



Indiana Crossroads Orienteering Conquer the Crossroads X Rogaine 2012

WHEN: Saturday, April 7th, 2012

WHERE: Horseman's Camp, Owen-Putnam State Forest, Cloverdale, IN

DIRECTIONS: From I-465 on Indy's west side, take I-70 west for 31 miles to US-231 (Exit 41: Greencastle/Cloverdale). Take US-231 south through Cloverdale for 11 miles to Carp. Instead of following US-231 to the southeast at Carp, continue south on CR50E for 0.5 miles to CR600N. Turn right on 600N and continue west through Cuba. About a mile after Cuba, look for a small bridge on the right. Cross the bridge and take an immediate left onto Hale Hill Rd. Follow the gravel road 2.25 miles to Fish Creek Rd. (look for the DNR directional sign) Turn left and go south for about 0.4 miles. The camp is on the right.

PARKING: Parking is limited to the day lot at Horseman's Camp. Teams are asked to carpool as much as possible to conserve space. Campsite parking is for the use of the horse-persons camping at the campground. Please respect this. There are some smaller parking lots in the area where teams can meet up to carpool to the start. Contact Frank Baukert at 317-709-6591 for directions.

LODGING: Hotels are available in Cloverdale, about 10 miles northeast of the forest. Primitive camping is available on a first-come, first-served basis at the Fish Creek Campground: 14 sites, and Rattlesnake Campground: 10 sites (Campgrounds are primitive (Class C) and are provided with vault toilets, picnic tables, grills and parking spurs. **Rattlesnake Horseman's, and Fish Creek campgrounds have no drinking water.** RVs will not be able to negotiate the access road to Rattlesnake. Campsites are available on a first come, first serve basis; please self-register at booths located in each campground. The fee during the winter is \$5 per site per night. Call or e-mail for directions to Fish Creek Campground.

PACKET PICK-UP: Packet Pick-up will take place from 7:00 AM to 10:30 AM EDT at Rattlesnake Campground. If all fees are paid and waivers are signed, then one person can pick up the team's packet. If something is missing, then the packet will be held until the shortage is corrected. **No packets will be released until all waivers are signed!** If you registered on-line, your team will still have to sign the waiver. To expedite check-in on Saturday morning, print off the mail-in entry form from the ICO website and fill out the entry info and release sections and bring it with you to packet pick-up. In your packet, you will find your maps, scorecard, and safety card. Be sure to fill out the score and safety cards legibly and completely and bring them with you to the pre-event briefing. Note: In the past, some teams have copied information from their clue sheets directly to their scorecards and/or laminated them. This makes it difficult to score them. If it can't be read, it won't be counted.

MAPS: The maps will be 1:24,000 scale USGS-style topographic maps. The area was mapped in 1956, and the maps were photo-revised in 1986. The contour interval is 10 feet, and declination is 0.5 degrees easterly from the center of the map.

EVENT SCHEDULE: All times are Eastern Daylight Time. Indiana now observes daylight savings time.

Saturday, April 7th, 2012

7:00 AM Packet Pick-up Begins
8:45 AM Race Briefing for 12 hour course
9:00 AM Start of 12 Hour Course
10:30 AM Packet Pick-up Closes
10:45 AM Race Briefing for 6 hour Course
11:00 AM Start of 6 Hour Course
5:00 PM Finish of 6 Hour Course
5:30 PM 6 Hour Course Closes. **Any teams still out will be overtime and receive 0 points!**
9:00 PM Finish of 12 Hour Course
9:30 PM 12 Hour Course Closes. **Any teams still out will be overtime and receive 0 points!**
11:00 PM Conclusion of post race party

OWEN-PUTNAM STATE FOREST: The Owen-Putnam is a typical Midwestern hardwood forest. It covers 6,245 acres of hilly terrain in rural south-central Indiana. This property consists of many scattered holdings in a north-south orientation and because of this scattered nature, care should be exercised to avoid trespassing on private land. The property boundaries are marked with orange blazes, orange & pink engineer's tape, small white state forest decals, and yellow police tape. Additionally, you might see old green blazes as well. Winter storms have created a lot of blow-down areas and erased some of the boundary markers. There are road signs marking entry and exit from state property in the more established parts of the forest. Some of the smaller, more isolated properties are not signed. We have obtained permission from several local land owners to cross their property. These areas will be marked on your maps. Please be respectful of their property. Due to the scattered nature of the forest holdings, you will be utilizing local roads to access some of these parcels. Access to local roads is allowed only from state forest land. **Do not cross private property to get to a road!**

Owen-Putnam was one of the last state forests to be created when it was established in 1948. It does not have the developed facilities seen at other state parks and forests. Developed areas include the Forest Office, Fish Creek Campground, Horseman's Campground and Rattlesnake Campground.

