



Rules & General Information

General Principles

1. All participants should conduct themselves with the highest ethics regarding rules, fellow participants and volunteers.
2. All participants should conduct themselves with the highest regards towards their own and their fellow participant safety.
3. Environmental, ecological, and historical preservation will be strictly enforced. The “Leave No Lasting Trace” philosophy will be strictly followed. DO NOT LITTER or disturb wildlife. Remember, pack it in, and pack it out!
4. Specific rules as outlined on the Race Guide must be followed at all times even if they are in conflict with these rules and regulations.
5. These rules are only a framework. Further interpretation during the race is possible by the Race Director.

General Rules

1. Major injuries and medical emergencies take precedence over all rules and regulations.
2. Rules may be modified or issued by the Race Director only. Not volunteers or race staff.
3. The Race Director may modify race cut-off times and alter the course at any time during the race. The Race Director will maintain the official time clock.
4. All team members must be in verbal communications and visual sight distance at all times and must stay together when getting markers. No sending runners to CP's!
5. The team must complete the race with the same team members it started with. If one member withdraws, the remaining two members may continue unranked. If two members withdraw, the remaining member will not be allowed to continue.
6. Race day printed materials or verbally issued en masse instructions to racers by the Race Director override this document.
7. The Race Director may disqualify and bar from racing any individual that he feels is injured, sick, or appears to be a health risk.
8. A race volunteer may hold an individual for health reasons until a certified EMT or Race Director arrives to assess their ability to continue the race. In the event they continue, the waiting time will not be credited to the team.

Participants

1. Participants are required to be 100% self sufficient between transition/support areas during the entire race.
2. No assistance, other than by fellow participants, is allowed at any point during the race.
3. Passports must be protected, completed and legible.
4. Only the map(s) provided may be used during the race. Only one set of maps will be issued per team.
5. Where a queue or back up exists, your entire team must be present and together prior to queuing

6. All participants must wear their official Thunder Rolls race numbers at all times and have them visible.
7. Participants must complete the race under their own power with all their own gear mandatory gear as indicated on the official Thunder Rolls gear list. The only exception is where the team finishes together utilizing the team's efforts. (I.e. a pack may be carried by another team member; a team member may be carried or assisted by their other team members.)

Equipment

1. The mandatory equipment list must be followed at all times.
2. Race staff may conduct a random gear check at any time and at any given point in the race. The time required for a gear check is counted in the racers time, no credit is given.
3. No electronic navigational aids (GPS) or communication devices are permitted.
4. Cell phones are for emergency use only or to advise the Race Director of the teams' status if all is well and the team is moving slowly.
5. Racer driven paddles may only power watercraft. No motor kites, or sails are allowed.
6. The Race Director may specify at any time additional illegal equipment.

Course and Navigation

1. Participants are required to visit every checkpoint (CP) in sequential order, unless specifically stated otherwise in the instructions and to record them on their passport.
2. Participants may not take short cuts or enter private property that has been designated as off limits. Immediate disqualification will result.
3. No city, county, state, or federal law may be broken during a race.
4. All team members must be at a checkpoint before being indicated present by race volunteers.
5. There will be some designated trails, coasteering, and single-track mountain biking areas. Participants must follow the course as designated at these locations. The course is open, allowing for multiple route choices everywhere else. If in doubt, do not enter private property, go around it.
6. The racecourse will start at an undisclosed location. The course will cover roughly 50-100 miles and pass through a series of checkpoints (CP'S). Teams must travel through all CP's in the order specified by race management. Any team that does not pass through all CP's in order will not be included in the official rankings. If a team misses a CP they will be allowed to backtrack to reach it, but must still pass through all subsequent CP'S in order, even if they had already visited those CP's (e.g. If you are at CP 10 and realize you missed CP 7, you will be allowed to backtrack to CP 7 but must then pass back through CP's 8, 9 and 10 to maintain status as an officially ranked team).
7. Although each team is free to select the route they feel is most appropriate for the majority of the race, certain sections of the course will include instructions for a mandatory route (for safety reasons or to preserve certain environmentally sensitive areas). Teams that do not follow the mandatory route may be disqualified.
8. The entire course will be given to teams at the race briefing with the exception of certain orienteering sections. Race management reserves the right to make changes to the course during the race due to unforeseen circumstances such as, but not limited to, inclement weather. Any changes made will be communicated to all teams as soon as is reasonable and will be done as equitably as possible for all teams.

