

2021 Rogue Raid - Course Information Sheet

IMPORTANT – Competitors are advised to read this information carefully. It contains a description of the logistics of each leg of the race. There are a total of 65 check points available. **Stages must be completed in the order below.** Teams may only collect checkpoints from the stage they are on at that time; they cannot go back to collect checkpoints from previous legs, or punch checkpoints from future legs with the exception of Stage 9. Within each leg, teams may collect as many checkpoints in any order they wish. Each checkpoint is assigned its own score value. Certain parts of the course have opening and closing times: pay close attention to these in planning.

<p>Stage 1. TREK. 0 - 3km. Start and finish at HQ. 2 CPs available (CP 1 – 2). 40 Points.</p>	<ul style="list-style-type: none"> - All competitors must pass under the banner arch on top of the sculpture park at the beginning of the race. - Teams must cross Wyaralong Dam Access Rd at the marked crossing point manned by an official. - Wyaralong Dam Access Rd and its verge is OOB south of this crossing point for all trek and kayak legs. - There are multiple unmarked tracks in the area of CPs 1 and 2 which <i>may</i> provide convenient short cuts. - Only pair teams may access their kayaks for set up before the race (not A1 teams).
<p>Stage 2. KAYAK. 5-11km. Start at HQ. Finish at TA-A. 3 CPs available (CP 3 – 5). 110 Points.</p>	<ul style="list-style-type: none"> - There are no gear boxes or water available at TA-A. Teams must carry enough to last them all of stages 2, 3 and 4. Trackers should be positioned high and in a visible location during kayak legs for good signal. - PFDs and closed in shoes must be worn at all times on the water. Not all CPs are visible from the water. - Follow event officials instructions in storing your kayaks at TA-A (space is limited). - Be mindful of any members of the general public using the Ngumbi base camp north of the TA.
<p>Stage 3. TREK. 0-13km. Start and finish at TA-A. 6 CPs available (CP 6 – 11). 230 Points.</p>	<ul style="list-style-type: none"> - An optional out-and-back trek from TA-A taking in the summit of Mt Joyce. - Note that the terrain is typically scungier and more overgrown at lower elevations closer to the lake edge, but clears up at higher elevations. This is true of all the trekking stages. - Collect only the green trekking controls from this stage (CPs 6-11). - Mapped fences indicated a property boundary – a fence may or may not still exist on the ground.
<p>Stage 4. KAYAK. 1.5-22km. Start at TA-A. Finish at TA-B. 6 CPs available (CP 12 – 18). 340 Points.</p>	<ul style="list-style-type: none"> - Safety rules from Stage 2 apply. - Teams must paddle to within 100m of all check points (no running along the roads or lake edge to access). - Be aware of submerged obstructions on approaching check points, particularly CPs 14 and 15. - Teams must load their kayaks and paddles/PFDs onto the different trailers before being allowed to access the transition area.
<p>Stage 5. TREK. 0-25km. Start and finish at TA-B. 13 CPs available (CP 19 – 31). 500 Points.</p>	<ul style="list-style-type: none"> - The critical overnight trekking stage that sorts the wheat from the chaff! - Gear box, water and toilets available at TA-B - Demonstrate extreme caution when crossing or travelling along Boonah Beaudesert Rd – stick to the verge. - Only collect the green trekking check points from this stage (CPs 19-31). - Give careful consideration to the safest decent/ascent point to access CP31. - NO SWIMMING.
<p>Stage 6. BIKE. 10-72km. Start at TA-B. Finish at HQ. 20 CPs available (CP 32 – 51). 700 Points.</p>	<ul style="list-style-type: none"> - Teams have two options to return to HQ on bikes: <ol style="list-style-type: none"> 1) the easy way via Wyaralong Dam Access Rd, collecting any of CPs 32-35 (note road construction), OR 2) the hard way via the hike-a-bike to CP36, through the QLD Moto Park and along the shoreline track at the northern side of Wyaralong Dam. - Teams that take option 1 directly back to HQ cannot proceed north beyond HQ again until Stage 9. - Obey all road rules and demonstrate extreme caution when crossing or travelling along the main road. - ENSURE ALL GATES ARE LEFT SHUT, particularly between CPs 35 and 36. - There are multiple unmarked farming tracks in the vicinity of CPs 32-35, but the area is generally open terrain. Not all tracks are shown accurately in the vicinity of CPs 37-38 in the Moto Park. Navigate carefully!
<p>Stage 7. KAYAK. 0-17km. Start and finish at HQ. 7 CPs available (CP 52 – 58). 250 Points.</p>	<p>OPENING TIME: 5:00am</p> <ul style="list-style-type: none"> - Teams are not permitted to enter the water until 5:00am (but can transition before this). - Only teams that have swept the course up until this stage (ie collected all of CPs 1-51) will be given a time credit which they can add to the end of their race time. The clock on their time credit starts once they have transitioned and are waiting at the water edge. They can't access the TA again without restarting the timer - Follow all safety rules from previous kayak stages. Teams must paddle to all CPs – no running on the road.
<p>Stage 8. TREK. 0-13km. Start and finish at HQ. 7 CPs available (CP 59 – 65). 230 Points.</p>	<p>OPENING TIME: 5:00am</p> <ul style="list-style-type: none"> - An optional out-and-bike hike through the Mt Joyce Mountain Bike Park. - Travel along the eastern side of Wyaralong Dam Access Rd in the bike/horse lane. - Only collect the green trekking controls (ie CPs 59-65). - Teams have finished when all members punch in with officials at the finish line.
<p>Stage 9. BIKE. Optional Stage. Start and finish at HQ. 6 CPs available (CP 46 – 51).</p>	<p>OPENING TIME: 5:00am</p> <ul style="list-style-type: none"> - Teams that chose option 1 for the stage 6 bike leg (ie ride directly back to HQ via Wyaralong Dam Access Rd), have the option to collect any or all of CPs 46-51 in the Mt Joyce Bike Park. This must be done as a last stage and can only be done after 5:00am (teams may NOT proceed north of HQ before 9am). Teams may only collect CPs 46-51 by bike and no other controls.

