or staging areas.
- PFDs must be worn and secured properly at all times while paddling or doing a water challenge.
- Racers must use the same bike throughout the entire race. In the event of mechanical failure replacement parts can be used but they must be provided by the team, other racers, or an event official. No outside assistance is allowed.
- All racers are expected to be examples of good sportsmanship. Racers must treat fellow racers and race staff with courtesy and respect.
- Teams must assist fellow teams in need of medical attention. In the event of an emergency, call 911, then contact the race director.
- Teams must always remain within 100 feet of teammates and within visual contact (unless otherwise specified).
- All team members must check in together at each CP and TA. If one member must leave the course, they must do so at a CP or TA and notify race management. If a team leaves a teammate out on the course, that team will be immediately disqualified and not allowed to continue unofficially. Incomplete teams may continue unranked. A single person may become a soloist. Incomplete teams must carry the mandatory team gear.
- Rules of Travel, maps, ePunches, and race rules must be carried the entire race.
- Teams must ensure that the ePunch registers at each CP. The control will beep when the ePunch has been registered. Only punch once at each control unless otherwise specified.
- All CPs can be obtained in any order unless specified.
- Race officials reserve the right to alter time cut-offs or the course itself to accommodate changing conditions and to ensure that teams finish on time.
- Mandatory gear must be carried at all times, unless otherwise specified in the Rules of Travel, and may be checked on the course.
- No GPS devices of any type are allowed for navigational purposes. Smart phones with GPS capabilities may be carried if mandatory gear requires a camera/cell phone.
- Bicycle helmets are required at all times during the bicycle portion and when specifically directed by race officials.
- Racers must follow Rules of Travel as outlined. Where no specific path is designated, teams select their path between CPs. When instructions designate a specific route, teams must follow that path. Sections of the course may be determined as out of bounds or restricted for travel.
- There is no food or gear drop unless specified by the race director. Racers may not receive outside assistance except from race officials and other registered teams. Teams are responsible for providing all their own food and drink while on the course.
- No littering. Please practice Leave No Trace!
- All areas of the course are open to the public. Use proper trail etiquette. Bikes yield to hikers, and everyone yields to horses.
- Teams may use cellular devices to post updates to social networks.
- Any time penalties will be added to the team's finishing time.
- Race officials reserve the right to remove a team from the course for health, safety, or other reasons at the discretion of race officials and medical personnel.
- 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. Failing to notify race officials will result in that team being responsible for all search and rescue expenses.
- Any protest must be filed in writing within 1 hour of the team's finish and will be reviewed by the race committee.
- All racers must have a good time, challenge themselves, and at all times have belief that they can complete the course.



CP	Desc
2-01	Veatch Gap Trailhead. Bike Drop.
2-02	Trail intersection
2-03	Trail int.
2-04	Trail int.
2-05	Sherman Gap trail
2-06	Trail/road int.
Start	Compton
TA/Finish	Downriver Canoe Company



Trek Cue Sheet

- 0.0 - Downriver Canoe Company
- 0.1 - Cross bridge and follow Panhandle Road
- 1.8 - Take left turn onto Tuscorora Trail (Blue Blaze)
- 3.5 - Drop over ridge line. Stay on blue trail.
- 4.3 - Pass Little Crease Shelter on right
- 4.5 - Take right onto Massanutten Mtn Trail (Orange/Blue)
- 7.4 - Take right onto Sherman Gap Trail (Pink)
- 9.7 - Take right onto Panhandle Road
- 13.4 - Finish Downriver Canoe Company

LEG 2

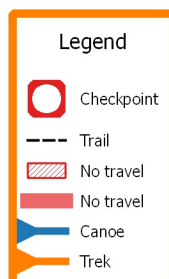
MAP 2

0 500 1000 m

Not all trail/roads maybe shown on maps.
Not all trails/roads shown on map by exist



Grid-Magnetic Declination angle is
11 deg 9 min
Horizontal Datum is NAD83
Map projection is UTM Zone 17S



ADVENTURE
ENABLERS