Timing

1. There will be one official race clock for the entire race and all teams. The clock will start at the sound of a horn at the start line and will remain running until the pre-determined cutoff time for the race. The official time for each team will be recorded when all three members reach the CP or finish line. If a team receives a time penalty for a violation of the race rules and regulations, they

- must wait out the duration of their time penalty at a designated area prior to crossing the finish line. In so doing, the order that teams cross the finish line will represent the official rankings and results.
2. Certain cut-off times will be established for later sections on the course. If teams do not reach these points by the cut-off time established it is assumed that it will not be possible for them to complete the entire course within the maximum time allowed. At this point, each team will be given a choice to either continue on the course as long as they can (to be determined by race management) or to be moved ahead on the course by vehicle to a later section so that they may cross the finish line. Teams that choose to be transported ahead on the course will not be ranked ahead of a team that did not get transported. All cut-off times will be communicated at the race briefing and will be listed in the course instructions provided in the race package.

Advanced Section

1. The Thunder Rolls Adventure Race may include an Advanced Section. This will be a series of extra CP's involving one or more disciplines. Teams reaching the CP from which the Advanced Section starts before a pre-determined cut-off time will proceed onto the Advanced Section. Teams reaching the CP from which the Advanced Section starts after the pre-determined cut-off time for the Advanced Section but before the pre-determined cut-off time for the race (this second cut-off time is set to the point where teams not passing the CP before will not have enough time to complete the entire race) will proceed on the regular racecourse. Teams continuing on the regular racecourse are still fully ranked teams in the race.
2. All teams completing the Advanced Section and the entire race as a ranked team will be ranked ahead of all teams completing the regular course. Teams that take the Advanced Section but do not finish the race will be ranked as having not completed the course (therefore, behind any team that completes the entire regular course). Final standings for the race will be posted with only one category. No distinctions in rankings will be made between the Advanced Section finishers and the regular course finishers, other than as described above.
3. For some races, it may not prove feasible to include an Advanced Section due to terrain, climate or other issues. In these situations the race will proceed normally with all teams following the same course.

Team Rankings

1. The first team in each division to have all members cross the finish line and have passed through all CP's in order will be the winners. All teams starting the race with a complete team will be ranked according to the furthest CP they reached and the time they reached the CP. All teams finishing the race will be ranked ahead of any team not finishing the race. If two or more teams finished at the same CP (such as the finish line) they will be ranked according to arrival time at the CP. Any team completing the Advanced Section of the race and completing the entire race as a ranked team will automatically be ranked ahead of teams finishing as ranked teams on the regular course. Any team proceeding with one less member will be ranked according to the furthest CP they reached as a complete team.
2. The distance traveled between CP's will not be considered in the rankings. Only the time of arrival at the furthest CP will be used to determine a team's ranking.

Protests and Appeals

1. Protests to any violation must be filed with the Race Director within 60 minutes of the final team of the day crossing the finish line.
2. Appeals to any rule decision or penalty application must be filed with the Race Director in writing within 60 minutes of the ruling.
3. All decisions made by the Race Director are final.

Penalties

1. Penalties can be assessed for any violation of the rules or instructions.
2. Penalties can include disqualification of a racer or entire team. When a member is disqualified, the entire team is disqualified.
3. Penalties and disqualifications can result from non-participants aiding or assisting.
4. The following are standard minimum penalties. These penalties will serve as a guideline for items omitted or overlooked.
5. One (1) hour penalties include:
 - Missing any item from a mandatory gear check (1 hour per item)
 - Littering on the race course
6. Two (2) hour penalties up to Disqualification include:
 - Unsportsmanlike behavior
 - Errors or omissions to a passport
 - Intentional destruction to the environment
 - Sending a runner to a CP
 - Each missed CP or orienteering checkpoint.
7. Teams must follow all rules and race instructions as provided in the racer guide book. The Race Director for all violations will determine the severity of the penalty.

