



The 2024 Rogue Raid Race Document



This document contains all the information you will need to prepare for the Rogue Raid. It will be updated periodically in the lead up to the race. The Rogue heads to the Moreton Bay coastal area for the first time in its 15 year history. Teams are set for another traditional Rogue Raid challenge with plenty of navigational tests on a clover-leaf style course as they paddle the Pumicestone Passage, hike beaches and coastal bushland and ride an extensive inland trail network over a 24 hour journey.

Concept

The Rogue Raid is a race where teams compete to collect as many checkpoints as possible over a 24 hour (or 6 hour) time period. The Rogue involves multiple stages of the traditional adventure racing disciplines of trekking, mountain biking and kayaking where teams must navigate the course using a map and compass on a route of their own choice. Each stage is 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. Strategy, precise navigation and perseverance will play just as a significant role as raw speed and fitness. 2024 will represent the 15th running of the Rogue Raid which has grown to be Australia's largest 24 hour adventure race.

Dates

4-5 May, 2024.

Schedule

6 Hour Race Schedule

Saturday 4 May, 2024

06:30 HQ opens and map handout
08:00 Race starts
14:00 Race finishes and presentations

24 Hour Race Schedule

Saturday 4 May, 2024

07:00 Map handout
10:00 Race starts

Sunday 30 April, 2023

10:00 Race finishes and lunch
10:30 Course closes and presentations

Categories

Gender:	Mixed teams	Age:	Colts (all under 25)
	Male teams		Open
	Female teams		Veteran (all over 40)

Team Size

24 Hour Teams

Teams of 4 competitors - Premier mixed teams (Adventure 1 category) only

Teams of 2 competitors – Male, Female and Mixed teams

6 Hour Teams

Teams of 2 competitors – Male, Female and Mixed teams

Entries

Entries will open on Monday 8 January, 2024.

The race will return to a first in, first confirmed entry protocol. It should be noted that all previous editions of the Rogue Raid have typically sold out. We have, however, expanded our numbers capacity for the 2023 race and we are optimistic that we will be able to cater a place for all teams that wish to get a spot in the race in the first instance (it should also be noted that closer to the race spots inevitably open up for waitlist teams as others withdraw due to injury, etc).

Entry Fee:

24 Hour Teams

- \$300 per person between 08/01/2024 – 18/02/2024 (Early Bird Rate)
- \$330 per person between 19/02/2023 – 30/04/2024 (Standard Rate)

6 Hour Teams

- \$100 per person between 08/01/2024 – 18/02/2024 (Early Bird Rate)
- \$120 per person between 19/02/2023 – 30/04/2024 (Standard Rate)

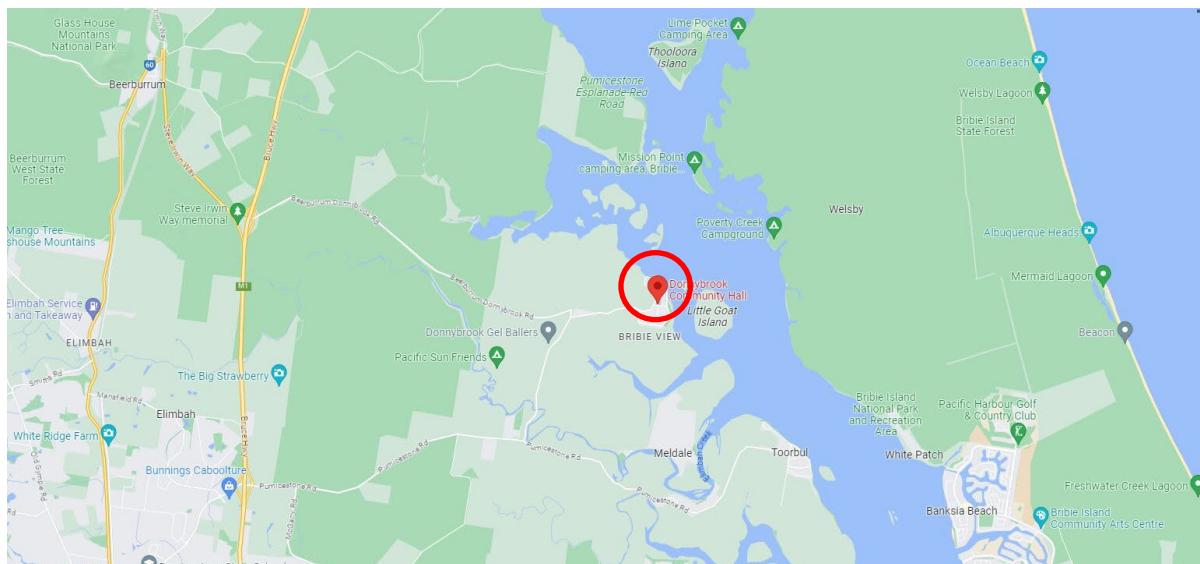
Entry fee includes:

- Duplicate sets of event-specific, water proof maps
- Kayak hire
- Live GPS tracking (24 hour teams only)
- Race logistics
- Qualification into the A1 Series (Premier mixed 24 hour teams of 4)
- Sponsors prizes and awards
- Race photography
- GST
- 6/24 hours of guaranteed racing!

Discounts are available for Raid Adventures and QLD Rogaine Association volunteers. Please be aware of the [Refunds, Changes and Cancellation Policy](#) available here prior to entering. Your place in the race will only be confirmed upon receipt of full payment.

Race HQ Location

Race HQ will be situated at the [Donnybrook Community Hall](#), 55 Alice St, Donnybrook, QLD. There is no accommodation or camping on site – teams are encouraged to seek their own local accommodation options prior to the race. Details on the available facilities and parking requirements will be provided closer to the event date.



Disciplines

- Trekking – both on and off-trail.
- Mountain Biking – on sealed and unsealed roads, single-track, and fire trails.
- Kayaking – on flat-water lake/s
- Navigation – moderate to challenging.

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 in any order 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 being brought together. Each stage of the Rogue Raid is separated by a transition area. Any full team that makes it back to Race HQ under their own power will be considered ranked with an official result. The 2024 Rogue Raid will adopt a “clover-leaf” course format where teams will return back to HQ multiple times during the race, allowing them to resupply and rest as required.

Weather, Sun and Moon Schedule

The weather in May in Donnybrook is typically ideal for racing with a normal temperature range of 9°C to 20°C and just nine wet days on average that month. Being too cold is more likely than being too hot, but teams should prepare for the possibility of either extremes.

The last light on the course will be 5:38pm, with first light over 12 hours later at 5:50am. There will be less than half a moon, so come prepared with good lights. Relevant tide times will be provided on your race maps and should come into consideration in your course planning.

Distances

The number of stages, check points and length of each discipline will be provided here in the lead up after preliminary course setting.



Course Logistics

The 2024 Rogue Raid will see a return to simplicity. Teams will not be required to perform a bike or gear drop before the race. Given the clover-leaf format, teams will also not need to provide any gear boxes, bike boxes or kayaks bags: just come to race HQ ready to race. This does mean that teams will be required to be self-sufficient out on the course for longer periods. Competitors may need to carry their trekking shoes while riding, depending on route choice, and your kayaks will act as a mobile transition area at times. The course will be revealed on the morning of the race: no logistics matrix will be provided before the event.

Water

Available water will be noted on your course notes. The ability to carry additional water on the kayaks is highly advised at this stage. Requirements will be updated closer to the race.

Maps

All teams will be provided with duplicate copies of a set of waterproof, colour, custom built event maps. The number, size and scale of the maps provided closer to the event.

Kayaks and Paddle Equipment

Pending final numbers, the 2024 Rogue Raid will use a mixed fleet of kayaks. These include the double CTR kayaks available from Navis Outdoors, along with Mission Surge double sit-on-top kayaks provided by Wild n Co. There will not be a BYO kayak category in 2024. Teams are required to bring their own paddles and PFDs to the race. Alternatively these can be hired for a small fee from Navis Outdoors. Both kayak models can be fitted with a back rest for those that are looking for a bit more comfort, and having some kind of foam seating is also encouraged.

Portaging is permitted in some areas of the 24 hour course, depending on route choice, and a portage trolley may be of advantage although certainly not required to complete the course.



