

2017 Rogue24 - 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 50 check points available on the course. **Stages must be completed in the order described 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. Within each leg, teams may collect as many checkpoints in any order they wish. **The exception, however, are all of the bike leg checkpoints, which can be collected at any time on either Stages 3 or 5.** Each checkpoint is assigned its own score value.

Stage 1. KAYAK. Use Map 1.

Start at HQ. Finish at TA8.
8 CPs available (CP 1 - 8).
440 Points.
Approx distance: 5 - 23km.

The Rogue24 kicks off with a paddle rogaine from the Lake Wivenhoe day use area to McGraths Bay.

- The race will begin with a *Le Mans* style run to the kayaks. All competitors must pass through the start arch when the gun goes off.
- PFDs must be worn at all times on the water. Personal PFDs, seats and paddles should be bundled together at the end of this leg and will be returned for you to race HQ to use on Stage 6.
- Teams are permitted to travel by land to CPs and portage their kayaks on Stage 1. (Note that no travel on land or portaging is permitted on the Stage 6 Kayak leg).
- Some check points cannot be seen from the water and require you to navigate to them by foot.
- A strict rule of carrying, not dragging, will be enforced with heavy penalties.
- Note that dam levels have been drawn at 100% full. At the time of writing, Wivenhoe dam is only 68% full. Hence the topography of the dam edge may be significantly different, particularly in shallow bays with new peninsulas and even small islands exposed. Generally it is possible to estimate the full dam waterline from the tree line.
- Note that the lake surface can become choppy in high winds, particularly in the afternoon, and teams not confident in their paddling should choose a route that keeps them close to shoreline.
- There is water available at CP8 (the TA), but no gear boxes.

Stage 2. TREK. Use Map 2.

Start at TA8. Finish at HQ.
9 CPs available (CP 9 – 17).
560 Points.
Approx distance: 5 - 30km.

In stage 2 teams will trek back to race HQ collecting up to nine check points en route in the Wivenhoe Peninsula area. The terrain off track is generally open and fast moving, however this stage offers up the greatest navigational challenge of the race. Strategy also comes into play on this leg with teams deciding how much to bite off so early into the race.

- Please leave gates as found.
- Demonstrate caution if travelling along sealed roads in the area.
- No swimming in Sheepstation Inlet to CP17 is permitted.

Stage 3. BIKE. Use Maps 1 to 5.

Start at HQ. Finish at TA34.
17 CPs available (CP 18 – 34).
970 Points.
Approx distance: 42 - 64km.
Gear box available in TA.

Teams hit their bikes for the first time on Stage 3. This is a large bike rogaine that can be split into two parts, with teams having the option to collect any of the bike CPs on either stages 3 or 5. This bike leg takes in a mix of established bike trails, old farming and railway paths, graded dirt forestry tracks and sealed roads from Wivenhoe Dam through to Esk State Forest. Although there are a couple of optional pinchy climbs, the elevation gain and loss is not significant. A highlight of the ride is a 21km section of the Brisbane Valley Rail Trail from Coominya through to Esk.

- The majority of controls are placed off the tracks and out of sight, requiring you to leave your bike to hike in and find them.
 - Note that there are no road closures for the course. Obey all road rules, demonstrate caution and give way to traffic, particularly on the major sealed roads where cars may be travelling at speed.
 - For safety, the Brisbane Valley Highway is strictly out of bounds except for at the crossing marked on Map 1. Teams must use the marked fence-line track that travels parallel to the highway.
 - No bike computers are allowed to be used to measure distance.
 - We have been granted access to a private property in the Mt Hallen area to the south east of Esk SF (between CPs 26 and 28). Please observe the OOB areas marked on the map, leave all gates as you find them and keep the noise down in residential areas at night.
 - Aside from the aforementioned property and the property at CP34 (the TA), there is no other private property access. Teams should not enter any private property, even if it is not expressly marked as OOB on the map. This includes a number of tracks that run parallel to the Brisbane Valley Rail Trail between Esk and Coominya, which may or may not be marked. The Brisbane Valley Rail Trail is frequently marked with trail signs and is easy to follow.
 - Teams may wish to use Map 2 to navigate the bike controls at Wivenhoe Dam and Map 5 to navigate to the bike controls in Esk State Forest as these maps provide a more detailed scale.
 - Note that the very northern end of Map 4 is depicted in an insert covering a short connecting section through Esk township. Teams are welcome to visit the shops at Esk to refuel if they wish.
 - Note that the Esk-Hampton Rd between Esk, CP27 and CP34(TA) is a major road with cars potentially travelling at high speed. Ride single file and demonstrate extra caution, moving off the road to allow vehicles to pass.
 - Toilets, fire, water and gear boxes are available at CP34 (TA). Teams should leave their bikes here and collect them again at the end of stage 4.
 - This leg will be completed at night for most teams, so please ensure you have adequate lighting.
 - Note that teams may opt to collect all, some or none of the bike CPs on this leg. Any bike CPs they don't go to on this leg may be collected on the Stage 5 bike leg.
-