Awards

1. Awards will be presented to the top teams in the 2 or 3 person, 12 and 24 hour races in the open (coed), masters, and same gender divisions.
2. The open (coed) winning team shall be eligible to receive the sponsorship towards the entry fee to the USARA National Championship. If they decline, the sponsorship will automatically roll down to the second place team, if they decline to the third place team. This will continue until a team has accepted the invitation. If no team accepts, the sponsorship will not be paid as per the signed Regional Qualification Contract. If a team accepts, the sponsorship check will be paid by The Thunder Rolls directly to the USARA if and only if they register to compete in the USARA National Championships.

THE RACE DIRECTOR AND HIGH PROFILE ADVENTURE RACING L.L.C. RESERVE THE RIGHT TO CHANGE, ALTER, ADD, OR OMIT, RULES, PENALTIES, OR STANDINGS AT ANY TIME THAT WILL LEAD TO WHAT WE DEEM FAIR TO ALL PARTICIPANTS AND THE PARTICULAR CIRCUMSTANCES OF THE EVENT.



General Information

- 1. Passports & Checkpoints** – Every team will receive an official Thunder Rolls Adventure Race Passport and Race Guide. These will not be replaced if lost or destroyed. Protect them well. Teams are required to complete the Passports in full by the finish of the race. There will be a series of Checkpoints located along the race route. These CP's will be found in strategic locations along the course and are positioned to maximize safety for the racers. Some CP's will be manned and others will be unmanned. At all CP's, racers must hole punch or have their times written onto the passport before proceeding to the next CP. For all manned CP's, racers must check in with the officials so we know your whereabouts at all times. Passports must be complete in order to finish the race. Penalties or disqualification may be enforced for incomplete or unrecognizable passports.
- 2. Self-Sufficient** – All participants are required to be self sufficient while on the racecourse with the exception of the transition areas. No outside assistance may be received at the transition areas. You may assist other teams though. Transition areas are where you will typically change disciplines (i.e. trek to mountain bike, bike to paddle, etc.) Participants will have access to their gear containers at these transition areas only or as indicated in the Race Guide. You can pick up or drop off any equipment or food you choose at these areas. However, ensure you have all equipment as per your mandatory gear list.
- 3. Navigation/Course Markers** – You will find your way from CP to CP using a combination of maps, UTM coordinates, a compass, and your Race Guide. Please read the Race Guide carefully. Unmanned CP's will be marked with orange and white orienteering markers or with orange/yellow reflective signs. Manned CP's will be marked with a sign on a stake.
- 4. Water Safety** – You are required to wear your PFD at all times while in or near water portions of the race. When applicable, stay as close to shore as possible. If you encounter strong winds or lightning while on the water, make your way to the closest land and stay put until the storm passes. Remember there are other people using the river/lake at the same time and they won't necessarily know you are racing. Please be courteous to all other users on or near the water.
- 5. Injuries** – If you are injured and cannot continue, you must have a fellow racer notify one of the volunteers at the next CP of your race number, approximate location, and extent of injury. If you are separated from your team or the racecourse, blow your whistle three times repeatedly. If you or a teammate is unable to continue for any reason you must notify one of the volunteers or Race Director. Please indicate your race number and the person's name. If a team has one of its members drop from the race they are still entitled to continue racing if they choose. They will still receive an overall time; however, they will not be officially ranked.
- 6. Mandatory Equipment** – The mandatory equipment list is for your safety and protection. There will be random checks throughout the race to ensure all racers have their mandatory equipment. Penalty(s) will be assessed for each item you do not have.
- 7. Share the Trails** – Please remember we are all guests. None of the trails, roads, waterways are closed for this event. We will be sharing these pathways with local residents, tourists, and families who will not expect to see you racing by. Please be courteous and safe at all times. Grow the sport of adventure racing by displaying sportsmanship.
- 8. Pack it in/Pack it out** – Everything you take with you must come back with you. Anyone identified, as leaving garbage on the race route will be eliminated from competition.