



Untamed New England  
Adventure Race



## Official Untamed New England Rules & Regulations

### Overview

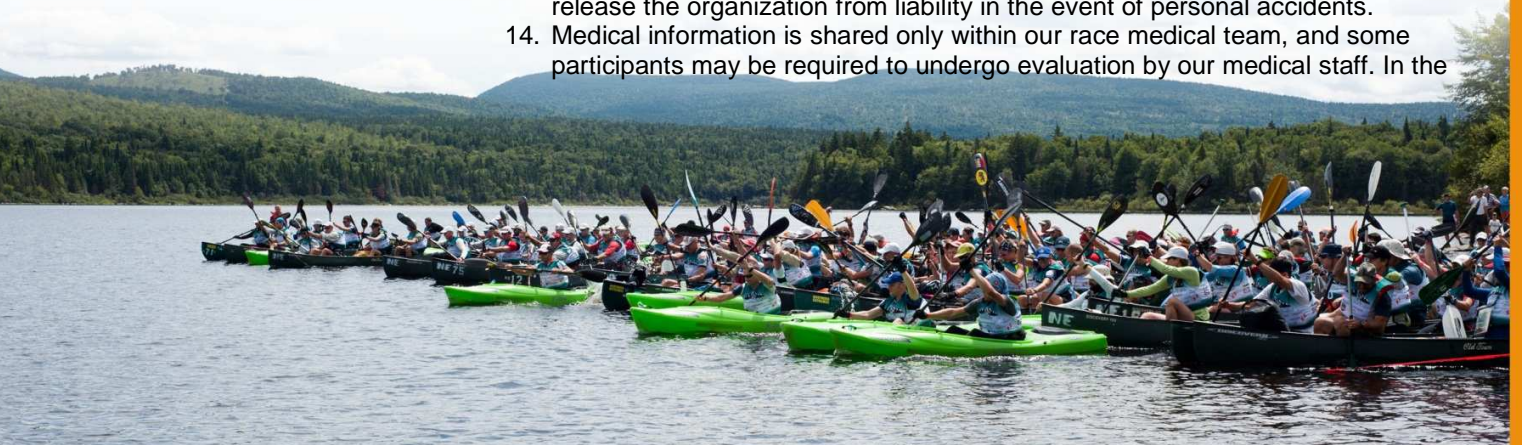
1. The Untamed New England Adventure Race, hereafter referred to as Untamed NE, is part of the Adventure Racing World Series and it qualifies for the Adventure Racing World Championship.
2. Racers should conduct themselves with the highest ethics regarding rules, fellow racers and volunteers.
3. Racers should conduct themselves with the highest regard for their and their fellow racers safety.
4. Underlying these rules and adventure racing is sportsmanship and the honour system. Remember, you have to live with yourself and the others at the end of the day.
5. Have fun!

### Description

6. Untamed NE is an adventure race where teams will compete autonomously and non-stop over a 4-day wilderness course.
7. The route of Untamed NE is determined by a set of checkpoints (CPs), which are mandatory and must be visited in sequential order unless otherwise stated in the written race instructions. There are no optional CPs in the race.
8. Teams receive their race instruction booklet and race maps the evening prior to race start; this booklet communicates the routes, off-limit areas, specific disciplines, time cut-offs, and other relevant information. A course overview with distance and order of disciplines will be provided a week or two prior to the event; this will aid in planning and packing of equipment.

### Teams

9. Teams can have 2, 3, or 4 racers. The main division for prizes, and for the purposes of the Adventure Racing World Series, is the 4-person coed division (at least one female member) teams.
10. The minimum age for participation is 18 years old, unless otherwise approved by the race organization.
11. Teams must appoint a team Captain who shall be responsible for all the contacts with the organization, for the info provided by the team, and for the acts of the athletes and supporters of his or her team.
12. It is participants' exclusive responsibility to judge their own physical and technical abilities in order to fulfill the race. The organization advises all participants in the Untamed NE to complete a thorough medical examination focused on active sports.
13. Before the start, participants complete medical forms and liability waivers that release the organization from liability in the event of personal accidents.
14. Medical information is shared only within our race medical team, and some participants may be required to undergo evaluation by our medical staff. In the





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- event that a racer is deemed unfit to start or continue the race, the decision of the medical staff is final.
15. If a racer abandons the competition, no substitutions are allowed. The team may continue to race in an “unofficial” capacity by special permission of the organization, but the team will not be eligible for race prizes or ranked in the official race results.
  16. All racers must wear their official race bibs at all times with the numbers facing out or as designated by race staff. This rule includes during kayaking and/or canoeing portions of the event. Failure to do so will result in a time penalty.
  17. You may not alter the official race number in any way (such as trimming or folding). With special permission, you may sew patches on the race bib in certain areas (check with race staff first).
  18. Teams are required to be 100% self-sufficient on the race course; if support crews are permitted for the event, support personnel may provide assistance, equipment, food, water and other such assistance only at a transition point. These transition points are clearly indicated on the race materials. **Support crews are not permitted for Untamed NE.**
  19. No assistance is allowed at any point from Untamed Adventure staff and volunteers, media, or any other 3rd party in an organized fashion.
  20. First aid personnel may render minor medical assistance to teams, but IVs and other “serious” intervention by race medical staff may result in forced withdrawal from the race.
  21. Team members are to remain together; this means staying within 100m of each other at all times; some special cases (ropes areas or bike & tie sections) may make this unreasonable, and the race instruction booklet will highlight these special circumstances. Otherwise, remain within 100m of each other at all times.

