

RACE RULES & REGULATIONS (updated December 2018)

1. Teams must follow all race instructions, mapped instructions and information provided at the pre-race briefing. Failure to follow instructions may result in disqualification.
2. All team members must be within verbal range AND visual sight of each other at all times.
3. All team members must visit each checkpoint (CP) together (excludes the Matrix). At each checkpoint, all team members must be within 5m of the CP flag (close enough to touch it in 2 steps). Teams are not allowed to check-in at the finish with the Sport Ident Timing Chip until all team members have crossed the finish line.
4. Out of bounds is marked with purple hatched areas on the map and/or the purple residential symbol and/or purple X's on roads. These areas are either private land or environmentally sensitive areas. Teams found taking short cuts through out-of-bounds areas will be disqualified.
5. Required gear must always be carried. Personal gear must be by carried by every individual themselves. A time penalty for incomplete gear will be served on the race course.
6. Participants must always stay on feet. So, don't think about ordering a cab or jumping on a bus!
7. Use of other maps during the race is not permitted.
8. Checkpoints must be visited in order unless stated otherwise.
9. When crossing fences, do so at a post. Respect public and private property.
10. Race numbers must always be worn on the outside layer AND be visible.