

OZARK GREENWAYS ADVENTURE RACE RULES

FAILURE TO COMPLY WILL RESULT IN AUTOMATIC DISQUALIFICATION

General: Racers

- Must carry their own gear, except for boating equipment.
- Cannot stash any gear or leave anything behind on the course, including trash!
- Must start and finish each course section with all required equipment and as a team.
- Must properly wear a bike helmet (no other types of helmets allowed) on the bike course.
- Tandem bikes are not allowed.
- Must have life vests on and fastened at any time while in or on the water/river.
- Cannot receive support from anyone along the racecourse, except for medical personnel, although racers can help each other if they wish to.
- Must wear their race number on the front of their body, so it is visible.
- Must stay on the racecourse as marked – Respect private property.
- No littering or violating proper outdoor ethics. Restroom facilities/port-a-potties are located along the course
- No drugs, alcohol or pets on the racecourse.
- Good sportsmanship and spirit of competition must be followed at all times during the race.

Navigation

- Each team will receive a passport to be carried by the captain of team.
- Each team will receive a scaled topographic map with checkpoints marked.
- Teams must visit each checkpoint in the order listed on the clue sheet provided and their passport must be accurately punched at each checkpoint ***unless otherwise noted in the clue sheet.***
- A compass is mandatory. The use of any electronic navigation device is prohibited.
- Teams must use the mode of transportation specified for each leg of the race.
- Team members must stay within 100 feet of each other at all times during the race.
- To complete each leg of the race the entire team must reach the checkpoint together before they can proceed.

Medical issues and/or team/members dropping out:

- Racers can seek medical assistance without disqualification. Paramedics have the final decision in allowing a racer to continue the race after seeking medical assistance.
- Race Officials can hold a racer for paramedic clearance before continuing the race.
- Team Captain **MUST** notify a Race Official at the nearest transition point if a member(s) of the team, must drop out. Remaining team members may continue racing as a Partial Team, but won't qualify as official finishers and cannot change categories at that point. A SAG vehicle will take you back to headquarters if necessary.

Finish Line:

- An "Official Team Finish" is when teammates finish the race together with their passport correctly punched.
- The winner for each category will be based upon the fastest time ***with all checkpoints correctly punched.***
- There will be no time penalty for a missed checkpoint. However competitors that miss a checkpoint will be ranked below those that have not missed checkpoints.
- Any other finish will fall into the "PTF", "DQ", or "DNF" category and will be ranked below complete teams/duos
- All racers crossing the finish line will receive a finisher's prize.

Other Details:

- Racers are allowed to access their vehicles/campsite at headquarters during the race.
- Water will be available at some transition points to refill water bottles and hydration bladders.
- Racers can keep gear/food with their bike.
- Race Director reserves the right to disqualify a team, change a team's name, or change a team status after the race for any reason.
- Race Director will not declare the results official until after the completion of the race
- Ozark Greenways is not responsible for lost, stolen or misplaced equipment.