





The 2024 Escape Raid Race Document

This document contains all the information you will need to prepare for the Escape Raid. It will be updated periodically in the lead up to the race, so be sure to check back prior to race day.

Concept

Raid Adventures is excited to announce a move to spring for the third edition of the Escape Raid in 2024! Three races – three different disciplines – one fantastic weekend. Do one or do them all, the Escape Raid is designed to be a family friendly weekend of trekking, mountain biking, kayaking, navigating and camping. Adopting a general rogaine format, each event has it's own unique twist requiring some head scratching strategic planning. The Escape Raid is achievable by novices whilst still challenging the most hardened adventure athletes as they all navigate an unmarked course with map and compass. This race is just as much about the campfire as it is the competition.

Winners will be announced as the combined total score of all three events which makes up the premier category, however the option exists to just do one or two of the races if desired. All the strategy and navigational challenge you've come to know and love from Raid Adventures with a healthy dose of socialising thrown into the mix!

Dates

19-20 October, 2024.

Schedule

Saturday 19 Octo	ber, 2024		
3 Hour Kayak Eve	<u>nt</u>		
8:30am	Event registration and map handout		
9:30am	Kayak Event Start		
12:00 noon	Kayak Event Finish		
3 Hour Trek Event	<u>t</u>		
1:30pm	Event registration and map handout		
2:30pm	Trek Event Start		
5:30pm	Trek Event Finish		
6:00pm	Camp fire and dinner		
6:45pm	Day 1 presentations and puzzle activity		
Sunday 20 Octob	er, 204		
3 Hour Bike Event	<u> </u>		
6:30am	Camp breakfast opens		
8:00am	Registration and map handout		
9:00am	Bike Event Start		
12:00noon	Bike Event Finish		
12:30pm	Final Presentations, pack up and departure		



Team Size

Teams of 2-5 Competitors for all events.

Teams with an uneven number of team members need to provide their own additional single self buoyant kayak and paddle equipment as the race only provides double kayaks.

Categories

Gender:

- Mixed teams
- Male teams
- Female teams

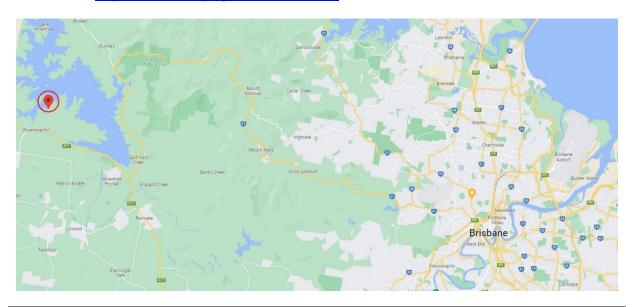
Age:

- Family (U14 racing with parent/guardian)
- Open
- Veteran (all over 40)

Race HQ Location

Captain Logan's Camp Recreation Area, Lake Wivenhoe, QLD.

The Captain Logan's Camp Recreation Area is the perfect venue to host the Escape Raid. There is unlimited paddling opportunities, excellent off-trail navigation for the trek stage and a diverse trail network for cycling in the adjoining the area all just an hour from Brisbane. All three stages will be run from the same HQ location and lake side camping is included in the entry fee. The campgrounds include toilets, hot showers, drinking water, some shelter and power along with direct lake access. Friends and family are welcome to join the event through our spectator camping and meal package. Teams looking to arrive and camp on the Friday night can book this directly with the campground via this weblink: https://www.campingwivenhoe.com.au/



Events

- 3 Hour Kayak rogaine
- 3 Hour Trek rogaine
- 3 Hour Mountain Bike rogaine.
- Escape Raid Full All 3 events.

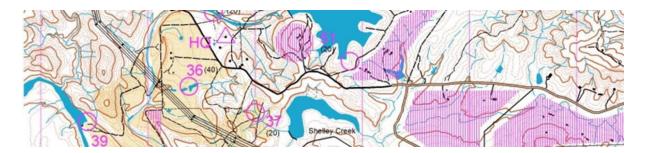


Format

The Escape Raid is made up of three individual events. Teams may elect to do one, two or all three races. The premier category is includes all three events. Each race is an individual rogaine – teams compete to collect as many points as possible while navigating an unmarked wilderness course with just map and compass.