<p>Stage 4. TREK. Use Map 5. Start and Finish at TA34. 7 CPs available (CP 35 – 41). 400 Points. Approx distance: 0 - 17km.</p>	<p>Stage 4 is an out-and-back trekking rogaine in Esk State Forest, posing a markedly different navigational challenge to the first trek leg with a complex forestry track network to negotiate to many of the controls, with the added difficulty that most teams will complete this leg at night.</p> <ul style="list-style-type: none"> - Teams must check in to CP34(TA) at the end of this leg. - Your gear box will be available at the start and end of this leg and then transported back to HQ once you depart on bikes. There are also toilets, water and fire available at this TA.
<p>Stage 5. BIKE. Use Maps 1 to 5. Start TA34. Finish at HQ. CPs as per Stage 3. Distances as per Stage 3.</p>	<p>This stage sees teams return to race HQ by bikes, collecting any controls they may have missed en route from Stage 3.</p> <ul style="list-style-type: none"> - Obey all rules as per Stage 3 above. - Teams will only be credited for visiting a control once, so there is no point returning to CPs.
<p>Stage 6. KAYAK. Use Map 1. Start and Finish at HQ. 9 CPs available (CP 42 – 50). 560 Points. Approx distance: 0 - 25km. <i>Opening time: 5:30am.</i></p>	<p>The Rogue24 concludes with a classic kayak rogaine through the bays and inlets of Lake Wivenhoe. There are some easy big points up for grabs here for teams with the fortitude to see the race out this far.</p> <ul style="list-style-type: none"> - All safety notices and rules from Stage 1 also apply to Stage 6. - Stage 6 has an opening time of 5:30am. No teams are allowed on the water before this time, although they are allowed to transition and prepare their boats. Only teams that have swept the course so far will be credited their time back upon checking in to HQ if they arrive before 5:30am. - Teams are NOT permitted to leave their boats and trek to CPs on this leg, nor are they allowed to portage as the land surrounding the CPs is private property. The single exception is CP44. (Note this rule is different to Stage 1). - The race finishes at HQ at 11:00am. All teams must be back by this time or receive a penalty of 10 points per minute (or part thereof) late, with teams more than 30 minutes late unranked. - Teams cannot check in to the finish punch until they have portaged their kayaks to the kayak trailer and followed the volunteer's instructions to load them. - We will endeavour to kick off lunch at 10:30am with presentations by 11:30am.

Emergency Procedures

In the event of a true emergency call 000 first. Stabilise the patient, apply basic first aid and notify another team of the situation. Mobile phone reception on the course is intermittent, however the **event organisers number is 0405728128**. In the event that a team wishes to withdraw early from the race, make your way back to HQ, notify an official and hand in your timing tags. There is an expectation that teams will be self reliant on the course outside of transition areas.

Navlight

Navlight timing tags will be distributed when you resubmit your indemnity forms. There is one per person. Please ensure they are attached firmly and correctly so that they don't get lost during the event as they are quite expensive to replace. You will need to check in with the briefing punch just prior to the race start. Tags will be collected by an official when you return to the finish site and your score downloaded.