

The Western Australian Rogaining Association welcomes you to

PINE O CLEEN

12 Hour Rogaine

6 June 10:00am to 10:00pm

How to get there

From Perth):- (Allow approx. 2.5 hours travel time from Perth)

- Head South on Kwinana Freeway to Ludlow-Hithergreen Road (approximately 30km south of Bunbury)
- Turn left on Ludlow-Hithergreen Road
- Travel 15.3km to Vasse Highway
- Turn left on Vasse Highway, travel 18.5km to Gaffer Road
- Turn left onto Gaffer road travel to intersection with Quilergup Road (approx. 3km)
- Turn right onto Quilergup Road, travel to intersection with Number Seven Road (approx. 2km)
- Turn left onto Number Seven Road
- Immediately turn right onto runway strip and proceed East to the HH Site.

From Busselton):- (Allow approx. 30 minutes travel time from Busselton)

- Head West on Bussell Highway for approx. 5.6km to Sues Road
- Turn right on Sues Road, travel 6.7 km to Vasse Highway
- Turn left on Vasse Highway, travel 18.5km to Gaffer Road
- Turn left onto Gaffer road travel to intersection with Quilergup Road (approx. 3km)
- Turn right onto Quilergup Road, travel to intersection with Number Seven Road (approx. 2km)
- Turn left onto Number Seven Road
- Immediately turn right onto runway strip and proceed East to the HH Site.

The Rogaine signs will be out from Friday Afternoon and will cover the route from the Gaffer Road intersection through to HH.

Emergency rogaine site phone: 0494 720 461

Event-Specific Information

Provide a description of event specific details (the below is an example of the type of information to be included – please update as appropriate):

- **SPECIAL TAPE COURSE** – the setters are adding a line of pink tapes every 20 to 50m to guide competitors for a distance of approximately 2.5km near the HH. This is designed to give families and children a fun activity to follow. The course will go between two controls, one of which is a water drop, and there will be various treats to discover along the way. More detail will be on the map and at registration.
- Camping is permitted on both Friday and Saturday night. Caravan and 2wd friendly grounds and access roads – lots of space
- Water is not available at the site – please bring all your own water!
- Public may be accessing the area – so consider your vehicle & camp security
- The map is A3 in size, 1:50,000 scale with magnetic north lines and 5 metre contour intervals.
- Safety - patrolled roads are marked on the map.(Thicker Grey Lines) – Patrol Car will have GREEN flashing light
- Leg and arm protection (such as gaiters and long pants) are always recommended.
- You may come across emus, echidnas, wallabies, bobtails etc.
- All competitors should carry a minimum of two litres of water. Please bring extra water for your personal use.
- It is vital that you do not enter the "out of bounds" areas which are shown on the event map. They have been set for good reasons. Your team will be disqualified if found there.

- There will be a hash house fire on Saturday Night.



- As usual, smoking is not allowed.

General Information

- **Registration** will be open from 6:00pm on Friday for any one member of your team to complete. Please have your vehicle registration number and team no. handy for the Admin Team to record. At registration please consider volunteering to help bring in controls on the Sunday morning after the event.
- **Map Collection** will be from 7:00am on Saturday morning, Control locations are pre-marked on the maps.
- **Safety cards and wrist tags** will be available for collection from 7:00am on Saturday morning. The cards and tags will not be issued unless **all** team members are present. Admin staff will assist in the fitting of the tags. Each tag is specific to a person. A tag reader will be present for people to check that they have the correct tag.
- **Novice Clinic** will be held at approximately 8:30am on Saturday.
- **Pre-Event Briefing** will be held at 9:45am on Saturday.
- **Event Start** will be 10:00am on Saturday.
- **Hash House Open** from 5:00pm to 11:00pm on Saturday and will open again from 6:00am to 8:00am on Sunday
- **Event End will be** 10:00pm on Saturday.
- **Team changes before the event:** These can be made until 30 minutes before the start of the event.
- **Team changes during the event:** A new team can form during the event (see rule R25), but you must seek permission from administration before doing this.
- **Dogs and other pets** are not permitted at any rogaine.
- **Drones are not permitted** at any rogaine.
- **Your safety is our concern, but your responsibility.** Teams must not enter the rogaine course without a safety card. If administration does not know you are on the course we cannot help you. You must clearly fill in the intention sheets on the controls with your team number, the time (indicate whether am or pm or use 24 hour notation) and your intended destination. Failure to do so is unsafe, and breaks the rules of rogaing. If you are caught breaking this rule you will be disallowed the points for the control.
- Other Maps of the area that provide additional information not on the Event Map are **not permitted** at the event.
- **GPS -enabled devices** and **mobile phones** may be taken on course only if they are contained within a **WARA-supplied tamper-proof non-see-through container** and that they are logged in and out by Administration. Failure to return a device in its original, unopened, container with the safety card will result in disqualification.



