



RAID

adventures





WILDFIRE

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The 2018 Wildfire Raid Race Document

This document contains all the information you will need to prepare for the Wildfire Raid. It will be updated periodically in the lead up to the race. The race schedule and logistics have been set to be as racer friendly as possible.

New competitors would do well to look over past maps and information from past races [here](#) to get an idea of the format and what you are in for.

Concept

The Wildfire Raid is set to become Queensland's premier "sprint-length" adventure race. With 3 or 6 hour course options, the Wildfire Raid is the excellent entry point for newcomers looking to dip their toes into adventure racing, whilst still being a fantastic opportunity for some furious racing by the more experienced teams. The Wildfire Raid has all the elements of the Raid races that you have come to know and love with multiple stages of trekking, mountain biking and kayaking, plus a few mystery disciplines thrown in to keep teams on their toes. The race HQ at Kindilan Adventure Camp is an all new venue for adventure racing in Queensland with some fantastic biking, kayaking and "special discipline" options. Teams must navigate through the course using a map and compass on a route of their own choice with each stage effectively its own small [rogaine](#) where competitors may attempt to collect as many or as few checkpoints as they wish, making this event achievable by all levels of athlete. I think you are going to grow to love this race.

Dates

Saturday 28 July, 2018

Team Size

Teams of 2.



Schedule

6 Hour Event Schedule

7:00am	Map Handout
8:15am	Final Briefing (come ready to race)
8:30am	Race Start
2:30pm	Event Finish
3:00pm	Final Presentations

3 Hour Event Schedule

9:00am	Map Handout
9:45am	Final Briefing (come ready to race)
10:00am	Race Start
1:00pm	Event Finish
1:30pm	Final Presentations

Categories

Gender:	Mixed teams	Age:	Colts
	Male teams		Open
	Female teams		Veteran (all over 45)

Race HQ Location

Race HQ is located at the Kindilan Adventure Camp in Redland Bay. The address is the corner of Days Rd and German Church Rd, Redland Bay, QLD. A google map link can be found [here](#). A link the Kindilan Adventure Website can be found [here](#).



Follow the directions of volunteers on arrival as to where to go. There is plenty of parking available, along with some limited shelter, toilets and showers. Please be mindful of the other buildings at PGL Kindilan as there will be other groups making use of the area on race day - give plenty of space, keeping noise to a minimum.

Facilities including water, toilets and limited shelter are available at race HQ. Camping is available for competitors for either before or after the event at their own cost. This can be booked via the link [here](#). This is a rare opportunity to access such a fantastic venue, so I recommend you make the most of the weekend with a camping stay. For further information, contact Gavin Rising on (07) 5424 8383 or gavin.rising@pgladventurecamps.com.au.

Disciplines

- Trekking – both on and off-trail.
- Mountain Biking – on sealed and unsealed roads.
- Kayaking – on the bay including optional open water elements.
- Navigation – moderate to challenging.
- Mystery Disciplines – find out on the day (no equipment required).

Format

Teams will be required to attempt multiple legs of alternating race disciplines. Each leg must be attempted in order, and once a leg is completed teams may not return to it to collect missed checkpoints later unless otherwise specified in the course notes. However, within each leg, teams may collect as many checkpoints that they wish. All check points are optional. Note that teams may only collect checkpoints that are from the current leg that they are on. Note also that some stages of the race may have “opening” or “closing” times.

This format of event allows for a very social atmosphere of racing with teams constantly brought together. Each stage of the Wildfire Raid is separated by a transition area where an event official will be present. Any team that makes it back to Race HQ under their own power will be considered ranked with an official result.

The Wildfire Raid does make one change to the race rules generally seen in other Raids. **Teams on a Mountain Biking leg must collect checkpoints in a certain order** due to the single track nature of the course. All mountain bike checkpoints will be labelled alphabetically (rather than numerically) such as A, B, C and so on. Teams can still choose to skip mountain bike checkpoints as they wish, but must continue collecting in an alphabetical order. For example, you could get A-B-C-D-E or A-C-E. However you could not get A-C-B-E or B-A-C-D. In addition to this, all mountain bike checkpoints will be equally weighted (50 points each).

Course Description & Approximate Distances

The terrain is a mixture of open Eucalypt woodland, and paperbark wallum (swamp). Generally the former exists on the elevated terrain, and the later in the lower/flatter areas. Teams will find an extensive track network (most of which is mapped) consisting of single track and firetrails. The trekking should be fairly quick with the trail network provided. The mountain biking however will likely be slower than expected due to the more technical nature of the single track which the course makes extensive use of. The kayaking will be in Moreton Bay and/or flatwater dams.

6 hour teams will race over 4 stages with up to a total of 12km of trekking, 11km of kayaking and 34km of mountain biking covering 37 check points with a total score of 1820. This is what it would take to sweep the course assuming no navigation mistakes.

3 hour teams will race over just 3 stages with up to 8km of trekking, a short 600m of kayaking and 15km of mountain biking covering 23 check points with a total score of 1010. This is what it would take to sweep the course assuming no navigation mistakes.