COURSE SETTER'S NOTES: The terrain is a typical Midwestern ridge and re-entrant system. There is a large variety of vegetation types. The forest has many multi-use bridle/mountain biking/hiking trails. Many of these trails become very muddy during wet conditions. There are many areas which have been subject to storm damage or logging. These areas are tough to move through, but they tend to be small and easily skirted.

GEAR LIST: Below is a list of equipment which is recommended for this event to ensure your safety and comfort. **There will be no gear check. You are responsible for ensuring that you have the proper equipment:**

Compass

Whistle

Wristwatch

Mapcase, Waterproof(maps and scorecards are not waterproof)

Sharpie or other Writing Utensil

Hydration system or canteen(There will be some water points on the course, but they will be few and far between.)

Food(the hashhouse will be open during the event, but if you were planning on staying out the entire time, you will need to carry an additional source of nutrition.)

Rain gear

Clothing, Outdoor(The layered look is in! You want to be able to remove layers as you begin to sweat, and add layers as you cool down. You will get wet and muddy!)

Socks(For during and after the event. Your feet will get wet. Prevent blisters and hypothermia by changing your socks. Happiness is a dry pair of socks.)

Headlamp or flashlight(The 6 hr course will finish just before dusk and the 12hr course a few hours after that)

Footwear, suitable for hiking

Clothing, warm(for afterwards)

First aid kit,(a small one to treat blisters and other problems when the woods bite back)

SAFETY: Teams will spend some time traveling on local county roads. These roads are lightly traveled with poor vertical and horizontal sight distances. Local residents are not used to having much foot traffic on these roads and they drive accordingly. Most local residents keep at least one dog, and none of them are leashed. They will chase after and challenge passers-by. There are a few areas with steep drop-offs. These areas are easily avoided. Ticks have been active on warm days. There is a lot of downed timber and loose rock that can pose a hazard. There has been an increase in methamphetamine production in the forest. If you encounter a lab, avoid it. Local residents view strangers with suspicion. If someone challenges you, tell them who you are and what you are doing.

ROGAINING RULES: Below are the standard international rules of rogaining which will be in force during the event. **You will be responsible for knowing and abiding by these rules.**
There will not be enough time at the pre-race meeting to go over all of them.

International Rogaining Federation

Rules of Rogaining

Rogaining is an amateur sport to be enjoyed by social and competitive participants and event organisers. These rules have been drafted with simplicity and enjoyment as primary guides and govern the conduct of all rogaining events organised by any group affiliated with the International Rogaining Federation. The rules are composed as follows:

- Part A: Introductory Comments
- Part B: Rules for Participants
- Part C: Technical Standards for Organizers
- Part D: Special Requirements for the World Rogaining Championships

The Introductory Comments (Part A), the Rules for Participants (Part B), and the Technical Standards for Organizers (Part C) apply to all national championship rogaines as well as the World Rogaining Championships. The Special Requirements for the World Rogaining Championships (Part D) apply to that event only.

Part A: Introductory comments:

- A1. National Associations may adjust the Rules for specific events where they consider this appropriate.
- A2. The Technical Standards for Organizers set out the minimum requirements for championship rogaines. Improvements beyond these minimum standards are encouraged. Further valuable information can be obtained from the “Guidelines for Organizers” published in the latest edition of the manual “Organizing a Rogaine” published by the IRF.
- A3. The IRF supports the policy of the International Olympic Committee banning the use of performance-enhancing substances by participants.
- A4. In interpretation and use of these Rules, participants, organisers, committees and jury panel members shall at all times be guided by a sense of fair play.
- A5. For the majority of participants, rogaining is a social and recreational activity. The purpose of these regulations is to introduce a standard based on wide experience that will enhance the sport in general and allow for a competitive element to the sport that is based on fairness. Many of the competition rules relate to safety and etiquette. Rogaining has a high reputation with government and landowners because of this. Breaches of these rules will threaten the survival of the sport. Organisers must pay particular attention to ensuring that all participants in an event, irrespective of their competitive status, are aware of the importance of abiding by the regulations on which the sport’s reputation depends. In particular competition rules; B1, B2, B5, B9, B10, B14, B19, B20, B21, B22 & B27 are fundamental to the continued survival of the sport. Participants who contravene these rules may be banned from future rogaines.

