

LITTLE RIVER 6hr WICKED ROGAINES

A FUNDRAISER EVENT. SIMPLY WICKED TO GET OUTSIDE!

Little River Wicked Rogaine 6hr, 4hr and 2hr Rogaines Sunday 4th August 2019

Dear Team Captain,

Thank you for your entry.

We are very excited about the event and we hope you are have a great day out there. We are most appreciative of the help and support of the Little River community who have provided farm access and assistance in putting on the event. Proceeds from the event are assisting with a Lincoln High School trip to Nepal (they will be teaching English and undertake volunteer work in earthquake affected areas).

As the team contact person, please ensure all team members are familiar with all the information below and attached. This information will also be accessible at: wickedrogaines.nz

Please check the teams list and let us know if there's any changes. We will only accept changes till Friday at 12pm. Final teams list with team's numbers will be posted on our website on Friday.

Happy training and see you out there.

Nora, Ian and Wicked Rogaines Team!

Any queries, including advice to beginners, to: 027 388 0626 or wickedrogaines@gmail.com

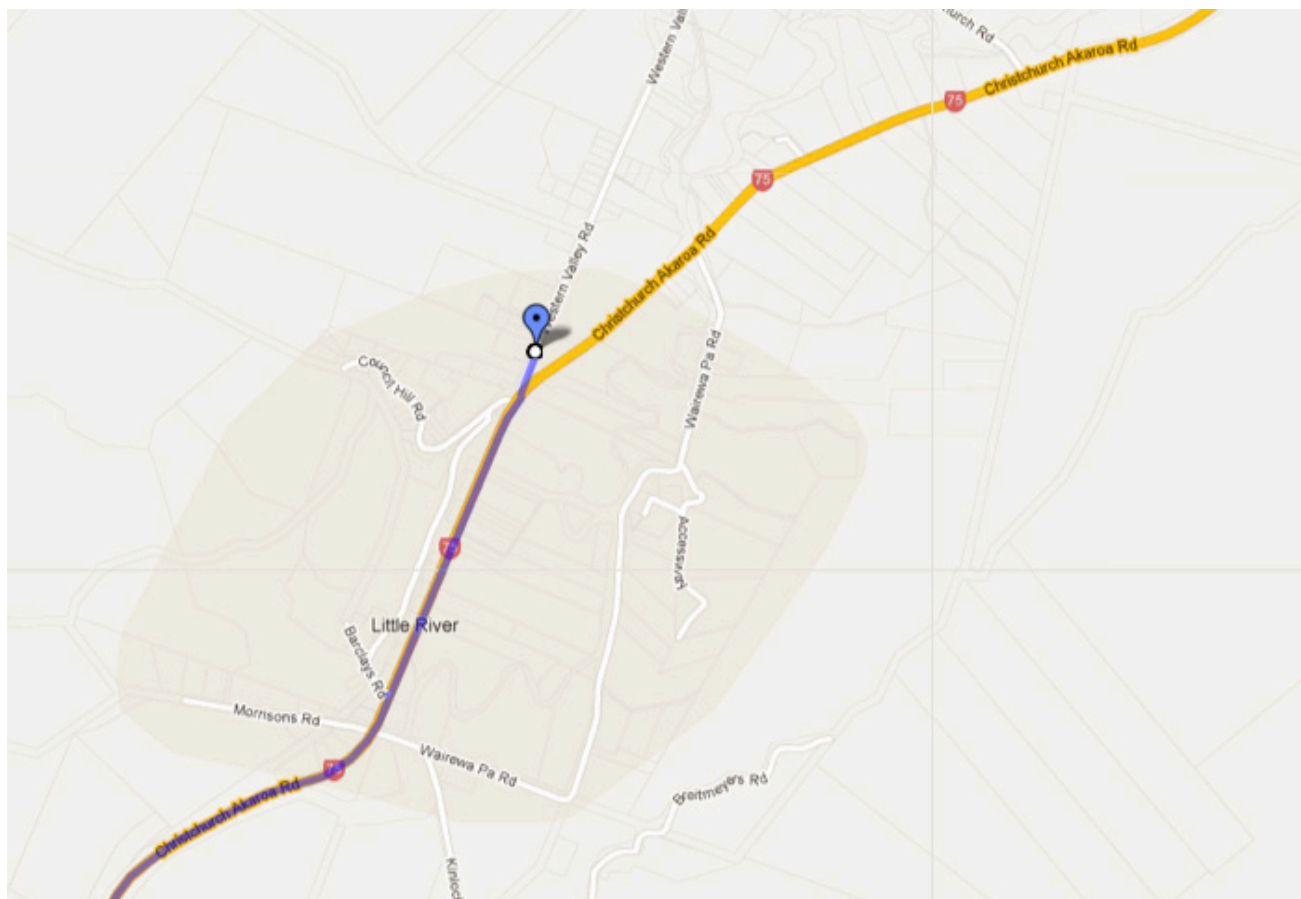
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1 - Getting to the event