Maps

6 Hour teams will receive 2x A4 maps printed on 167gsm water resistant Teslin paper

- 1:25,000 scale, 10m contours
- 1:20,000 scale, 10m contours

3 Hour teams will receive 1x A4 map printed on 167gsm water resistant Teslin paper

- 1:16,666 scale, 5m contours

Spectators and Volunteers

Volunteers are the backbone of rogaining and adventure racing. We love our volunteers and feed and look after them very well (see Derek's testimonial [here](#)). Volunteers at any Raid event or QRA race receive guaranteed pre-entry into our other races as well as \$50 credit to any other Raid Adventures race or QRA event.

There are a number of jobs we need assistance with on the course including help with registration, unloading and loading kayak trailers, manning transition areas, course sweepers, first aid, photography and social media. Contact Liam at rogueadventureracing@gmail.com if you are keen to be part of the action.

Spectators are always welcome at the race. Race HQ is a hive of activity and race HQ is a very family friendly location. Of course, the best way to spectate at the race is to volunteer.

Note that spectators must register at the event as per the requirements of the HQ venue who need a record of all persons on site.

Kayaks

Kayaks will be provided for the Wildfire Raid. These will be the green Spirit Double CTR kayak fleet managed by [Navis Outdoors](#). Note that paddles and/or PFDs can be provided for free of charge, however competitors are recommended to bring their own paddles and PFDs where available. **The exception to PFD hire is for young racers under the age of 10 – please contact the organiser if you do not have a suitable PFD for a child of this age.**

The kayaks have attachments for 4 point kayak backrests, and you are permitted to bring your own if you have them (no guarantee they will fit, but most generic types seem to work ok). A limited number of kayak specific backrests are available for hire (\$10 each), however these must be requested by one week prior to the race by email to adam@navisoutdoors.com.au.



Back Rest Hire

If you have booked a backrest, these will be available at the registration tent when you collect your maps. Bundle them with any other kayak gear you want moved to the kayak TA, and load into the designated trailer. Please bring cash on the day

General Course Notes

- Be considerate of your fellow competitors and/or other users of the reserve. Expect to see horse riders, other mountain bikers, and walkers/runners – slow down and stop if required for others.
- Trekking.
 - The terrain is a mixture of open Eucalypt woodland, and paperbark wallum (swamp). Generally the former exists on the elevated terrain, and the later in the lower/flatter areas.
 - Teams will find an extensive track network (most of which is mapped) consisting of single track and vehicle management trails. The trekking should be fairly quick ON the trail network provided, however off-track trekking in the swampy areas can be very slow (verging on impassable in spots).
- Mountain Biking.
 - Likely will be slower than expected due to the more technical nature of the single track which the course makes extensive use of.
 - Safety:
 - Ride within your ability! Expect the unexpected (bikes/runners/horses coming the other way on a blind corner, ruts, fallen branches etc) and slow

down accordingly. Walk your bike if you have to. Just exercise caution and don't tempt an unnecessary injury.

- Teams on a Mountain Biking leg must collect checkpoints in a certain order due to the single track nature of the course. All mountain bike checkpoints will be labelled alphabetically (rather than numerically) such as A, B, C and so on. Teams can still choose to skip mountain bike checkpoints as they wish, but must continue collecting in an alphabetical order. For example, you could get A-B-C-D-E or A-C-E. However you could not get A-C-B-E or B-A-C-D.
- Additionally, any signage on the course (such as one-way tracks) must be strictly adhered to.
- All mountain bike checkpoints will be equally weighted (50 points each).
- If you find yourself on a single track behind (or in front of) a team moving at a different speed, let yourself politely be known ("hey there, a bike behind you here" or similar). Show patience, and the slower team pull over off the track when safe and appropriate to do so to allow faster teams past.
- Kayaking.
 - Will be in Moreton Bay and/or flatwater dams.
 - Safety:
 - Foot wear must be worn at all times - Mangrove roots, shellfish, glass and similar can make a mess of your feet.
 - PFD's must be worn at all times.
- Mystery Activity. In order to punch a special 100 point checkpoint, teams can attempt a mystery activity any time between from 11.30 & race finish. This is located at the HH. Only one team member needs to do the activity, though both can if desired (no, you only get the bonus points once per team!). It will roughly take 5 - 10 minutes of time depending on the queue (queues should clear fairly quickly, but don't leave it until 5 minutes before race ends!). You can punch the CP once a team member has done the activity.
- Additional Safety
 - Advisable to wear clear glasses or sunglasses. Grass trees for one abound on the course, and they can be quite nasty in catching people in the eye.
 - Little Colts teams (ie. competitors under 10) need to advise if they can bring their own PFDs or not ASAP - there are only a very limited number of suitable PFDs in this size available.
 - Teams should familiarise themselves with "Kayak Hand Signals" appropriate for open water distress situations through relevant online resources.

