



# High Adventure 2009 Rules:

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You are strongly advised to read the following rules carefully. Failure to adhere to these rules may result in points being deducted or disqualification at the discretion of the organising committee.

## 1. General rules:

- 1.1 Teams must consist of a minimum of five and a maximum of six explorer scouts.
- 1.2 Any team which falls below four participants will be required to retire from the event or merge with another such team and continue as a non-competing team at the discretion of the organisers.
- 1.3 Participants must remain together as a team at all times during the competition.
- 1.4 High adventure is a walking event. Points will be deducted from teams attempting to run any part of the course. Other forms of transportation are forbidden and will result in instant disqualification.
- 1.5 Teams must respect any out of bounds areas identified on the maps provided.
- 1.6 Participants must follow the country code at all times.
- 1.7 GPS navigation devices and mobile telephones are forbidden and teams bringing or using such devices will be disqualified from the event (mobile phones may be left with team support leaders).
- 1.8 Any participant or team deemed to be unfit to participate will be withdrawn from the competition.
- 1.9 Teams must comply with the instructions of the organising committee and mountain team whose decisions are final.

## 2. Saturday event:

- 2.1 Teams must report to the start point for a briefing and kit inspection at their allocated start time. Points will be deducted for late arrival.
- 2.2 A full kit inspection will be carried out and teams will **not** be allowed to start without the required kit. **The kit list is not optional and is there for your safety.** In addition, random checks may be carried out at any point during the competition by a member of High Adventure staff.
- 2.3 Points are awarded by punching orienteering score cards with the punches located at manned and unmanned checkpoints across the course. These scores vary according to difficulty. Points are only awarded for the correct punch in the correct position on the score card of all team members.
- 2.4 Teams may visit as many manned or unmanned checkpoints as possible within the time limit.
- 2.5 Interference with the checkpoints will result in instant disqualification from the competition.
- 2.6 Teams have a total of eight and a half hours from their allocated start time to plan and complete their route and arrive at the top camp. Points will be deducted for late arrival at the top camp.
- 2.7 Teams must register and hand in their orienteering score cards to a designated member of the organising committee on arrival at the top camp. Lost and damaged score cards will score no points.

## 3. Sunday event:

- 3.1 Teams must report to the start at their allocated time. Points will be deducted for late arrival.
- 3.2 Teams will complete a series of simple challenges designed to test teamwork during the day. Points will be awarded or deducted at the discretion of the challenges team.
- 3.3 Points are also awarded for punching orienteering score cards with the punches located at manned and unmanned checkpoints across the course. These scores vary according to difficulty. Points are only awarded for the correct punch in the correct position on the score card of all team members.
- 3.4 Teams will be given times to report to each challenge base. Deviation from these times will result in the deduction of points.
- 3.5 Teams have a total of six hours from their allocated start time to complete their route and challenges and arrive back at the base camp. Teams who do not arrive back at base camp within the time limit will have points deducted at the discretion of the organising committee.
- 3.6 Teams must register their arrival at base camp with a designated member of the organising committee.