Adventure 1

The Rogue Raid is the first race of the national [Adventure1](#) series and teams will be competing for those all important national ranking points. The 2023 Rogue is set to be the most competitive race on the Australian calendar this year



Team List

A link to the team list will be provided here once entries open.

Further Inquiries

For additional information please contact event director Liam St Pierre on 0405 728 128 or at liam@raidadventures.com. Keep an eye on the Rogue Adventure [facebook page](#) for further information and updates from the course.

Live Website

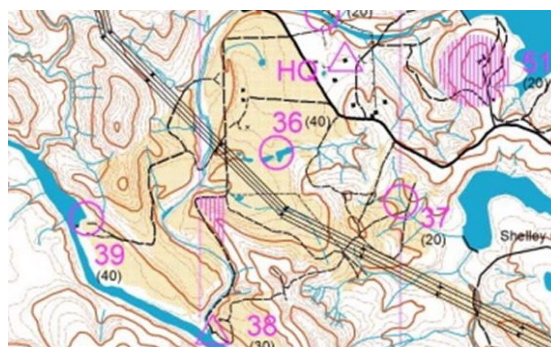
We will be running a live website for spectators at home to follow the action. This will include a live leaderboard updating team's scores during the race, social media commentary on news from the course and a photo gallery. Teams will also be assigned a GPS tracker so spectators can follow their progress via the Living It Live platform.

A link to the live website can be found here: <https://raidadventures.com/2024live/>



Scoring

The Rogue Raid will use a traditional orienteering punch / punch card scoring system for 2024. Teams will be issued punch cards throughout the course for each stage or section. This has the advantage in that scores can be collected progressively throughout the race and published live. Lost punch cards will result in a penalty. There is an expectation that teams will visit all controls together as a full team – splitting up to collect controls is cheating and will be heavily penalised.



Teams will also need to submit their mandatory phone for sealing in a tamper-proof bag when submitting indemnity forms and gear boxes at race HQ. GPS trackers will also be issued at this time.

The Rogue Raid will adopt a traditional rogaine scoring format where each checkpoint will be assigned a certain score value: each CP will be numbered numerically in order, with a score value in brackets afterwards. For example, CP2 from the first stage of the race may have a value of 50 points, while CP42 from a later stage might only have a value of 20 points. In the event of a tied score, the team that finishes earlier will be ranked higher. Teams arriving after the finish time will receive a penalty of 10 points per minute they are late or part thereof, up to 30 minutes. At this point the course will be closed down and teams that have not finished will lose all points. Time credits may apply for teams held back by the opening of a stage, but only if they have swept the course up until that point.





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. Temperatures at this time of year can reach both extremes of heat and cold. 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. Phone number to be provided to organisers and sealed in a tamper proof bag prior to the start of racing.
 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.
 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.
 Headlamp	1 per person	With sufficient batteries.
 Waterproof jacket	1 per person	Seam sealed and with a hood. Rain ponchos are not sufficient
 GPS tracker	1 per team	Provided by organisers. Always packed with best line-of-sight to the sky as possible.

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.
 White front light	1 per person	To be on at all times when riding at night. Headlamp is sufficient.
 Red rear light	1 per person	To be on at all times when riding at night.

Kayak Stages

Item	Number	Notes
 PFD	1 per person	Type 2 or better. To be worn at all times while kayaking or swimming. Inflatable PFDs are insufficient. Can be hired if required.
 Paddle	1 per person	Paddles can be hired if required.
 Glow Sticks	Qty	Enough for one per person and one per boat. Attached during the day and to be activated when paddling at night.
 Throw bag + pocket knife	1 per boat	Minimum 15m length. Should include a knife to cut away in an emergency.

Prohibited Items

- Any form of GPS or distance measuring devices including foot pods, pedometers, step counters, etc other than those provided by the organisers
- Cycle computers
- Night vision goggles
- Altimeters
- Any maps other than those provided from the start of racing.

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 pants, beanie, gloves and fleece.
- Sunscreen, insect repellent, anti-inflammatory medication and other additional first aid.
- Trekking poles.
- Toilet paper and trowel.
- Means to purify water (tablets, filter, steripen, etc).
- Bike repair tools and spare parts.