The event start/registration is at the LITTLE RIVER DOMAIN, [Western Valley Road, Little River](#), 55 kms from Christchurch, approximately 60 min.

Take the Tai Tapu Rd/ Highway 75 and continue on Christchurch-Akaroa till Little River. Slight left onto Western Valley Rd. The Domain grounds are on the right. Please follow signs and staff directions for parking. Park as directed. Parking cost will be a gold coin donation to help with the fundraising.



2- Registration and start times

We will have staged starts, so teams don't experience queues at controls and can do their own event without worrying about following other teams. For this reason, teams will have the choice to start on their own time.

IMPORTANT: teams will have to punch at the start, so we can time them. Teams that don't punch at

the start will be disqualified.

Registration and start times are:

6hr Event

Registration between 9:30 - 10:15

Briefing 10:45

Start between 10:30 – 11:00

4hr Event

Registration between 11:00 - 11:45

Briefing 11:45

Start between 12:00 - 12:30

2hr Event

Registration between 12:30 - 13:15

Briefing every 30' from 13:15 – 14:45

Start every 30' from 13:30 – 15:00

4hr and 6hr teams will have to fill in a flight plan and hand them in before the start.

3 – Mandatory Gear

All members of the teams taking part in the event must wear or carry the following equipment. Note for items marked “per team” only 1 person in the team needs to have these.

Mandatory Gear

- Two base layers polypropylene or wool
- One polypropylene pants
- Water proof jacket
- One fleece
- Hat and gloves polyprop or wool
- Good footwear
- One litre of water
- Whistle
- Food
- Headlamp with spare batteries
- One Survival blanket per team
- First aid kit per team (suggestion [here](#))
- One cellphone per team
- One Compass per team

Organisers may check the above equipment. You **must** be suitably equipped to start.

Suggested Additional Gear– We strongly recommend participants also carry the following:

- Highlighter to plan and mark your route.
- Gaiters, tights or similar lower body protection clothing.
- Waterproof leggings.
- Trekking poles for the steep hills and uneven terrain
- Protection from stinging nettles
- Wear supportive, grippy shoes or boots
- Spare compass and headlamp
- Watch

You may also need a range of marker pens, pencils and highlighters, pins and string, and ruler, for planning and measuring your route before you start. Navigation devices such as GPS are **not allowed**.

4 – Terrain

This event is at an interesting and very scenic location in Little River, Banks Peninsula. It is open farmland with native forest, gorse and scrubs. The terrain comprises valleys with steep sides and hills and some gentler rolling country. There are some spectacular views from higher ground.

5 - Food and drink

Carry enough for a long day in the hills. You may return to the Start at any time during the event to finish or rest.

At the finish, a light meal will be available for the 6hr and 4hr events.

There will be soup, lasagna, salads, buns and etc available.

In the interests of looking after the environment, we won't be serving food on disposable plates. All 4hr and 6hr participants must bring their own plates, spoon/forks, cups.

There will also be sausage sizzle, bacon butties, baking, coffee and drinks for sale.

Water will be available at the start. We do not recommend drinking from the streams. We recommend you carry at least two liters. **We do advise that teams with water purifying equipment may have an advantage.**

6 – Electronic Controls

We are using our electronic punching system. Each team will be given one “Tags”.

Procedure at each control

Each control comprises an orange/white flag, coded punch board with electronic unit & control number.

Insert the WAIVE YOUR TAG OVER THE UNIT.

(There will be a test NAV TAG and PUNCH at the **Start.**)

Team tag must be punched at EVERY control.

Points value, penalty points, protest.

Points 10-19 are worth 10 points, points 20-29 are worth 20, 30-39=30 ,etc.