DON'T DRIVE TIRED

If you are heading home on the Saturday night , have a sleep before you drive home, or ensure the driver is someone who will be wide awake !

We want to see you at the next event

IMPORTANT INFORMATION (especially for people new to Rogaining)

Suggested items to bring for during the event

compass	lightweight shirt	drinking water (at least 1 litre per person)
whistle	jumper	small first aid kit
watch	warm mittens/gloves	snacks/food to eat on the course
thick socks	thermal clothing	torch with spare batteries and bulb/s
comfortable shoes	waterproof jacket	waterproof map bag (or contact)
backpack	sun hat	leg protection (gaiters or long socks)
warm hat	sun block cream	spare pencil (for writing on intention sheets)

Here are some things you might want to bring for use in the hash house area

drinking water (at least 1 litre per person)	camera	insect repellent	toiletries		
tea towel	cutlery	mugs	tent	camp light	table/chairs
plates	bowls	mattress	stationery	wet clothes bags	sleeping bag

Food and cooking equipment required for prior to the opening of the hash house.

Comfortable shoes & cloths for afterwards

Water for personal needs (washing, and your initial supply of water to take on the course)

Restrictions to be Adhered to

Camping can only be at the designated hash house site.

No dogs are allowed in the hash house area or on the course.

No personal fires at the hash house.

No fires are to be started while on the course.

Smoking is NOT permitted on the course.

General Behaviour

Please be courteous to farmers, landowners and other competitors.

Please do not disturb stock, especially those with young.

Do not cross cropped paddocks or freshly cultivated land.

Avoid passing close to dwellings, especially at night or early in the morning.

Leave gates as you find them - if in doubt, close them.

Avoid damage to fences - use gates, or cross at strainer posts where possible.

Under no circumstances are you to drop litter of any kind, this includes fruit skins and all food wastes.

Note all out of bounds areas, as trespassing will disqualify your team.

Visiting Controls

Controls may be visited in any order.

Note that **electronic tagging** will be used for this event. At each control every team member must register their visit by tagging **all** electronic tags, and to do so within a 2 minute time window, failure to do so will mean that your team will not be awarded points for the control. The team must also record the team number, time of arrival and intended destination on the intention sheet at the control.

If an electronic punch fails, record the back-up code from the control's intention sheet onto your map or other suitable piece of paper.

Please move away from the control as soon as possible after tagging and recording your details.

Returning to the Hash House/Administration area

A team may return to the hash house/admin area at any time and may stay for any length of time.

A team's safety card must be handed into Admin whenever they return to the hash house area, including when they have completed the rogaine.

Also ensure that every team member has tagged the finish control; failure to this could mean loss of points and or disqualification.

When a team returns to hash house ALL team members must be present at the admin tent to return the safety card.

When a team wishes to go out again ALL team members must be present at the admin tent to collect the safety card.

Penalties for Late Returns

Teams returning to the administration tent after the specified finish time will lose 10 points for each minute or part thereof. Teams returning later than 30 minutes after the specified finish time will be deemed to be late, and receive no score.

Computer Aided Scoring

When teams return for the final time to the hash house area, they should immediately all tag the finish control and return their safety card to Admin. Any problems such as faulty electronic punches must be reported at this time. Points may only be gained if you inform administration of the issue immediately upon your return.

Administration will produce a printout that shows the controls your team has visited but not your final score.

