

Heights of Winter 2014

“Blythe Downs and Ups”

12 and 6 hour Rogaines
Saturday 14th June 2014

Dear Team,

Team No.

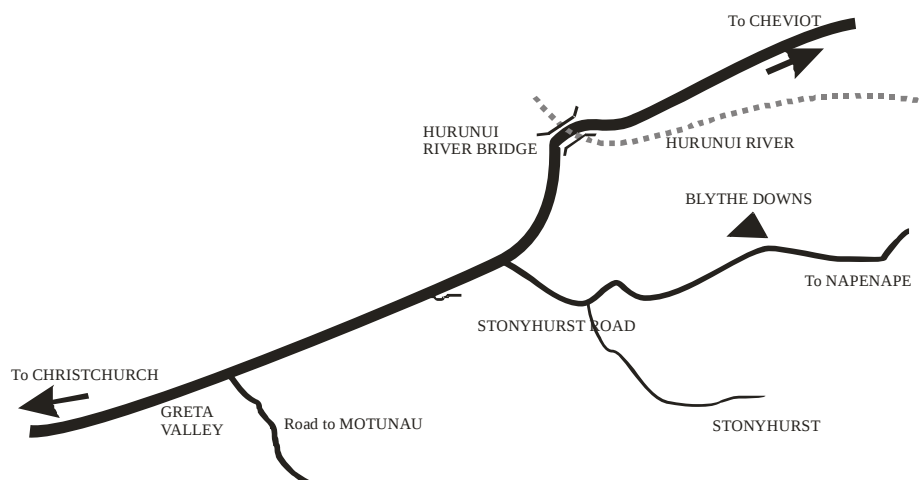
Thank you for your entry. Please get your team number from the website, enter it here, bring it with you, and remember it.

Please ensure team members are familiar with all information below. It is also accessible at <http://www.rogaine.org.nz>. We hope you enjoy Heights of Winter.

Getting to the event

REGISTRATION and START/FINISH is at Blythe Downs farm in the Blythe Valley, south of the Hurunui River in N. Canterbury, a 90 minute drive north of Christchurch. From Christchurch, drive about 9.5 km on SH1 past the Motunau turnoff. Turn right to Napenape via Stonyhurst Road. Where Stonyhurst Road splits (about 3 km on) turn left into Blythe Road. About 6 km further turn left into Blythe Downs and drive in to the woolshed.

From the north, cross the Hurunui River and about 4.5km further on, turn first left towards Napenape and follow as above.



Registration

At registration ensure your team is together and that you have your completed **Indemnity and Emergency Contact form** (included below) with you and that your team number is written on the form. Your team will be issued with:

- an event map (A3 size, 1:40,000 scale topo map oriented to grid north with magnetic north lines marked on the map), a checkpoint description sheet, and an A3 zip lock plastic bag per team member.
- a single black and white A4 version of the map to be used as your **‘flight plan’**. Enter your team number and plot your intended route on this map, including direction of travel, and return it to registration. You may subsequently modify your route according to conditions as you progress, but the flight plan will give us an idea of where to start looking if you are in trouble.

- Electronic wrist-tags – two per team. These must be worn on the wrist with the security band provided. One to be worn by each gender in mixed teams.

Start

All members of your team must attend the event briefing. The two wearing a wrist-tag must register their wrist-tag on one of the BRIEF Punches as they enter the briefing area. An organiser may check the security of your Navlight wrist strap. For details on using the NavLight Electronic Scoring System see the homepage of the website www.rogaine.org.nz. All teams must hand in their flight plan before the event starts.

Finish

As soon as you finish, register your wrist-tag on any one of several FINISH Punches, assemble your team, and then present yourselves to the computer desk to have your wrist-tags removed by an organiser and scored. (Competitors must NOT remove wrist-tags). Depending on the queue you will be given a printout immediately, or pick it up later. If you have any disagreement with it, see the event organiser, not the scoring team. Scores will be available on the day and will be published on <http://www.rogaine.org.nz> as soon as possible afterwards.

