

圖出山野

陸域慈善賽2020

Competition Rules

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.

- 1.1 Competitors shall not enter the course until the official start is signaled.
- 1.2 The only navigational aids that may be carried on the course are magnetic compasses, watches and copies of the competition map. The possession and of other navigational aids, including pedometers, altimeters and GPS device and mobile phones with map display is prohibited during competition.
- 1.3 The use of computers or GPS device for course planning is prohibited.
- 1.4 Competitors shall travel only on foot and **shall not take any transportation during competition.**
- 1.5 **Competitors shall wear chest high the number bibs and at the back during competition for easy identification. If competitors lost the number bibs during competition, he/she should return to Event Centre/HH for re-issue of number bibs. Violation of this rule will risk disqualification.**
- 1.6 All team members shall remain within a distance of **10** metres at all times whilst on the course. **All members must visit check points together. All team members shall simultaneously approach to each checkpoint. Failure to do so will have that check point scores forfeited. Repeated offence will lead to disqualification.**
- 1.7 At the request of the event officials or other team, the team shall advise their team number. A team shall follow the instruction of any event officials if so required.
- 1.8 A team shall not accept assistance from, nor collaborate with, other people, nor deliberately follow another team.
- 1.9 Each competitor shall be self-subsistence and any support in whatever form and from whatever source are not allowed.
- 1.10 No food or equipment shall be left on the course before the event for a team's use.
- 1.11 Each competitor shall carry a whistle at all times whilst on the course. In an emergency a competitor shall blow their whistle to summon assistance.
- 1.12 **All teams and team members must bring all compulsory team/personal equipment.**

Checking of equipment by officials will take place at the start or during the course. Competitors fail to produce such equipment will not be allowed to start or will be stopped from competition.

- 1.13 **Apart from the competition maps provided by the organizer, no other maps in whatever form are to be used during the competition.**
- 1.14 The penalty for breaching the **above-mentioned** rules is disqualification. Any team disqualified under this rule shall be recorded as disqualified (**DSQ**).
- 1.15 A team may voluntarily withdraw, by advising the organizers immediately upon their finish, if they have breached any rule for any reason and shall be recorded as withdrawn (**W/D**).
- 1.16 Within **15** minutes of the official finish time, a team may report to the organizers about any team thought to have breached these rules, or may protest in writing to the organizers about any actions of the organizers that they consider made the competition unfair. **Complainant(s) must attend the hearing held at the Event Centre, otherwise the investigation of the complaint case will not be proceeded.**
- 1.17 A team that is not satisfied with any decision of the organizers may appeal in writing to the organizing association within seven days of the publication of the official results. This association shall have the power to overrule the organizers and to amend the results accordingly. No further appeal is permitted.
- 1.18 No team shall start until the organizers announce the start. The event shall finish at the displayed finish time as determined by the organizers' clock. Teams finishing late will be penalized at the rate of 30 points per minute or part thereof specified in advance by the organizers. Teams finishing more than 15 minutes late shall be deemed ineligible for a placing and their result shall be recorded as DNF.
- 1.19 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.
- 1.20 If a checkpoint is misplaced or lost, teams who can satisfy the organizers that they have visited the correct site will receive the points for that control. Likewise, if a checkpoint punch cannot be used or is lost, teams will receive the points for that control if they can satisfy the organizers that they have visited that control.
- 1.21 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.
- 1.22 **The Organizer has the discretion to cancel the event based on inclement weather or unexpected circumstances. All entry fees and donations are non-refundable.**
- 1.23 **Competitors MUST report to Event Centre if they quit from the competition. In case of emergency, competitors may report to patrol officials or make phone call to Event Centre at +852 6353 6347.**