





The 2018 Colts Raid Race Document

This document contains all the information you will need to prepare for the Colts 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 and family friendly as possible.

Concept

Australia's first youth only Adventure Race. Building off the Colts Academy youth development program, the Colts Raid represents a pathway for youth to put their navigational and adventure racing skills to the test. And once you've tried your hand at the Colts Raid, why not step it up to one of the longer format Raid races!

The Colts Raid is a race where teams compete to collect as many checkpoints (CPs) as possible over a 3 hour time period. The Colts Raid involves multiple stages of trekking, mountain biking and kayaking where teams must navigate through the course using a map and compass on a route of their own choice. For those familiar with orienteering, the format could best be described as a "Scatter" course, where each CP is worth one point with teams racing to collect as many points as possible in the time cutoff. Strategy, team work and navigation play just as important a roll as pure speed in a Colts Raid race.

Dates

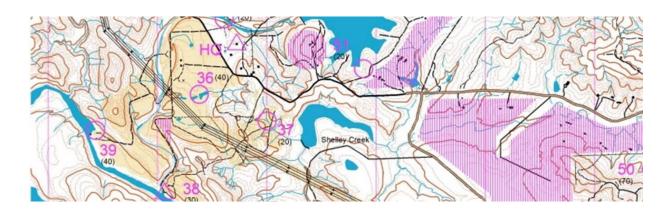
22 April 2018

Team Size

Teams of 2 to 4 competitors.

Schedule

08:00	Registrations open and map handout
09:15	Final briefing (ready to race)
09:30	Race Starts
12:30	Race Finishes
12:50	Course closes & Presentations





Categories

Colts - Age 21 and Under

- Team of 2 or 4 competitors

Cubs - Age 17 and Under

- Team of 2-4 competitors + Mentor

Family - Age 13 and Under

- Team of 2-4 competitors including at least one guardian

Note that mixed and single gender teams compete as equal categories.

Note also that age divisions are a guide line only. If you have a competitor who is slightly too old to fit your target category, contact us at rogueadventureracing@gmail.com for permission to run your team in that category and this shouldn't be a problem.

<u>Cubs</u> will work with an experienced racer as part of our Mentor program. This person can provide assistance in the lead up to the race to help with sourcing equipment or other advice. The mentor will also shadow the team out on course to provide an additional element of safety but will have no direct input on team decisions. Cubs teams are welcome to provide their own mentor, or we can assist with connections to available mentor volunteers.

The <u>Family</u> category must have at least one guardian over 18 competing, but can have more. Guardians can include older siblings.

If you are unsure of which category to enter, please contact us at rogueadventureracing@gmail.com and we'll point you in the right direction.

Race HQ Location

Race HQ is located at the Logan Inlet Day Use area on the western shores of Lake Wivenhoe. The Day Use Area is located at the end of the logan Inlet Rd — take the Hay Rd exit from the Brisbane Valley Hwy signposted as "Wivenhoe Park". For those using a GPS, co-ordinates are -27.349277, 152.544075. Toilets, water, playground and some sheltered areas are available on site. For spectators, HQ makes an excellent location to watch the race unfold as teams pass through multiple times during the race.





Disciplines

- Trekking both on and off-trail.
- Mountain Biking on sealed and unsealed roads.
- Kayaking on a flat-water lake.
- Navigation moderate to challenging.

Maps

Every competitor will receive a 1:20,000 waterproof, colour, A4 map. The Scatter Raid will adopt a traditional orienteering punch card system of scoring. There are a total of 37 check points on the course spread over 7 stages!

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. In particular, we are after experienced racers willing to give back a morning or their time as part of the mentor program: read more HERE. 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 always 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.

Additional Catering

Spectators can book additional catering for after the race at a cost of \$13 / person up until a week before the race. This can be done upon entry or by emailing rogueadventureracing@gmail.com.

Kayaks

Kayaks will be provided for the Colts Raid. These will be the green Spirit Double CTR kayak fleet managed by <u>Navis Outdoors</u>. Note that paddles and/or PFDs can be provided for free of charge, however this is only upon request prior to the race and competitors are recommended to bring their own paddles and PFDs where available. Bookings are essential <u>here</u> after entry has been confirmed.





Entry

Early bird entries cost is \$75/competitor and close 06/04/2018. Once early bird entries close, the entry fee is \$90/competitor. Entries are open on the Raid Adventures website. Please refer to our cancellation and refunds policy here.

Team List

A team list is currently available on the Raid Adventures website here.

Sponsors

Sponsors and prizes will be announced in due course.

Further Inquiries

For additional information please contact event director Liam St Pierre on 61 405 728 128 or at rogueadventureracing@gmail.com. Keep an eye on the Rogue Adventure facebook page here for further information and updates from the course.





The Rogue 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.
ESI ELEM	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.
TOTAL AND THE STATE OF THE STAT	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
00	Mountain bike	1 per person	Sufficient for riding on rugged trails.
	Helmet	1 per person	Must meet Australian standards.



Kayak Stages

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