Part B: Rules for Participants:

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.

Definition

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

Entries

- B1. A team shall consist of two, three, four or five members.
- B2. A team that has a member under fourteen years of age shall also have a member eighteen years of age or over.
- B3. Competition placings are awarded in several sections based on the age and gender composition of teams. Each team is automatically entered in the Open section and all other sections of the competition for which it is eligible.
- B4. No member of a team shall have been involved with the organisation of the rogaine so as to have a prior familiarity with the rogaine course or the fieldwork of the rogaine map.

Respect for Land and Property

- B5. 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.
 - (b) Competitors shall keep a reasonable distance from dwellings and stock with young.
 - (c) Competitors shall take due care when crossing fences, crossing at corner posts, solid posts or between wires wherever possible. Each team shall leave any gate in the same state as it was found.
 - (d) Competitors shall not discard litter.
 - (e) Competitors shall not light fires at the event site.
 - (f) Competitors shall not smoke on the course.
 - (g) Competitors shall not unduly damage or disturb native flora or fauna.
 - (h) Dogs and weapons of any kind, including firearms, are prohibited at the event site.

Conduct of Competitors

- B6. Competitors shall not enter the course until the official start is signalled.
- B7. The only navigational aids that may be carried on the course are magnetic compasses, watches and copies of the competition map. The possession of other navigational aids, including pedometers, altimeters and GPS receivers on the course is prohibited. The possession, at the event site, of maps that provide additional information not shown on the competition map is prohibited.
- B8. The use of computers for course planning is prohibited.
- B9. Competitors shall travel only on foot.
- B10. 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.
- B11. A team shall surrender its score card to any event official, and shall advise their team number to any event official or other team, on request.
- B12. A team shall not accept assistance from, nor collaborate with, other people, nor deliberately follow another team.
- B13. No food or equipment shall be left on the course before the event for a team's use, and no food or equipment shall be left on the course.
- B14. Each competitor 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

- B15. All team members shall simultaneously approach to within 20 metres of each checkpoint for which points are claimed.
- B16. In order to gain points for a checkpoint, teams must punch the scorecard provided by the organisers in the correct square with the punch at the checkpoint marker and 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. If a team punches an incorrect square, they will still be eligible for the points for that checkpoint provided they notify the organisers immediately upon returning to the administration.
- B17. In the event of the scorecard being lost, a team may record punch marks on any single sheet. The organisers will accept this so long as the punch marks are discernible, and the team can identify to the organisers the checkpoint number for each of the punch marks.
- B18. Competitors shall not deliberately rest within one hundred metres of a checkpoint unless the checkpoint is also a water drop.
- B19. Competitors shall not adversely interfere with a checkpoint, water drop or any other facility placed upon the course by the organisers.

Administration Areas

- B20. Whenever a team visits an administration area, all team members are required to report together to the organisers and surrender their team's scorecard. The team shall only collect its scorecard immediately prior to leaving that administration area.

B21. A team shall finish by all of the members reporting together to the designated finish administration area and surrendering their scorecard.

B22. 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

B23. The penalty for breaching these rules is disqualification except for rules B16 and B18 for which the penalty is the loss of points for the checkpoint under consideration. Any team disqualified under this rule shall be recorded as disqualified (**DSQ**).

B24. 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 withdrawn (**W/D**).

B25. Within forty-five minutes of the nominated finish time, a team may report 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.

B26. A team that is not satisfied with any decision of the organisers may appeal in writing to the committee of the organising association within seven days of the publication of the official results. This committee shall have the power to overrule the organisers and to amend the results accordingly. No further appeal is permitted.

Scoring

B27. No team shall start until the organizers announce the start. The event shall finished at the advertised finish time as determined by the organizers' clock. 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**.

B28. 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.

B29.

a) If a checkpoint is misplaced, teams who recorded a visit to the misplaced checkpoint will receive the points for that control and teams who can satisfy the organizers that they visited the correct site will also receive the points for that control.

b) If a checkpoint punch cannot be used, teams will receive the points for that control if they can satisfy the organizers that they visited that control (preferably by writing on the intention sheet if there is one).

General

B30. Any team hearing a distress signal must abandon their course and help in any way needed. No team shall be penalized for any rule breached in the course of giving such help.