Your event will close after the 12 or 6 hrs has elapsed. Aim to finish on time as you will be penalised 10 points per minute late and if you are over 30 minutes late you lose all your points.

Event chronology

	12hr	6hr
REGISTRATION OPENS Route planning and preparation	7 am	9.30am
Briefing	8.45am	10.45am
START	9am	11am
FINISH	9pm	5pm
RESULTS	ASAP after 9.30pm	ASAP after 5.30pm
Post-event meal (ask at the time for vege or gluten-free options) • For 12hr competitors, available from ca. 8.30 pm. • For 6hr competitors, soup and bread roll available from ca. 4.30 pm. Provided by Cheviot Home & School Assn.		

What to bring

Essential clothing and safety equipment is listed under 'Safety Sheet'. You will also need

- a range of marker pens, pencils and highlighters, pins and string, and ruler, for planning and measuring your route before you start
- eating utensils for the meal after the event (cutlery, plate, mug)
- optional - folding outdoor seats, and maybe a folding camp table for course planning

Navigation devices such as altimeters or GPS, including altimeters within watches and GPS within cellphones, are **not allowed** to be used.

Food and drink.

Carry enough for a long day in the field. You may return to the start-finish at any time for a rest, or a drink. Water refill drops on the course are marked on the map. Please conserve this water when filling bottles. We discourage you from drawing water from streams.

Event procedure

We recommend you spend at least one hour (12 hour event) or 45 minutes (6 hour event) planning your route, making the day more enjoyable and rewarding. (We will provide limited undercover space for planning, or you may sit in your car.)

You should plan your route carefully, aiming to challenge your map reading and navigation skills but staying within the safe limits set by the terrain and weather, and your experience and fitness. If your team lacks confidence in finding its way in moderate, untracked tramping terrain, you might confine your route to the more easily accessible check points.

Your team may visit any number of check points and in any order. Your aim is to maximise your 'score'. The checkpoints each have a unique number and the score value is the first digit followed by a zero. Thus checkpoint number 23 has a score of 20 points and 91 a score of 90 points. Checkpoints numbered 100 or above are worth 100 points.

All teams start together. Concentrate on your own team plan. On the course do not try to follow other teams, or get distracted by them as they may have set a different route.

Tracks and fences may exist which are not marked on the map, and others are mapped that no longer exist. Tracks and fences may serve as useful navigational aids, but do not assume their detailed accuracy.

There is a distinction between "the" and "a" in describing checkpoint locations, e.g., "The lone pine" means it is marked as a tree on the map, whereas "A lone pine" means that one exists, but it isn't marked on the map.

Team members must always stay within verbal contact of each other on the course, and must simultaneously approach to within 5 metres of each checkpoint visited. At each checkpoint there is an orange/white flag tied to a bush or post etc. (usually at knee to shoulder height) and an electronic punch. These should be visible from at least 10 meters away, depending on your approach. As they have been placed in the field up to two weeks prior, we cannot be certain that all are still intact. If a checkpoint is missing you must be able to describe its presumed location to the score keepers to be credited with the points. A photo of the location may aid in convincing the score keepers that you were at the correct location.

When you visit a checkpoint, 'punch' your tag until you see a red flashing light (takes up to 3 seconds). Both wrist tags assigned to a team must record a visit to a checkpoint. All checkpoints have two punches. Use either punch, but if the light doesn't flash use the other. If neither punch flashes, write down the 3-letter code visible inside one of them. (See the top of the homepage of the website www.rogaine.org.nz for further details on 'NavLight').

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Cancellation

This event will be cancelled only if conditions are extreme. The organisers reserve the right to shorten the event by time or geography for safety or other reasons.

Compulsory clothes and equipment:

Per team member:	thermal top & trousers	thermal hat and gloves
	shower proof/windproof coat	survival sheet or pack liner
	whistle, torch/head torch	food, water bottle
	suitable, robust, well-fitting footwear with well-treaded soles	

Per team:	first aid kit	at least one compass
	watch	pencil or fine spirit marker

Your gear is your own responsibility. There will be no compulsory gear check but the organisers reserve the right to do checks on a random or selective basis. You must be suitably equipped to start.

