



Wild Driftless Rules & Regulations

Abbreviations

Transition Area = TA

A transition area is a location where you switch disciplines between paddling, bike riding, trekking on-foot, special tasks, etc. Some transition areas are manned by volunteers and are required for check-in; others are optional and may not be manned. We strongly recommend bringing a lock for your bikes at unmanned TAs.

Checkpoint = CP

A checkpoint is an unmanned location marked by an orienteering control. These controls are typically orange/white flags with an e-punch attached. You must punch these CPs with the provided finger stick (listen for the beep).

Marshal Point = MP

A marshal point is a location manned by a race volunteer. At this location, you will receive further instructions to complete a special task.

General race instructions:

1. Time limits are based on the race start. The 9-hour race is set to start at 8:00 a.m. with a 5 p.m. end time. The Lite race is set to start at Noon with a 5 p.m. end time.
2. All required TAs must be reached in order according to the race instructions.
3. In order to be considered a full-course finisher, teams must check in and out at every required TA.
4. Within a given stage, checkpoints may be reached in any order unless otherwise specified.
5. Disallowed routes will be clearly indicated on race instructions. Those routes are often—but not always—marked on your maps as well.
6. Checkpoints are e-punch. You must punch them with the e-punch finger stick provided for your team.

7. All participants must wear their team number (provided), and it must be visible either on their clothing or pack.

Maps

1. Your race maps may include:
 - a. Topographical maps
 - b. Orienteering maps
 - c. Aerial satellite images
 - d. Trail maps/park maps
 - e. Hand-drawn maps
2. All maps will include a scale and indicate true north.
3. All maps will be plotted for you. You will not need to plot UTM coordinates.
4. Orienteering maps will be drawn in detail and include a legend.
5. Topo maps may exclude details, such as trails (intentionally or unintentionally). Moreover, the base layers of these maps may be dated. Expect fine details may have changed, such as the course of a river or the location of a park boundary.
6. Overlay details will be accurate and up-to-date. These include plotted checkpoint locations, trails, roads, and out-of-bounds areas.

Food and water

1. Participants should plan to carry all the water and food they need for the race.
 - a. 9-hour course: We expect to have one location with food and water available.
 - b. Lite course: We expect to have one location with food and water available.
 - c. These are expectations—not promises.

Bike selection

9-hour: The 9-hour course will consist of gravel roads, paved roads, single-track, and double-track trails. Some trails are grassy or smooth, while others are full of rocks and roots. We strongly recommend a mountain bike for the 9-hour course, as portions will be unrideable with other bikes.

4-hour: The 4-hour course will consist of gravel roads, paved roads, and trails. These trails are almost exclusively grass and dirt. While we recommend a mountain bike, these trails are considerably easier and could be ridden on a gravel or cyclocross bike. Road bikes are not suitable for this course.

Course Safety Considerations

1. You may be traveling near private property boundaries at several points on the course. Private property is clearly marked as out of bounds on your maps. Take extra care not to wander across private property boundaries.

2. Exposed limestone is a hallmark of the driftless area. Be very aware of cliffs, especially as you are traversing atop exposed rock. Many tight contours on the map are not possible to safely ascend or descend. Plan your route accordingly.
3. Be extra careful with footing, as these areas are prone to sinkholes and loose rocks.
4. On steep slopes in these exposed limestone areas, do not scramble directly above your teammates. Falling rock is a serious concern!
5. This is an open course. Expect to encounter day hikers and bike riders. Portions of the course will require riding on trails in a certain direction. Day-users may be riding in the same direction or the opposite direction. Do not expect them to yield. Be aware, be friendly, and be respectful!
6. All roads are open to cars. Traveling on high-traffic roads is prohibited, such as Highway 3 or Highway 13. Allowed roads are generally very low in traffic. Nevertheless, expect cars to be passing on occasion, especially on paved roads. Flashing rear taillights are required whenever you are on your bike. You must obey traffic laws.
7. PFDs must be worn the entirety of the paddle (9-hour only) and bike helmets must be worn whenever you are on the bike.
8. Canoeing will be in flat-water and low current rivers/streams. There are no rapid sections in this year's course.
9. Individuals and teams may abandon the course at any TA. Teams may continue on without a teammate but will be unranked.
10. Any team withdrawing must notify a race official at a TA or the Race Director via the phone.
11. Race officials reserve the right to alter time cut-offs or change the course to accommodate conditions.

Ranking:

Teams will be ranked in order of:

1. Completing the Course
 - Teams that check in and out of every TA and reach the finish will be ranked above all teams who do not
2. Points
3. Finish time

Penalties:

1. Finishing after the time limit:
Penalty: -1 point for each minute over the time limit
2. Collecting a CP in the wrong discipline (e.g. collecting a Trek CP or Paddle CP on a bike stage)

Penalty: -1 point per CP for honest mistakes. The Race Director reserves the right to levy harsher punishments for intentional violations up to DQ.

3. Failure to maintain 100-foot proximity to teammates.

Penalty: First offense -1 point; Second offense -- DQ

4. Not carrying required gear

Penalty: -1 point per missing item.

5. Not displaying race number

Penalty: First offense – Verbal warning; Second offense: - 1 point

6. Cycling on restricted roads

Penalty: Teams must turn around and go back the way they came. If they have completed the section and continue on without retracing their path, the penalty will be -3 points. (Second offense is DQ)

7. Cycling on hiking-only trails

Penalty: -3 points (Second offense is DQ)

8. Traveling on private property

Penalty: Depending on intent, from warning up to DQ (Second offense is DQ).

Respect Private Property!

9. Littering—Do not litter!

Penalty: -1 CP per item of litter

10. Use of GPS or other prohibited outside assistance, such as cell phones, smart watches for GPS purposes, receiving motorized assistance, car rides, etc.

Penalty: DQ

11. Failure to use required safety gear, such as bicycle helmets, PFDs, climbing helmets, etc.

Penalty: DQ

12. Harassment or abuse of other participants, volunteers, or race officials

Penalty: DQ

13. Lost race passport

Penalty: Loss of all points

Team spirit award

A team spirit award will be given to one team in each race. Some opportunities to show team spirit include how your team dresses, at race check-in as we call out your team's name (a unique response/chant is very welcome), when you see volunteers on course, and both pre-race and post-race, especially cheering on other participants. In judging team spirit, our volunteers will be looking for the team that best embodies a community-building spirit, respect for one another and other participants, inclusion, and above all, a team who demonstrates joy (especially in doing a hard thing!).

Awards

Awards will be given in both races to first place in the following divisions:

- 2-4 person male
- 2-4 person female
- 2-4 person coed
- Family (2-4 person, multi-generational team with at least one racer under 18 years of age)
- Solo male
- Solo female
- Team spirit

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, e.g. emergency blanket.
4. Use the international distress signal – a series of 3 blasts of a whistle.
5. If you have cell reception, call for help (either 911 for an emergency or race staff for a non-emergency) providing exact location, time of accident, and nature of injury.
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, follow the procedure detailed below:

1. Move to a location where distinctive landmarks can be seen. You will never be unreasonably far from a roadway. If visibility is very poor, move in a steady direction until you reach a road or trail.
2. Use your cell phone, or if you are unable to get a signal, find a house or a passing car with a phone. Call 911 if an emergency or contact race directors for a non-emergency
3. Describe your location as best you can to allow EMS or the organizers to pinpoint where you are.

Any competitor(s) who become(s) lost or injured and is 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.

Good Samaritan time credit

If you come across another team with an injured teammate or otherwise in need of assistance, you are required to help to the best of your ability. We will credit you with time and extend cutoffs for every minute you are delayed.