

## 2016 Rogue6 - Course Information Sheet

**IMPORTANT** – Competitors are advised to read this information carefully. It contains a description of the logistics of each leg of the race. There are a total of 22 check points available on the course. **Stages may be attempted in ANY ORDER you choose.** Teams may only collect checkpoints from the stage they are on at that time; they cannot punch checkpoints from other legs even if you are passing directly by them. Within each leg, teams may collect as many checkpoints in any order they wish. Each checkpoint is assigned its own score value. Each stage has an assigned starting and finishing location.

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### Stage A. KAYAK.

Start and Finish at HQ.  
5 CPs available (1 - 5).  
260 Points.  
Max distances: 2.5km trek +  
10km paddle.

Stage A involves a paddle rogaine on Lake Manchester – the first time the lake has been opened up to a competitive event! There are big points up for grabs for teams willing to stretch to the lake's far reaches.

- Teams must check in at race HQ at the start and end of this leg.
- Kayaks must be launched from and returned to CP1. Boats must be carried, not dragged and you must assist in loading your kayak onto the kayak trailer before you leave.
- Teams using their own paddles/PFDs must carry these back and forth between HQ and CP1.
- **Teams must kayak to within 50m of all kayak controls: you are not permitted to leave your boats and hike overland to kayak check points.**
- PFDs must be worn at all times on the water.
- There is an excessive amount of water weed which will need to be negotiated on the approach to many of the CPs on this leg.

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### Stage B. TREK.

Start and finish at HQ.  
5 CPs available (CP 6 – 10).  
150 Points.  
Max distance: 5km.

The first trek leg of the race covers an old a farmland property that borders the Brisbane River. While points are relatively low, cross country travel is generally open and fast with controls quick to collect.

- Teams must check in at race HQ at the start and end of this leg.

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### Stage C. BIKE.

Start at and finish at HQ.  
7 CPs available (CP 11 - 17).  
290 Points.  
Max distance: 37km.

The Rogue6 mountain bike leg takes in the trail network of predominantly graded dirt fire trails surrounding Lake Manchester, with great views of the water from the higher points of the course. There is an optional diversion on this leg for teams to ride to the transition area (TA) for the Stage D trek leg. Note that on parts of the map the contour interval is 25m – this is possibly the physically hardest leg of the race.

- There are no road closures for the course. Obey all road rules, demonstrate caution and give way to traffic, particularly on the major sealed roads where cars may be travelling at speed.
- Teams that wish to collect CPs from the Stage D trek leg can ride to the transition area at any point during the bike leg to drop their bike and proceed on foot for Stage D, before returning to their bikes. Hence you may be required to carry trekking shoes with you on the bike leg.

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### Stage D. TREK.

Start and Finish at TA.  
5 CPs available (CP 18 – 22).  
300 Points.  
Max distance: 10km.

The second trek leg of the race takes in a hiking loop in the Mt Crosby region. There is significantly more elevation gain and loss on this leg and the control placements make for more challenging navigation, but there a number of high value check points available to warrant the ride out.

- Teams that wish to do this leg can do so during the Stage C Bike leg. You need to ride to the hut marked at the TA, leave your bike with the official and attempt as many or as few foot CPs as you wish, before returning to your bike and continuing with Stage C.
- Water will be available at the TA, but there are no other facilities.
- Teams must check in with the TA official at the start and finish of this leg.
- There is no private property access on this leg, so please observe all OOB areas.

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## 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. The **event organisers number is 0405 728 128**. In the event that a team wishes to withdraw early from the race, make your way back to HQ, notify an official and hand in your timing tags. There is an expectation that teams will be self reliant on the course outside of transition areas.

## Navlight

Navlight timing tags will be distributed when you resubmit your indemnity forms. There is one per person. 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 and your score downloaded. Teams arriving back at race HQ after 5:00pm will be given a penalty of 10 points per minute (or part thereof) late, with teams more than 30 minutes late classed unranked.