

MOJO RAID 2018 • LAKE MOOGERAH

COURSE NOTES 12 HOUR

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LEG 1		14.5km		PADDLE LAKE MOOGERAH	
	POINTS 550		1		1 - 10
• Event starts at 8:00am SHARP					
<ul style="list-style-type: none">Teams to collect minimum of 1 checkpoint (CP) for this leg.Team members must wear an Australian Standards approved PFD at all times when on the water.FIRST RESPONSE: Wave paddles vertically to attract attention. Use mobile phone in emergency.Kayaks can only be landed at CP locations. No portages are permitted.Boat traffic travels generally in an anti-clockwise direction on lake.CAUTION: Other powered boat traffic on lake.TRANSITION: HQ - Take kayaks to area as directed and punch at HQ on completion of this leg.					
LEG 2		12.5km		TREK CLUMBER	
	POINTS 640		1		11 - 20
• Limited water available at TA1					
<ul style="list-style-type: none">Teams to collect minimum of 1 checkpoint (CP) for this leg.Gates on properties, please leave them as you found them, teams have permission to climb over steel gates at hinge end.Minimize crossing any barb wire fences.CAUTION: Livestock in all paddocks.TRANSITION: TA1 - Punch at TA on completion of this leg.					
LEG 3		5km		TREK MT GREVILLE	
	POINTS 270		1		21 - 24
• Limited water available at TA1					
<ul style="list-style-type: none">Teams to collect minimum of 1 checkpoint (CP) for this leg.CAUTION: Steep rock sections in gorges.CAUTION: Cliff face near CP22.TRANSITION: TA1 - Punch at TA on completion of this leg.Hiking shoes will be transferred to TA2 by event volunteers if shoes are in bag with team name clearly indicated.					
LEG 4/6		36km / 13km		BIKE SPICERS GAP / CLUMBER	
	POINTS 510 530		1,2		25 - 34 35 - 43
• Limited water available at Spicers Gap lookout					
<ul style="list-style-type: none">Teams to collect minimum of 1 checkpoint (CP) for this leg.Teams riding after sunset are required to use a white front light and red rear light when travelling on bikes.Australian Standards approved helmet must be worn at all times on bikes.Travel through property after CP35 via electric front gate (push button to open), then through gates at shed on north side of house along track to gate at knoll.CAUTION: Public roads, cars and trucks travelling at speed.TRANSITION: TA2 - Punch at TA if making the cutoff time for LEG 5 otherwise proceed onto LEG 6 and punch at HQ to finish.					
LEG 5		...		TREK SKULLIES	
	POINTS ...		SKULLIES		...
• Cutoff time for starting leg is 6pm sharp.					
<ul style="list-style-type: none">This leg is indicated as TREK LEG 3 on maps.Collect one (1) map per team at TA2.Teams to collect minimum of 1 checkpoint (CP) for this leg.Proceed to TA2 past east side of house.CAUTION: Loose rock and deadfall on this leg.CAUTION: Cliff faces of varying heights over entire course of this leg.TRANSITION: TA2 - Punch at TA on completion of this leg.					