

Race Staff Numbers  
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IN CASE OF EMERGENCY, DIAL 911



## **RACE INSTRUCTIONS** **2009 SUMMER QUEST ADVENTURE RACE**

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- You must punch your passport at all CPs, even manned CPs. It is your responsibility to punch your passport in the **CORRECT** location and keep your passport intact to be turned in at the finish. Remember to cover your passport with protective contact paper as required by the gear list.
  - Make sure to notify race staff if you are leaving the race for any reason.
  - Your vehicle and the parking lot will serve as the TA for this race. You may access all of your gear any time you return to the TA.
  - We will be using our standard Score-O style for the final **TWO** Orienteering section. Note the number of CPs to be obtained in each section (trek & bike). In accordance with our rules, you will not be beaten by someone with fewer orienteering points than you. The object is to get as many of the points as you can and get to the finish before the cut-off time. Manage your time accordingly.
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**START** – The race will start at the pavilion where registration took place. Teams will start on foot and run/trek to the canoe put in.

**CP1** – Located on south shore of Walled Lake. Trek/Run to CP1. You must use the mandatory tunnel to cross under the paved road. Follow race staff instructions.

**PADDLE** – Make sure to use a rental boat unless you brought your own canoe or kayak! These points must be obtained in order and you must get all the points.

**CP2** – Located in the lake to the west

**CP3** – Located in the lake to the north

**CP4** – Located in the lake to the east

**CP5** – Located back at the beach at the same location as CP1

**CP6** – Trek/Run to CP6 located back at the start pavilion. You must again use the mandatory tunnel under the main road.

**TREK/ORIENTEERING** – These points can be obtained in any order. You must get **at least 3** of these points to qualify as a ranked team. You **DO NOT** have to get all the points. Use your time wisely. We highly recommend you leave yourself at least **1 hour** of time to go after control points on the final bike orienteering leg.

**CP7** – Edge of Field, near very small sand dunes ☺

**CP8** – Hilltop

**CP9** – Pines, south of bench

**CP10** – Monster Tree

**CP11** – Slight Valley

**CP12** – Marsh

**CP13** – Side Hill, Overhanging tree (look up)

**CP14** – Root stock, east side of river

**CP15** – Side Hill

**CP16** – Power line pole in the middle of 10' high monster grass!

**CP17** – Near railroad tracks

**CP18** – In the river!

**BIKE/ORIENTEERING** – These points can be obtained in any order. You must get **at least 3** of these points to qualify as a ranked team. You **DO NOT** have to get all the points. You must ride the single track trails in the direction specified. Note that some trails allow two way traffic so be careful. You may hike-a-bike and bushwhack with your bike if you choose.

**CP's 20 through 36 are on the bike trails.** All points are just off trails and will be visible if you are paying attention. Use the provide bike trail map – and **FOLLOW TRAIL DIRECTION!**

**FINISH** – Back at the pavilion where the race started. **The cutoff time is 12:30pm. After that time you will be considered unranked. We hope you enjoyed The 2009 Summer Quest!**