All three stages will be designed such that it is not possible to get every check point on course, requiring plenty of strategic decisions and pushing even the fastest teams to their limits. However, the Escape Raid is designed to be first and foremost a social weekend with camping and eating and we strongly encourage families to participate.

Coming at the end of the rogaining season, each Escape Raid event has a unique twist on the traditional rogaine format that will require and extra bit of thinking and strategy from teams:

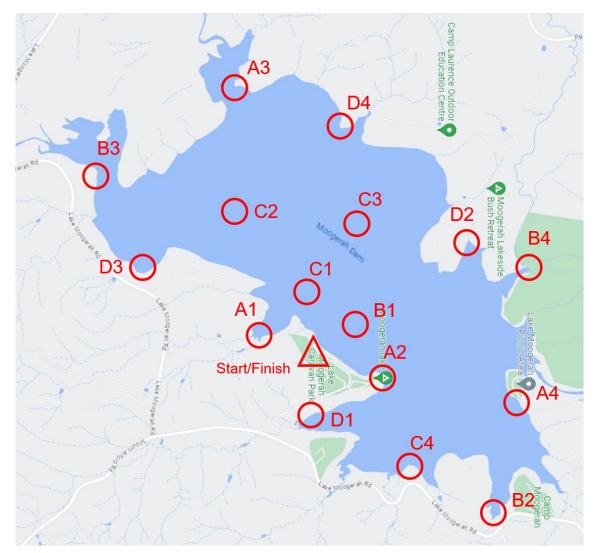


Escape Raid Kayak Rogaine Format

The Escape Raid Kayak rogaine will use a modified scatter format. The rules are as follows:

- There will be a total of 16 check points on the course.
- Check points are grouped into four letters: A1-A4, B1-B4, C1-C4 and D1-D4.
- Teams must collect check points in alphabetical order, that is A then B then C then D. Once they collect the four letters, they must start the pattern again.
- When aiming for a letter, for example the letter "A", teams can collect any of the four options, eg A1, A2, A3 or A4. However they are only allowed to collect each check point once. For example, they may decide to collect CPs in the following order: A2 B2 C4 D3 A1 B4 C1, etc. In this example, the only CPs the team would be permitted to collect next is either D1, D2 or D4.
- Teams continue this pattern until they return to the finish line before the three hour cutoff.
- Each CP is awarded a score of 50 points (for parity with the trek and bike event results). In the event of tie, the team that finishes earlier will be awarded a higher ranking.
- There is a 10 point penalty for every minute or part thereof that a team is back late.
- The course is designed to be unfinishable by even the fastest team in the time limit.
- An example course map is provided below. We expect the format will open up a wider variety of route choices with teams crossing paths with each other much more frequently in a more confined area for some exciting racing.
- Past winning times suggest a top speed of 8km/hr in the CTR kayaks. Plan accordingly!





Escape Raid Trek Rogaine Format

The Escape Raid Trek stage will employ a traditional rogaine format, with the twist that there are four bonus check points out on the course not shown on the map where X marks the spot! Every checkpoint on the Trek will additionally have 2 playing cards attached to them as pictured. There is space on your map to record these down, so bring a marker suitable for this. If you find "4 of a kind" you will be able to draw an "X" on your map such as in the example below - this is the location of a bonus checkpoint! Taking a ruler with you may be a good idea too.

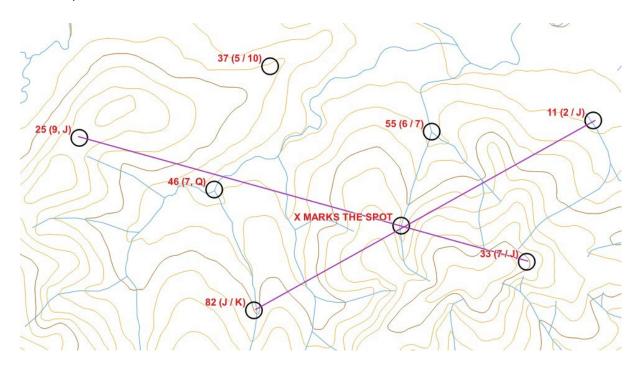
There are 4 such checkpoints out there to potentially grab. If you happen to find one of these accidently you are permitted to punch them, however there is a catch - at the end of the event, you must submit your



team's bonus checkpoint card with your guesses for any you have punched. If you get one wrong, you lose 140 points from your finishing score! All of these secret checkpoints are located in watercourses, and will be a little harder to spot (even as close as a few meters in some cases depending on direction of approach).



