

EXAMPLE AND DESCRIPTION OF THE RACE CONCEPT

We kindly ask all teams to read the following lines and in case of any questions contact the organizer at info@adventurerace.si or at the team meeting at the venue (if they are not urgent).

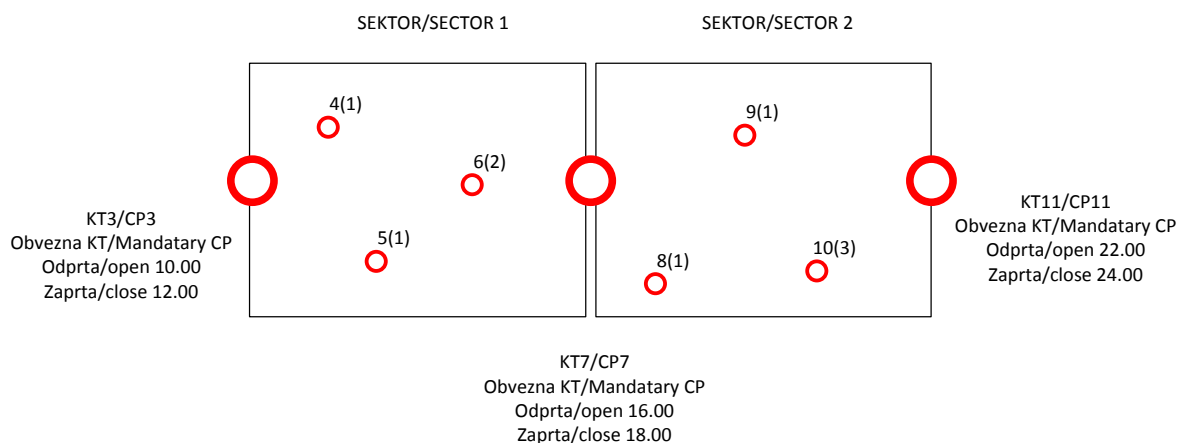
Course

The course consists of several:

- sectors,
- mandatory checkpoints,
- ordinary checkpoints.

Sector

A sector connects two mandatory checkpoints. In the sector there are other checkpoints. The sector is time-limited with mandatory checkpoints. In case the team fails to finish a certain sector, none of the points in the sector are accepted.



Picture 1: Example of sector 1 in 2

Mandatory checkpoint

As the name of this checkpoint already tells, this is the checkpoint which mustn't be left out. Mandatory checkpoint is at every start and every finish of each sector. Mandatory checkpoints are limited with time – are situated only for a certain period. These points open at a certain time and also close after a certain time. These times will be written in the Roadbook. In this time interval the teams have to cross this mandatory checkpoint. If the team comes to a mandatory checkpoint after it has already been closed, none of the points in that sector are accepted.

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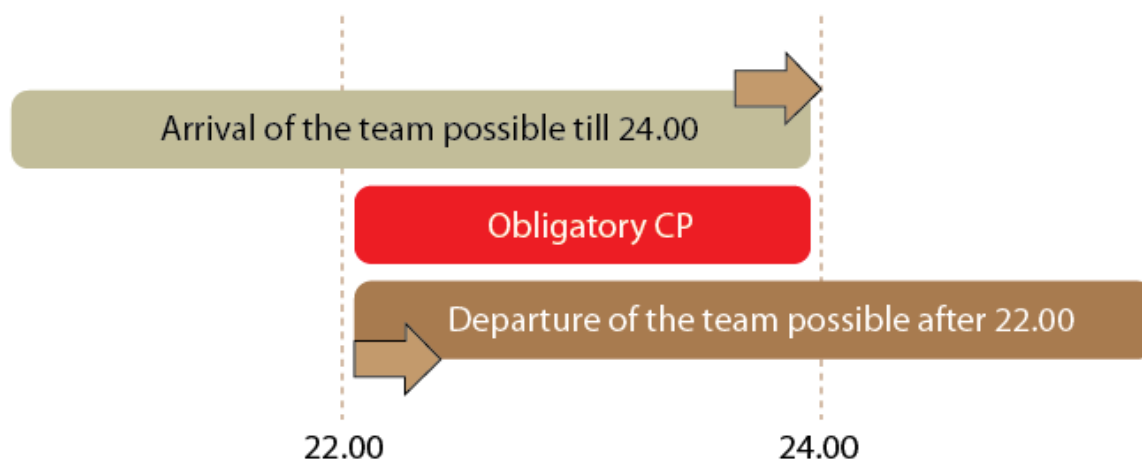
Checkpoints between two mandatory checkpoints have to be picked up in the given order, but they can be left out. If the team does not follow the order of picking checkpoints, none of them (in a certain sector) will be accepted.

CORRECT: KT4, KT5, KT6

INCORRECT: KT4, KT6, KT5

Mandatory checkpoint marks the end of a previous sector and the start of a new sector. Teams can leave the mandatory checkpoint before it closes, but not before the mandatory checkpoint actually opens (See picture 1).

All checkpoints in a sector are automatically closed after the end of the last mandatory checkpoint in that sector. Checkpoints for the next sector are not set before the sector is opened.



Picture 2: Example of mandatory checkpoints

Example (Mandatory check point 11)

Mandatory checkpoint 11 is open on Friday from 22.00 to 24.00. Teams must cross this checkpoint in this time interval. If the team reaches this checkpoint after it has been closed (after 24.00), all the checkpoints from the previous sector are not accepted (checkpoints 8 - 11 are not accepted).

- Teams can leave the mandatory checkpoint any time after 22.00.

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Can you do it? Are you sure? Come and try!

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Checkpoint

Checkpoints are ordinary checkpoints on the course which are located between two mandatory check points. Ordinary checkpoints can be picked up in the given order, however they can be left out. If the team does not follow the order of picking checkpoints, none of them (in a certain sector) will be accepted.

Marking of checkpoints

Checkpoints are marked with numbers as follows: 1(1), 2(2), 3(1) ... 12(1), 13(3)... The numbers in brackets are the values of a certain checkpoint.

Checkpoint values

Values of certain checkpoints are set by their importance. Values are set by the ARS organizing committee. The number of points received for different checkpoints are going to be stated in the Roadbook.

Example

The value of checkpoint 8 is 1 point. The map will show 8(1).

Time keeping

Time keeping will be made possible with the help of electronic time system Sportident. Every team member will have its own chip. Checkpoints and mandatory checkpoints will be accepted only if all team members will check at that certain checkpoint (unless it is specified otherwise for a certain checkpoint by the organizer).

If the team does not possess their own chips they will need to pay a deposit (set by the organizer) at the registration. The deposit will be paid back at the end if the chip is returned undamaged.

There will be a few checkpoints where chips will be downloaded. The teams need to make sure they empty their chips otherwise the organizer won't be able to accept unchecked checkpoints because of the filled chip capacity.

The winner is the team with the highest score.

If teams have an equal number of points, the time is the decision maker.

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