20 points penalty for each minute late. 30 minutes late - all points lost



7 – Map

- A3, printed , Scale 1:30,000 with 20m contours, aligned to magnetic north.
- There are many areas of minor relief which do not show on the map with a 20 m contour interval.
- The map is based on the LINZ Topo50 data with updates from aerial photography, farm maps, GPS and field observations
- The terrain is mainly open farm land with long grass. It has patches of thick bush and scrub but with reasonably open land. If you encounter very thick patches backtrack and find a more open route.
- Elevation ranges from a low of 10m to the highest control at 850m.
- WARNING. There are many new farm roads and tracks, ponds and fences that are not shown on the map. Electric fences are not mapped. It is easy to become confused. Navigate using mainly features that do not change. Hills, Streams etc..

Please respect the out of bound areas and stay away from houses.

8 - Cancellation

This event will only be cancelled if conditions are extreme, to be notified at the start and Facebook. **The organisers reserve the right to shorten the event for safety or other reasons.**

9 - Rules, in brief

- Use rogaine event map and compass only. GPS not allowed.
- Travel only on foot.
- Your team may visit any number of controls and in any order.
- Team members to stay within verbal contact of each other at all times. **All members** must approach within **20 metres** of each checkpoint. (Your fellow competitors will be watching)
- If a control is missing, be able to describe the local setting.
- **If a competitor wishes to withdraw, the entire team must return to START/FINISH and notify organisers. (Team retains current points score.) Teams of one are not permitted.**
- When your team finishes, **one** members **must** report at desk and download their Control TAG.

10 - Environmental and farm care

Farm courtesy

- Keep clear of buildings, machinery
- Gates to be left as found - usually closed. If your team opens a gate then your team closes it.
- Cross fences with care - through wires (some will be electric), cross at a post. Please climb over gates at the hinged end. Please look for strong places to cross fences.
- If you damage something (fence, gates, style, etc) please let us know.
- Don't crowd stock, or trample crops, young trees or new grass
- Out of bounds means OUT OF BOUNDS, but PLEASE NOTE that the event access road that runs through an Out-of-Bounds area can be used.
- No **rubbish**, no firearms
- Report any damage, distress to stock, etc. to event organisers
- No smoking
- All Human Waste must be buried.
- **NO DOGS** allowed, sorry!

Little River Rogaine Wicked Rogaine Safety Sheet

Safety is a priority during this event. However the organisers cannot guarantee your safety and you participate at your own risk. Your responsibilities include:

- carrying all compulsory protective clothing and other safety equipment.
- staying together as a team at all times, and providing mutual support.
- helping any other team you find in difficulties.

Hazards to be aware of are:

- **Hypothermia.** Wind, water and cold temperatures can lead to exposure or hypothermia. Early symptoms are subtle (clumsiness, lethargy, slurred speech). Be prepared to seek shelter or to call it a day if conditions are severe, or if any of your team is becoming exhausted. In severe weather, keep off high, exposed ridges.
- **Streams.** Do not cross streams if they are heavily swollen.
- **Cliffs and slippery rocks.** There are cliffs and large outcrops throughout the event area. Please be very cautious around steep faces and rock bluffs throughout the course, especially after dark.
- **Fog/low cloud.** If in fog, orientate the map and yourself with a compass. If in doubt, don't climb into cloud, and descend out of it.
- **Rough ground,** such as steep banks, rock outcrops, incised creeks, slippery long grass slopes, and hidden obstacles such as logs, rocks, loose fencing wire.
- **Fences:** Assume electric fences are ON. Insulate yourself with a plastic sheet/map bag, rainwear, etc. There are some fallen over/half buried fences that need to be avoided.
- **Matagouri:** Full body cover is advisable. If you enter thick scrub it is likely there is an easier route, backtrack and go around.
- **Road traffic:** You are unlikely to make much use of roads but where you do – face oncoming traffic, keep to the extreme verge, wear reflective clothing after dusk.

In the event of serious injury or exhaustion, make injured person warm and comfortable; arrange, if possible, to leave someone with the person; note your exact location on the map; seek help via nearest road or farmhouse. Emergency signal: repeated short blasts on whistle. Repeat if you hear one long blast.

Teams must carry a cellphone. While there is limited coverage in the valleys; there is good coverage on the higher tops. The emergency numbers to ring will be 027 388 0626/ 027 579 5855. This number will also be listed on the event map.

If you become totally disorientated, travel down slope to sheltered ground. Be very careful of steep cliffs. If you become totally lost try and descend and head SOUTH.