



Attachment One - Adventure Trek 2010 Rules

Race Rules:

- Events are timed; time starts even if team has a youth in the kybo.
- All members of a team have to cross the finish line before their time is stopped for that event.
- If a team stops to help another team, who is experiencing a problem, the team being helped has the option of giving the helping team a card for extra credit toward the helping teams score. This excludes the challenge events.
- Teams will be given one card to use during the week when being helped by another team. The card is given to the helping team. It up to the team being helped to determine the use of the card. 3 is the maximum number of cards a team can receive.
- Each event will have a maximum number of points available (such as 100 points) for the team with fastest race time and Challenge event score. From there scores drop incrementally until the slowest team may have 40 points. So winning rafting or canoeing is worth just as much as winning a day of backpacking. The backpacking score is not only determined by time but by the proper use of no-trace camping, campfire participation, and geo-caching.
- If your team happens to have an injury during the course of the race, your team must go on with one man down for the rest of the day. The injury must be verified by our medical staff to allow a race time minus a team member. In future races, however, your team may put in a replacement for him without a penalty (must notify registrar before doing so).
- Since each group is doing different events each day (except canoeing), the actual top finishers will not be known until both groups have completed the event. Actual race times will be posted each night so a group who hasn't participated in an event can see how a group did that had completed the event.
- Teams must wear their Adventure Trek race shirts in all events except when in or on water.
- Adventure Trek shirts are not be cut up or defaced during AdventureTrek
- You must stop at all race challenges. Your time will not stop until you have gone to all challenges for that day.
- No interfering with other teams or other unsportsmanlike like conduct will be permitted and if caught doing so your team will have a penalty to your race time added onto your score at the end of the day.
- All specific rules for the daily competitions must be followed along with these general rules.
- Anything not mentioned in these rules (or the daily rules) are allowed and will not be penalized.
- To complete Kodiak, all training sessions must be attended.

Camp Rules:

- Co-ed crews camp sites will be separated from non-co-ed crews with ample distance between young men and young women's tents in the Co-ed crew
- No girls in boy tents, no boys in girl tents
- Stay out of the grandstand area and rodeo arena
- Stay out of the fairground buildings
- No fires
- No leaving the fairgrounds (except for events)
- Bike only on fairground roads and don't jump off any piles of whatever is in the fairgrounds.

Food Regulations:

- No paper plates, bowls, or cups, use your mess kits.
- 3 bucket washing is required on all cooking and eating utensils