

Race Staff Numbers

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IN CASE OF EMERGENCY, DIAL 911



RACE INSTRUCTIONS

2010 SUMMER QUEST ADVENTURE RACE

- 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.
- The field area near the start/finish pavilion will serve as the central TA for this race. You will layout your gear and bikes in this area. 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 entire race. Note the number of CPs to be obtained in each section. 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.

START – The race will start at the pavilion where registration took place. Teams will start on foot with a marked run/trek that will lead you to CP1, CP2, and CP3. Follow staff instruction for the start. You MUST follow the pink ribboned trail and retrieve all three of these CPs.

CP1, CP2, CP3 – located along the marked run route.

CP4 – Located back at the pavilion. Check in with race at the TA location.

***Note teams that did not register for the paddle option will go straight to the bike segment.

PADDLE – Make sure to use a rental boat unless you brought your own canoe or kayak! From the pavilion location of CP4 make your way on foot to the paddle put in at CP5. You may obtain the paddle points in any order. YOU MUST PADDLE TO THE POINTS. With the exception of CP8, you cannot get out of your canoe and reach the points on foot. You must get at least 3 of these checkpoints to be a ranked team. When you have retrieved all the paddle points you desire, you MUST return to the pavilion TA location WITH your watercraft. You are free to takeout wherever you choose and portage your boat from there.

CP5 – Paddle Put In - Located on the east side of the lake at the boat launch area

CP6 – Located on the northeast shoreline

CP7 – Located in the center of the lake (it may be under water, so you need to search)

CP8 – Located on a hill side off the water – canoe to the shore and travel on foot to reach the CP

CP9 – Located on the shoreline on the southern side of a small inlet

CP10 – Located on the shoreline at the bridge

CP11 – Located on the shoreline in the southeast inlet

CP12 – Located back at the start finish pavilion. As stated above, YOU MUST return to the pavilion WITH your boat. You will drop it in the designated location near the pavilion. Once you check in at CP12 you can no longer go back and retrieve any of the paddle check points.

BIKE – These points (CP13 through CP18) must be obtained in order. You must get at least 4 of these points to qualify as a ranked team. For the bike portion you will follow the main Addison single track bike loop. We have marked it with arrows and orange ribbon. The CP's are located along the trail. If you stay on the trail you will not miss them. At CP16 you have the option to follow the paved trail back to the pavilion. If you choose this route it will be faster and easier, but you will miss CPs 17 and 18.

CP's 13 through 18 are on the bike trails. Have fun on the awesome single track!

CP19 – Located back at the start finish pavilion. Once you check in at CP19 you can no longer go back and retrieve any of the bike check points.

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. You must be back at the finish pavilion at 2:00pm.

CP20 – Base of the water tower

CP21 – Reentrant

CP22 – Swamp

CP23 – Spur into a swamp

CP24 – Base of hill

CP25 – Edge of lake

CP26 – North edge of field

CP27 – Small side hill

CP28 – Side hill

CP29 – Hilltop

CP30 – Very small hill in an open forest area – this is a tough point with no good land features – bearing is key!

CP31 – Side hill

CP32 – Small hill

CP33 – Swamp just south of open field

CP34 – Walker Road gate – you must cross Walker Rd at this location

FINISH – Back at the pavilion where the race started. **The cutoff time is 2:00pm. After that time you will be considered unranked. We hope you enjoyed The 2010 Summer Quest!**