- You should carefully check this printout and confirm that the controls listed are consistent with the controls you have visited. Any problems should be brought to the attention of administration within 30 minutes of the close of the event. The close of the event is defined here as the end of the 6, 12 or 24 hour period.
- You do not have to check your printout BUT if you have not disputed your controls visited with administration within 30 mins of the close of the event then your score will be finalised.
- To assist administration in completing the overall event results quickly, please check your listing and settle any disputes as soon as possible. Printouts are normally produced within 15 minutes of your return, unless administration is especially busy.
- Extra time for checking printouts will be granted for teams that finish within the 30 minute penalty period.

Safety

Under NO CIRCUMSTANCES is a team to split up during the event. This will result in disqualification.

If a team member becomes seriously ill or is injured the team should assist him/her back to:

- A water drop or a patrolled road, which will be listed on your control description sheet.
- A farmhouse or other habitation.
- The hash house.
- A control. There is no guarantee that another team will visit the control. Waiting on a patrolled road or at a water drop is preferable.

Use your whistle to signal distress. 6 short blasts at a time is the signal to be used.

ANY TEAM HEARING A DISTRESS SIGNAL MUST ABANDON THEIR COURSE AND HELP IN ANY WAY NEEDED.

Australian Rogaining Association Competition Rules - as at 8 November 2019:

Rogaining is the sport of long distance cross-country navigation for teams travelling on foot. The object is to score points by finding checkpoints located on the course within a specified time. Checkpoints may be visited in any order.

Definitions: "The course" means anywhere a team travels during the time of the rogain but specifically excludes the access road and areas in the proximity of an administration area designated by the organisers for non-competition use, for example for parking or camping. "Event site" includes the course and any administration, access and non-competition areas.

Entries

R1. A team shall consist of two, three, four or five members.

R2. A team that has a member under fourteen years of age shall also have a member eighteen years of age or over.

R3. Competition placings are awarded in several sections based on the age and gender composition of teams. Each team shall be deemed to be entered for all sections of the competition for which it is eligible.

R4. No member of a team shall have been involved with the organisation of the rogain so as to have a prior familiarity with the rogain course or the fieldwork of the rogain map.

Respect for Land and Property

R5. Competitors shall respect public and private property.

(a) Competitors shall not cross newly sown ground or growing crops, except if specifically permitted by the organisers, or any area deemed out-of-bounds by the organisers and shall keep a reasonable distance from dwellings and stock with young.

(b) Competitors shall take due care when crossing fences, crossing at corner posts, solid posts or between wires wherever possible. Each team shall leave gates in the same state as they were found.

(c) Competitors shall not discard litter or light fires at the event site nor smoke on the course.

(d) Competitors shall not unduly damage or disturb native flora or fauna.

(e) Dogs and weapons of any kind, including firearms, are prohibited at the event site.

Conduct of Competitors

R6. Competitors shall not enter the course until the official start is signalled.

R7. Navigational Aids

(a) The only navigational aids that may be carried on the course are magnetic compasses, watches and copies of the competition map.

(b) The possession of other navigational aids, including pedometers, altimeters and GPS receivers on the course is prohibited except when event organisers provide a means by which information on the devices cannot be accessed whilst on the course.

(c) The possession, at the event site, of maps that provide additional information not shown on the competition map is prohibited.

R8. The use of aids for course planning other than for distance measurement and scoring estimation is prohibited

R9. Competitors shall travel only on foot.

R10. Members of a team shall remain within unaided verbal contact of one another at all times whilst on the course. A team shall demonstrate compliance with this requirement to any event official or other team on request.

R11. Organisers shall issue checkpoint recording devices, which shall be a scorecard &/or an electronic recorder to one or more members of each team. Electronic recording devices shall be attached to the competitors by a tamper-proof device, such as a wrist band, before the commencement of the event. Tamper-proof devices shall only be cut or removed by event officials.

R12. A team shall surrender its recording device(s) to any event official, and shall advise their team number to any event official or other team, on request.

R13. A team shall not accept assistance from, nor collaborate with, other people, nor deliberately follow another team.

R14. No food nor equipment shall be left on the course before the event for a team's use, and no food or equipment shall be discarded on the course unless retrieved by the team during the event and brought by the team with them to the finish.