6 Hour Specific Course Notes

- 6 hour teams will race over 4 stages with up to a total of 11km of trekking, 8km of kayaking and 34km of mountain biking covering 37 check points with a total score of 1820. This is what it would take to sweep the course assuming no navigation mistakes.
- Teams will start and finish with different trekking stages depending on category.
 - Mixed and Female teams attempt the stages in the following order

- TREK A (START & FINISH AT HH)
- MOUNTAIN BIKE (START AT HH)
- KAYAK (OPTIONAL, MID MOUNTAIN BIKE STAGE – START & FINISH AT TA1)
- CONTINUE MOUNTAIN BIKE (FINISH AT HH)
- TREK B (START & FINISH AT HH)
- Mixed and Female teams attempt the stages in the following order
 - TREK B (START & FINISH AT HH)
 - MOUNTAIN BIKE (START AT HH)
 - KAYAK (OPTIONAL, MID MOUNTAIN BIKE STAGE – START & FINISH AT TA1)
 - CONTINUE MOUNTAIN BIKE (FINISH AT HH)
 - TREK A (START & FINISH AT HH)
- Teams MUST use a transition punch (at HH or TA1) before they move onto another stage.
- There will also be small sections of public roads to and from the kayak transition - give way to ALL traffic, and ride according to normal road rules.

3 Hour Specific Course Notes

- 3 hour teams will race over just 3 stages with up to 11km of trekking, a short 600m of kayaking and 15km of mountain biking covering 23 check points with a total score vale of 1190. This is what it would take to sweep the course assuming no navigation mistakes
- All teams can attempt the stages in any order. All stages are entirely optional.
 - TREK (START & FINISH AT HH)
 - MOUNTAIN BIKE (START & FINISH AT HH)
 - KAYAK (START & FINISH AT HH)
 - Mixed teams must start this stage before 11.30.
 - Male and Female teams must start this stage after 11.30.
 - MYSTERY (START & FINISH AT HH)
- Teams MUST use a transition punch (at HH) before they move onto another stage, and nominate which stage they are attempting next to the admin officials.

Entry

Entries have now closed, however we have capacity to take a limited number of extra teams. Contact rogueadventureracing@gmail.com if you wish to secure a last minute entry.

Team List

A team list can be downloaded [HERE](#). Please make a note of your team number as you will need to know this at registration.

Partnering with Wildfire Sports

The team at Raid Adventures are excited to announce that the Wildfire Raid (formerly the Frontier Raid) will be partnering with [Wildfire Sports](#). Wildfire Sports have a long history of supporting the navigational and adventure sports in QLD. With both an online store and a bricks and mortar establishment in Milton, Brisbane, Wildfire Sports have got all your adventure gear needs covered. Keep an eye on the [Rogue Adventure](#) and [Wildfire Sports](#) facebook pages for some great promotions leading up to the race. Wildfire Sports will be providing some fantastic prizes for the event.



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Further Inquiries

For additional information please contact wither Adam Power at adam@navisoutdoors.com.au (course, kayak and HQ related questions) or Liam St Pierre at rogueadventureracing@gmail.com (admin and entry related questions). Keep an eye on the Rogue Adventure [facebook page](#) here for further information and updates from the course.



The Wildfire Raid Mandatory Equipment List

Below is the list of mandatory equipment items to be carried by competitors on the course. This is a bare minimum of required equipment. All competitors are expected to be self-sufficient out on the course. In the event of an emergency, your team mates will be the source of first response. Heavy penalties will apply for teams found not carrying an item of mandatory equipment.



At All Times

Item	Number	Notes
 Mobile Phone	1 per team	Fully charged and water proofed.
 Whistle	1 per person	Accessible at all times, particularly if you capsize on a kayak leg.
 Emergency Space Blanket/Bag	1 per team	Any form of space blanket is sufficient.
 Compass	1 per team	Southern hemisphere compass. Electronic (watch or phone) compass is insufficient.
 First aid kit	1 per team	Sufficient for dealing with injuries in the bush including cuts, stings, blisters, bites, hypothermia, breaks, burns, pain, diarrhea, vomiting, infection, splinters, rash, chafing and envenomation.

Mountain Bike Stages

Item	Number	Notes
 Mountain bike	1 per person	Sufficient for riding on rugged trails.
 Helmet	1 per person	Must meet Australian standards.

Kayak Stages

Item	Number	Notes
 <p>PFD</p>	1 per person	Type 2 or better. To be worn at all times while kayaking. Inflatable PFDs are insufficient. Can be provided if required.
 <p>Paddle</p>	1 per person	Paddles can be provided if required.

Prohibited Items

- Any form of GPS or distance measuring devices including foot pods, pedometers, step counters, etc
- Cycle computers
- Altimeters
- Any maps other than those provided

Recommended Items

The above list is the bare minimum of mandatory equipment teams are required to carry on the course. It is sufficient to manage an emergency situation until first responders can arrive to render assistance. To comfortably complete the course, teams are recommended to carry the following suggested items:

- Outdoor clothing including hats, sunglasses, gaiters, thermal pants and top, waterproof jacket, beanie and gloves.
- Sunscreen, insect repellent and other additional first aid.
- Toilet paper and trowel.
- Bike repair tools and spare parts.