

## Lonestar Adventure Race - 6 Hour Rules

- Rules of Travel, maps, and race rules must be carried the entire race.
- Any rules outlined in the rules of travel supersede these general race rules.
- Racers must follow Rules of Travel as outlined. Where no specific path is designated, teams may select their path between CPs. When instructions designate a specific route, teams must follow that path. Sections of the course may be determined as out of bounds or restricted for travel.
- Each checkpoint must be acquired by using the prescribed method of travel as outlined in the rules of travel.
- All CPs must be obtained in order unless specified.
- Teams must Punch passport at both manned and unmanned checkpoints (CPs) to receive credit for the checkpoint.
- Teams must collect all mandatory checkpoints on the course within the specified times to be an official finisher.
- If a team misses a CP, they cannot go back and get the CP.
- Teams that miss a CP will be ranked after teams that obtain all CPs provided that all CPs are in the correct spot. Missing a CP is defined as not going to a CP and punching the passport.
- Penalties for rule infractions will be assigned in the form of time penalties, point penalties (deductions), or disqualification. Penalties will be assigned on the course if possible and will be determined by the race director.
- Race officials reserve the right to alter time cut-offs or the course itself to accommodate changing conditions and to ensure that racers are safe.
- Ranking is determined by the highest accumulated check points (minus penalties) and the fastest time (including time penalties).
- All team members must check in together at each CP and TA. If one member needs to quit, they must do so at a CP or TA and notify race management. If a team leaves a teammate out on the course, that team will be immediately disqualified and not allowed to continue unofficially. Incomplete teams may continue unranked and must carry the mandatory team gear.
- Any team withdrawing from the race must notify a "live" person by checking in with a CP or TA volunteer or by calling the race director. Failing to notify race officials will result in that team being responsible for all search and rescue expenses.
- Race officials reserve the right to remove a team from the course for health, safety, or other reasons at the discretion of race officials and medical personnel.
- Teams must always remain within 100 feet of teammates and within visual contact (unless otherwise specified).
- Teams may not travel on private property.
- Teams must obey all traffic laws.
- Any protest must be filed in writing within 30 minutes of the team's finish and will be reviewed by the race committee.
- All racers are expected to be examples of good sportsmanship. Racers must treat fellow racers and race staff with courtesy and respect.
- Teams must assist fellow teams in need of medical attention. In the event of an emergency, call 911, then contact race director.
- Mandatory gear must be carried at all times and may be checked on the course.
- There is no food or gear drop. Racers may not receive outside assistance except from race officials and other registered teams. Teams are responsible for providing all their own food and drink while on the course.
- Only mountain bikes are allowed - road and cyclo cross bikes are not permitted. Racers must use the same bike throughout the entire race. In the event of mechanical failures replacement parts can be used but they must be provided by the team, other racers, or an event official. No outside assistance is allowed.
- Bicycle helmets are required at all times during the bicycle portion and must be CPSC, ANSI, or SNELL certified.
- Bike lights must be on at all times after dark. You will not be allowed to leave a staffed CP/TA if your bike lights are not functioning properly. Rear blinking lights must be on at all times when travelling on public highways.
- No GPS devices that show your position, display maps, distance traveled, etc (SPOT trackers are permitted), No distance measuring devices such as foot pod accelerometers and pedometers (cycle computers and Fitbit are permitted).
- No radios, other communications or internet access devices (Mobile phones are permitted but must not be turned on during the race except for emergency calls).
- No maps other than those provided by race.
- No firearms.
- No littering. Please practice Leave No Trace!
- All areas of the course are open to the public. Use proper trail etiquette. Bikes yield to hikers.