There are 65 check points worth a total of 2,400 points

Leg	CP #	Score Value	Description
Stage 1 – TREK	1	30	20m NW of old track, 15m SE of Teviot Brook
	2	10	Spur
Stage 2 – KAYAK	3	20	Edge of water
	4	40	A watercourse
	5	50	Small scungy spur
Stage 3 – TREK	6	30	Old track / broad watercourse crossing
	7	40	Spur
	8	30	Watercourse
	9	20	Knoll
	10	70	Spur
	11	40	Edge of track
Stage 4 – KAYAK	12	20	Edge of track
	13	30	Edge of water
	14	50	Watercourse. Caution: submerged obstructions
	15	40	Watercourse. Caution: submerged obstructions
	16	80	South side of road
	17	50	Gully at edge of clearing
	18	70	Silo
Stage 5 – TREK	19	60	Below top of rocky outcrop
	20	30	High point
	21	30	Small dam
	22	40	A spur
	23	20	Watercourse junction
	24	20	Watercourse
	25	50	Watercourse
	26	40	Inside sandy watercourse
	27	30	Rocky spur
	28	30	SE side of small dam
	29	40	Spur
Stage 6 – BIKE	30	70	North edge of high point
	31	40	Spur
	32	30	Spur
	33	50	Fence corner
	34	10	Knoll
	35	20	Fence junction
	36	70	Knoll / end of track
	37	40	Gate at track junction
	38	40	Track bend overlooking dam
	39	50	Watercourse 20m west of track
	40	10	Edge of track
	41	30	Spur
	42	30	Tree overhanging water
	43	30	Watercourse
	44	30	Edge of water
45	60	Watercourse. 20m NE of track crossing	
46	20	Edge of small dam	
47	40	Spur	
48	50	Inside watercourse (caution: steep sides)	
49	40	Spur	
50	40	Spur	
Stage 7 – KAYAK	51	20	10m west of singletrack bend
	52	10	High point of island
	53	30	Edge of water
	54	60	Ridgeline on island
	55	20	Ridgeline
	56	40	Fenceline at top of spur
	57	40	Edge of water
Stage 8 – TREK	58	50	Edge of water
	59	10	50m west of clearing/track junction
	60	50	Spur
	61	20	Watercourse junction
	62	60	Watercourse
	63	20	Spur
	64	30	Edge of track
	65	40	Spur