An example of how a bonus CP can be located is below:



Escape Raid Bike Rogaine Format

Teams will be issued with 2 bike maps with entirely different checkpoints, Map A and Map B. They may only collect checkpoints from the map they are on at that time, that is, they cannot collect checkpoints from "A" while on "B", and vice versa. All check points on both maps are optional.

If a team plans on doing checkpoints from each course, as we expect most teams will, they need to check in with a "transition area" punch in the middle of the course before swapping over to the other map. Teams can do the maps in either order, but once finished with one map, they can not return to it again later. Teams will be issued with both maps at the map hand out so that they can plan your strategy accordingly.

An example of the map format can be found over on the Raid Adventures results page from the 2023 course here: https://raidadventures.com/results/2023-results/

Escape Raid Puzzle

Oh no! It appears that one of the check points has gone missing from the Sunday bike course. But where could it have gone? Solve the Escape Raid Puzzle on Saturday night to crack the mystery.

Escape Raid Photo Challenge

Map hand out for each Escape Raid event will be accompanied with a photo taken from a check point out on the course. Identify which check point it is to go into the draw for a bonus prize.



Water

Drinking water, toilets and showers are available at HQ. Teams will need to be self sufficient with water requirements out on the course.

Maps

Every competitor will receive a pre-marked, event-specific, waterproof map. Details on the size and scale will be released in the lead up to the race. Each event will have its own map/s.

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, kayak logistics, manning transition areas, course sweepers, first aid, photography and social media. Contact Adam at adam@navisoutdoors.com.au 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.





Entry Fees

Early bird entries open Monday 1 July, 2024 and are capped at 50 teams.

Early bird entries close Friday 6 September, 2024 (or when sold out), after which point there is a \$20 increase in all fees listed below. Entries close fully on Monday 14 October, 2024.

Escape Raid Full

- Includes entry into all three events along with camping, Saturday dinner and Sunday breakfast, waterproof maps, Escape puzzle, double kayaks (byo single if racing as an uneven team number) and electronic timing. An overall champion will be announced with combined results from all three events.
- \$175 per person. \$75 per under 14 and students.

Escape Raid Kayak

- 3 hour kayak event only. Includes waterproof maps, electronic timing and double kayaks. Teams with an uneven number of team members must provide their own single kayak.
- \$75 per person. \$30 per under 14 and students.

Escape Raid Trek

- 3 hour trek event only. Includes waterproof maps, electronic timing, Saturday dinner and Escape Raid puzzle activity.
- \$75 per person. \$30 per under 14 and students.

Escape Raid Bike

- 3 hour bike event only. Includes waterproof maps and electronic timing and breakfast.
- \$75 per person. \$30 per under 14 and students.

Spectator Camping Package

- Includes camping, Saturday night activities, Saturday dinner and Sunday breakfast.
- \$75 per person. Or come volunteer at the event for free!





Kayaks

Teams competing in the kayak stage will paddle the green Spirit Double CTR kayak fleet managed by <u>Navis Outdoors</u>. These are double kayaks, so if you are competing as a team of 3 or 5 people, you will also need to provide your own single, self-buoyant kayak (will remain afloat if completely full of water). The team members in the double kayak must wear Navlight tags, and all team members need to visit all CPs together.

Paddle and/or PFDs can be provided for free of charge - The exception to loaning a PFD is for young racers under the age of 12 – please contact the organiser if you do not have a suitable PFD for a child of this age. However, competitors are recommended to bring their own paddles and PFDs where available. Teams may consider the use of backrests. You can bring your own or hire by emailing adam@navisoutdoors.com.au and must be collected at map handout.



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 liam@raidadventures.com (admin and entry related questions). Keep an eye on the Rogue Adventure facebook page here for further information and updates from the course.



Escape 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.

All Events

Item		Number	Notes
	Mobile Phone	1 per team	Fully charged, water proofed, and with "Emergency+ App installed http://emergencyapp.triplezero.gov.au/
	Whistle	1 per person	Accessible at all times, particularly if you capsize on a kayak leg.
ESTREET	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.
Call to	First aid kit	1 per team	Minimum 2 Space Blankets, 1 Crepe Bandage (min length 2m) with clips/pins, 2 Triangular Bandages, Sterile Dressing, Strapping Tape

Mountain Bike Event Only

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



Kayak Event Only

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.
- Camp equipment