We **strongly recommend** you also carry:

a fully rainproof parka, second layer thermal top, long gaiters, showerproof over trousers, a high-visibility reflective garment to warn traffic after dusk, a compass each, watch each.

Cell phone coverage is patchy to very good, and best from high points in the landscape. Organisers can be reached on 021 242 9122 or 021 065 9148.

Safety is a top priority. Organisers and participants (you) have responsibilities for safety, including:

- being aware of and meeting all safety requirements specified by event organisers in writing, on the event web site, or at verbal briefings,
- carrying all compulsory protective clothing and other safety equipment,
- advising your team member(s) of any medical conditions you have, your general level of fitness and other factors that may affect you adversely during the event,
- staying together as a team at all times, and providing mutual support, and helping any other team you find in difficulties,
- depositing a ‘flight plan’ map showing your intended course at registration before you start,
- recording your team’s visit to each checkpoint with the electronic punch,
- advising organisers and returning your tags if you withdraw from the event, or when you finish. This is our safety check that you are no longer on the course and **IS COMPULSORY**,
- being highly conscious of time and avoiding a late return – being late results in a hefty points penalty as well as raising safety concerns,
- being prepared to modify your plans to be more conservative if safety conditions dictate this,
- monitoring team and individual progress and fitness and modifying plans as required,
- looking out for hazards, such as:

1. **Hypothermia.** Wind, water and cold temperatures can lead to exposure or hypothermia. Early symptoms are subtle (clumsiness, lethargy, slurred speech). Be prepared to seek shelter or to call it a day if conditions are severe, or if any of your team is becoming exhausted. Roads will be patrolled from time to time through the day. In severe weather, keep off high, exposed ridges.
2. **Dehydration.** Drink lots of water – we suggest you carry at least 2 litres per person. Water

- drops are marked on the map. (We recommend you don't drink from local streams).
3. **Streams.** Do not cross streams if they are heavily swollen.
 4. **Cliffs, slippery rocks, loose rocks, incised creeks, gullies, slippery grass, hidden obstacles such as logs, loose fencing wire,** etc. may be present throughout the event area.
 5. **Collapsed tunnels or 'under-runners',** especially on farm tracks
 6. **Fog/low cloud.** If in fog, orientate the map and yourself with a compass. If in doubt, don't climb into cloud, and descend out of it as soon as possible.
 7. **Road Hazard:** There will be light traffic on roads. No roads are closed during the event.
 8. The **Road Code applies at all times:** keep to the side of the road and be alert to traffic. We recommend you wear hi-viz clothing from dusk.
 9. **Hunters:** unlikely on this course, but be alert – if in doubt be visible and vocal.
 10. **Deer fences** (1.8 m netting). Please cross at corners, main posts, or gates. Paddocks that contain farmed deer are out of bounds and may be identified as such on the map.
 11. **Electric fences.** Usually the top wire, but sometimes a lower wire, may be hot (look for insulators on the post). Some fences have outriggers that may be hot. Treat all as ON. Climb through lower wires, or use parka, pack or map for insulation.
 12. **Stinging nettle/Onga Onga** – in native scrub

In the event of significant injury or exhaustion, make the injured person warm and comfortable; arrange, if possible, to leave someone with the person; note your exact location on the map; seek help via the nearest road. Emergency signal – repeated (6 or more) short blasts on whistle at about 1 second intervals, repeated each 1 to 5 minutes. Repeat if you hear one long blast. If you become totally disorientated, travel down slope to sheltered ground, preferably to a road.

IT IS MID WINTER – BE PREPARED

We can give no assurance that teams unable to make their own way to the finish, or a road, can be assisted until after daybreak on Sunday.

Environmental and farm care

Rogaining is an environmentally & socially friendly activity – please reinforce this ethic.