R15. Competitors shall carry a whistle at all times whilst on the course. In an emergency a competitor shall give a series of short blasts on their whistle.

Checkpoints

R16. All team members shall approach to within 5 metres of each checkpoint for which points are claimed.

R17. In order to gain points for a checkpoint teams must record their visit to that checkpoint using the recording device provided by the organisers in the correct square, where a scorecard is used. If a team punches an incorrect square, they must notify the organisers of the details of this immediately upon returning to the administration to be eligible to be credited with that checkpoint.

R18. Where more than one electronic recording device is provided to a team, all devices must record a visit to a checkpoint to gain points for that checkpoint.

R19. Teams shall fill in any intention sheet at the checkpoint with the time of arrival, the team number and the number of the checkpoint that they intend to next visit.

R20. If a recording device is lost, a team may present in its place a record of punch marks or a record of the electronic "punch" human readable back-up codes on any single sheet. The organisers will accept this single sheet from the team provided that the punch/record marks are discernible, and the team can identify to the organisers the checkpoint number for each of the marks.

R21. Competitors shall not deliberately rest within one hundred metres of a checkpoint unless the checkpoint is also a water drop.

R22. Competitors shall not adversely interfere with a checkpoint, water drop, any other facility placed upon the course by the organisers, or the equipment of any other team.

Administration Areas

R23. Whenever a team visits an administration area, all team members are required to report together to the organisers and surrender their team's scorecard and/or "check-in" their electronic recording device(s). The team shall only collect its scorecard and/or "check-out" their electronic recording device(s) immediately prior to leaving that administration area.

R24. A team is considered to have completed the event when:

- all team members have reported together to the designated finish administration area and
- they have surrendered their recording devices.

The team finish time is the latest time recorded for any member of the team.

R25. If a competitor wishes to withdraw from a team for any reason the entire team shall return to an administration area and notify the organisers. The original team shall be deemed to have finished the event. If a new team is formed it may be admitted to the competition at the discretion of the organisers but no points shall be credited for checkpoints already visited.

Penalties and Protests

R26. The penalty for breaching these rules is disqualification except for rules R16, R17, R18 and R19 for which the penalty is the loss of points for the checkpoint under consideration. Any team disqualified under this rule shall be recorded as DSQ.

R27. A team may voluntarily withdraw, by advising the organisers immediately upon their finish, if they have breached any rule for any reason and shall be recorded as W/D.

R28. A team may report in writing to the organisers about any team thought to have breached these rules, or may protest in writing to the organisers about any actions of the organisers that they consider made the competition unfair.

- Within 45 minutes of the nominated finish time, if the violation was detected on course
- Within seven days of the results being published, if the violation is only evident through examination of the results or admission after the fact by a competitor.

Scoring

R29. The event shall end at precisely the set number of hours after the actual starting time, both times as defined by the organisers' clock. Where multiple timing devices are in use, the organisers shall ensure all clocks used to record finishing times are synchronized. Teams finishing late will be penalised at the rate per minute or part thereof specified in advance by the organisers. Teams finishing more than thirty minutes late shall be deemed ineligible for a placing and their result shall be recorded as LATE.

R30. A team's score shall be the value of the checkpoints visited and correctly verified in accordance with these rules, less any penalties. The team with the greatest score, or in the event of a tie the team that finished earlier, shall be awarded the higher placing.

R31. In the event of a checkpoint being damaged or deemed misplaced or missing by the organisers, teams shall be awarded the checkpoint score:

- If the punch is missing or damaged but the team has a correct record on the intention sheet.
- If the punch is missing and there is no intention sheet, but the team can satisfy the organisers that they visited the correct site.
- If a checkpoint is missing or misplaced but the team can satisfy the organisers that they visited the correct site.
- For a correctly recorded visit to a misplaced checkpoint.
- If an electronic "punch" fails but the team has either (where applicable) a punch on a backup control card or record of the human readable back-up code for that checkpoint.

General

R32. Any team hearing a distress signal must abandon their course and help in any way needed. No team shall be penalised for any rule breached in the course of giving such help.

R33. Communications devices such as mobile phones may be carried for safety purposes when event organisers provide a means by which the devices cannot be accessed whilst on the course. Use of a phone whilst on the course is prohibited.