### Checkpoints

22. Checkpoints (CPs) are a point given to teams, normally as a UTM grid reference, which you will need to visit as a team during the race. CPs will either be manned or unmanned.
23. Unmanned CPs will normally be marked by a standard orange and white orienteering flag and have silver reflective tape affixed near them. These flags are usually fixed to a tree branch or similar with cable. Hanging from the marker is a small punch device that you must use to make an indentation in your race passport. This indentation proves to the officials that you have visited that checkpoint. You must punch the correct square on your passport with the correct punch, for example the CP 4 must be punched in the CP 4 square. Controls punched in the wrong square, or not punched at all, may not be valid (discretion of the race staff).
24. Each team will have a race passport to track their progress through the course; the passport must be filled in 100% correctly and be legible to race personnel or the team will be penalized. Teams must always be in possession of their race passport. Loss of your race Passport will disqualify you from the race.
25. You may not alter or change the race passport in any way except to mark it as





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- designated by a checkpoint or race instructions.
26. You are required to keep your passport in the best condition possible. It is HIGHLY recommended that you keep it in a waterproof container (ziploc, etc.) during sections of the course that require travel in, on, or through water.
  27. One set of maps is given per team. This is the only set provided. If you lose your map, a new map will NOT be issued to you.
  28. You must only use the maps provided to you by the race organization. Use of "outside maps" is grounds for disqualification.
  29. Checkpoints will be pre-plotted on your maps or communicated to teams via UTM coordinates.
  30. The officially recorded time for classification purposes shall be from when the last of the 4 team members arrives at a checkpoint.
  31. While unlikely, checkpoint markers can be taken or mistakes made during course setting. If you are certain you are at the correct location for a checkpoint but there is no staff or marker there, you should take the following actions:
    - Double check with your maps and instructions. It is common for teams to plot a point incorrectly, not read the race instruction booklet, or misjudge where they are located.
    - If you are completely certain you're in the correct location and there is no Checkpoint marker in evidence, you should search a 50 meter circle around the location. If you still haven't found the Checkpoint marker, make note of your location. Write down a description of the area so you can demonstrate proof of where you were. Skip this checkpoint and notify race staff at the first opportunity.
    - In the event of a missing Checkpoint, it will be thrown out of the race results. If a team skips a Checkpoint, declaring it "missing" when it is actually located correctly, the team will not get credit for the Checkpoint and will be penalized for skipping the Checkpoint.

### Equipment

32. The mandatory gear list is published on the race website.
33. Race personnel will conduct random equipment spot checks that may include one or all racers at a given point on the racecourse. Time required for the spot check is counted in the racers' time, no credit is given.
34. No GPS navigational aids are permitted.
35. No electronic communication devices of any type are allowed (e.g.: cellular phones, two-way radios) EXCEPT for the satellite phone each team carries FOR EMERGENCY USES ONLY.
36. Each team will be issued a satellite tracking beacon that must be carried for the entire race.
37. Race staff will direct teams on how to carry the device and may occasionally replace batteries or reset the device. The race organization will collect a credit card imprint to insure against a lost or damaged tracking beacon.





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### Classification

38. The final Untamed NE results shall be ranked from the fastest time to the slowest. Teams that have missed time cut-offs and been placed on shorter alternate courses will always rank beneath a team that finishes on the longer course, no matter what finish time the two teams have.
  - a. For example:
    - i. Team ABC visits all mandatory checkpoints, they cross the finish line 3 days, 21 hours, and 50 minutes after the start. Their ranked finish time is 3:21:50 (3 days, 21 hours, 50 minutes).
    - ii. Team PQR visits all mandatory checkpoints, they cross the finish line 3 days, 23 hours, and 4 minutes after the start. Their ranked finish time is 3:17:04.
    - iii. Team XYZ missed a time cut-off during the race and was routed to an alternate course; they visited all mandatory checkpoints on the alternate course and crossed the finish line 3 days, 20 hours, and 30 minutes after the start. Their ranked finish time is 3:20:30.
    - iv. In the final results, PQR will rank ahead of ABC; XYZ will rank behind both PQR and ABC because XYZ missed a time cut-off and finished the race on an alternate course.
39. The provisional race rankings will be prepared by the organization after the closure of the competition and before the awards ceremony. This ranking will be used for the symbolic awarding of the prizes.
40. The rankings will be final after the consideration of all the protests (see next item) and the publication of the minutes with the jury's decision. The prizes shall be definitively awarded at that time.
41. If teams wish to file a protest concerning the competition, they should write it after the section which it relates to and deliver it to the race representative on-site; it must be in writing. The protests shall be forwarded to the Technical Jury.
42. Teams may also protest the provisional rankings within the three days following the publication of the results, and in that case they shall do it in writing via e-mail.
43. The Technical Jury shall consist of a member of another ARWS organizing race, two representatives of the Untamed NE organization, and two athletes who competed in the race from different teams. If a decision implicates or favours a member of the jury's team, an alternate jury member will be designated by the race organization.

### Media

44. All image capture, edition and dissemination rights of the Untamed NE are reserved. The organizers reserve the right to use and distribute these contents in a commercial, promotional and/or computer-based way. Participating teams shall be allowed to pick photographs and images of the race exclusively for private use and/or publication on the teams' websites. The distribution of media material for news and/or press reports from the part of teams, shall previously be coordinated with the race organization or the AR World Series.

