

IMPORTANT – Competitors are advised to read this information carefully. It contains a description of each of the four legs of the race. You may wish to take this sheet on the course with you. There are a total of 51 check points (CPs) available on the course. Each **leg** may be attempted in any order and as many times as you wish. You are free to collect as many or as few **CPs** and in any order as you wish within each leg. The only restrictions are:

- Each leg must start and finish at the locations dictated in the description below. You must punch in with an official at the start and end of each leg, either at the Race HQ site or Transition Area (TA) 1 depending on the leg.
- When on a particular leg, you are not allowed to collect CPs from another leg. Heavy penalties apply.
- You can visit a CP as many times as you like, however you will only be awarded the points for that CP once (including the single transition area). Each CP is assigned its own score, including the single transition area (TA1).

<p>LEG A. KAYAK. Use Map 1. Start and finish at Race HQ. 10 CPs available (CP 2 – 11). 640 Points. Approximate maximum distance 18km.</p>	<ul style="list-style-type: none"> • This paddle leg takes in a stretch of the upper Brisbane River from the weir south of the Allawah Rd Bridge, through College’s Crossing and right down to Karana Downs. • This leg must start and finish at Race HQ. • The ARea51 Extreme Check Point on this leg is CP11. • Note that PFDs are compulsory at all times when on the water. Please leave boats at Race HQ where directed. • Note that some areas of the river are not well suited to boats with underslung rudders due to shallow water at low tides, in particular within the region upstream (NE) of Race HQ and down to the bridge near CP6. Generally, the area east of CP7 is clear, fast paddling. Please lift hire canoes over any rocky shallows – you are responsible for any damage to boats or paddles.
<p>LEG B. TREK. Use Map 2. Start and finish at Race HQ. 9 CPs available (CP 12 – 20). 510 Points. Approximate maximum distance 17km.</p>	<ul style="list-style-type: none"> • This running leg is the flatter, but longer of the two treks in the Rogue8 and incorporates SEQWater land in the Chuwar region. • This leg must start and finish at Race HQ. • The ARea51 Extreme Check Point on this leg is CP14. • Demonstrate caution when crossing or travelling along Allawah Rd. Please avoid the out of bounds areas where new tree planting has occurred.
<p>LEG C. TREK. Use Map 2. Start and finish at Transition Area 1. 9 CPs available (CP 21 – 29). 530 Points. Approximate maximum distance 14km.</p>	<ul style="list-style-type: none"> • This trek leg, while shorter, is possibly the hillier and more navigationally challenging of the two foot legs and is located in the Mt Crosby hills region. • This leg must start and finish at TA1, where drinking water is also available. • The ARea51 Extreme Check Point on this leg is CP27. • Please avoid out of bounds areas where new tree planting has occurred.
<p>LEG D. BIKE. Use Map 3. Start and finish at Race HQ or TA1. 23 CPs avail. (CP 30 – 51). 1270 Points. Approximate maximum distance 62km.</p>	<ul style="list-style-type: none"> • This bike leg covers the span of the map and incorporates sealed roads, fire trails and dirt tracks in the Mt Crosby, Kholo, Chuwar and Karana Downs regions. • This leg can be split into two stages. The leg starts and finishes at Race HQ, however teams are permitted to break from this leg at TA1 where they can then attempt Trek Leg C. TA1 is the only location other than HQ where teams are permitted to leave their bikes and attempt another leg. They may collect as many Bike Leg CPs before or after TA1 as they wish. • The ARea51 Extreme Check Point on this leg is CP31. • The Rogue8 has been given trail access by SEQWater and the Brisbane City Council. No land access has been sought from private land owners, and hence, all private land is out of bounds, even if not marked so on the map. • Please demonstrate caution when crossing or travelling on main roads. There are no road closures for this event. SEQWater and course setters also reported a lot of illegal motor bike and 4WD activity on many of its’ trails, particularly in the south western section of the map around CPs 42-44. Please demonstrate caution and be prepared to give these vehicles a wide berth (you’ll hear them before they see you).

Total score available: 3000.

Route Choice

Teams have complete freedom in route choice in the Rogue8. Stages may be attempted in any order: for example a team may elect to ride directly to Trek Leg C to get the hillier trekking over with at the start and finish closer to home later on. Conversely, a team may elect to knock off Trek Leg B early on followed by a paddle to give their legs a rest. It is even possible to do part of a leg and come back and finish it later on if time permits, or skip a leg all together. What is the best strategy? How do you maximise your points? Who is winning the race? Only time will tell...

ARea51 Extreme Points Prizes

On each stage of the Rogue8, a single CP has been elected as the ARea51 Extreme Points prize. The first team to arrive at this CP should collect the voucher clipped to the flag and return it to Race HQ at the final presentations to collect a prize donated by ARea51. There are four legs to the Rogue8, and hence four ARea51 Extreme Check Points: **CPs 11, 14, 27 and 31**. These tend to be at the extreme ends of each stage and may shake team's strategies up a bit – should you beeline it for the CP and hope to beat everyone there? Which leg will you be most likely to get to the Extreme Check Point first?

Emergency Procedures

In the event of a true emergency call 000 first. Stabilise the patient, apply basic first aid and notify another team of the situation. Mobile phone reception is generally fine on the course. **The event organisers number is 0405 728 128**. In the event that a team wishes to withdraw early from the race, please make your way back to Race HQ (or transition area 1 if unable to make it to Race HQ) and notify an event official. Any team that does not make it back to Race HQ before the cut off time and under their own power will not be classed as ranked.

Navlight

Navlight timing tags will be distributed when you resubmit your indemnity forms by 8:30am. All team members must remain within visual and verbal contact at all times and should be able to prove this to other teams and race officials. Teams must also simultaneously approach the control together (within 5m). You will need to check in with the briefing punch just prior to the race start. Tags will be collected by an official when you return to the finish site, your score downloaded and a printout of your result provided.

Penalties

A penalty of 10 points per minute or part thereof will be applied for teams arriving after the finish time. Teams more than half an hour late will lose all points and be classed as unranked. Teams that collect a CP from a different leg to the one they're on (for example picking up one of the bike CPs while trekking) will lose the points for that CP in addition to another 100 points. If this is done by accident, a team can go back and correctly punch that CP while on the correct leg and the penalty will not be applied if they notify the organisers of their original mistake. Please check the punch numbers carefully to make sure you are at the right location before punching.

Equipment

Teams are required to carry the mandatory equipment items listed in the race instructions for every leg of the race. Note that there are a number of forbidden items, in particular GPS devices and bike odometers. Please consult the race officials if there is any confusion about required gear.