- Respect farm stock, fences and other facilities, and the right of landowners to operate their business, and lifestyle.
- **LEAVE GATES AS YOU FIND THEM.** They will usually be shut. Shut them if you have any doubt.
- Cross fences, where you must, at a strainer post, or climb through. Do not spring off the top wire.
- Report any damage or distress to stock to the organizers.
- Protect plants and animals
- Remove rubbish – more importantly, don't create it in the first place
- Bury toilet waste - better still, don't create it in the field - use the toilets provided at the event centre where possible.
- Keep streams clean

This event is almost wholly on private land (plus the Napenape conservation reserve) and we gratefully thank the 12 farming families who have welcomed us for this event. Please ensure the trust they have placed in us is justified.

Thank you, NZRA

BASIC INFORMATION

Rules in brief

- Navigate with compass and rogain event map only. Use of GPS and/or altimeter units is not allowed, including those on watches and cellphones. Teams caught using GPS or altimeters will be disqualified.
- Travel only on foot. Team members are to stay within verbal contact of each other at all times.
- When visiting the START/FINISH, all team members must report to the finish area and register a FINISH punch on their wrist tags. You may still go out again later.
- If a competitor wishes to withdraw, the entire team must return to the START/FINISH and notify the organisers. The team retains current points score. Teams of one are not permitted.
- Event finishes at 9pm (12 hr) or 5pm (6 hr); or as specified at the start.
- When your team finishes, all members must report to the finish area and register a FINISH punch on their wrist tags, then **IMMEDIATELY** report to the scoring table to have your wrist-tags removed and scored.

Procedure at each checkpoint

- All team members must simultaneously approach to within 5 metres of each checkpoint visited. Failure to do so places your team at risk of disqualification.
- All team members with a wrist tag must use the electronic punch to register on their wrist-tags. If a punch fails to operate record its internal 3-letter code (visible through the clear plastic) to verify your visit, and after you finish and have returned your tags inform the event organiser.
- If a check point is missing, be able to describe the local setting in detail to the organiser at the finish to verify your visit.

Points value, penalty points

- Checkpoints 20 to 29 are worth 20 points, 30 to 39 are worth 30 points, etc. Checkpoints 100 upward are worth 100 points
- 10 points penalty for each minute late. 30 minutes late - all points lost

Safety

- Carry and wear suitable clothing and equipment
- Team to remain together at all times
- Be alert to exhaustion, dehydration, sun, and/or hypothermia
- Help other teams having problems
- If your team withdraws from the event you **must report to the organisers at the START/FINISH**. Otherwise you will be reported overdue and a search will be mounted.
- **Take extreme care on roads, which remain open to traffic.**

Emergencies

- Emergency signal: repeated, short whistle blasts
- Repeat if you hear one long blast

Serious injury

- Make the injured person warm and comfortable
- Leave someone with the injured person if there are more than two in the team.
- Note your exact location on map
- Seek help via nearest safe route or road and return to base

Farm/land courtesy

- Keep clear of buildings, machinery
- Out of bounds means OUT OF BOUNDS
- No **rubbish**, no **dogs**, no **fires**, no **firearms**,
- Report any damage, etc. to event organisers

TEAM NUMBER: _____

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Indemnity and Emergency Contact

Teams will not be registered until the following has been completed and presented at the administration desk.

Indemnity (signed by each member of a team)

We, the undersigned, hereby acknowledge that the New Zealand Rogaining Association, the Event Organizers, and the owners of the land used for this event, accept no liability for any loss, damage or injury to ourselves (including vehicles at the event venue) resulting from our participation in this event. We enter this event at our own risk and acknowledge that there may be risks associated with the sport of Rogaining. We understand the safety requirements set out by the organisers.

Name	Signature	Date	Date of birth

Emergency Contact for each member of a team

Your name and Car Registration Number	Emergency Contact (not a competitor) Name, Address, Phone No.	Allergies or Medical Condition

NOTE:

1. A parent or guardian must sign the indemnity form on behalf of a competitor under the age of 18.
2. Supply the name, address and telephone number of a person to contact in the event of an emergency. This person must not be a competitor in the event.
3. Supply details of any medical conditions or allergies that might be of assistance to First Aid staff in the event of an accident or emergency.