

Superhero Quest



“Heroes are made by the path they choose, not the powers they are graced with”

Your Goal - Prove yourselves as a worthy Superhero by navigating to as many different forest locations and taking on the Hero Activities..

Rules - In tackling the quest you need to be aware of the rules which must be followed:

- You have 2 hours to visit as many locations (marked on your map) as possible.
- Visiting locations and challenges along the way earns you points. (points information below)
- The team with the highest number of points will be the winners of the Superhero Quest.
- Teams who are later than 2 hours will be penalised, 10 points per minute (or part thereof) they are late.¹
- Teams must stay together, with team members being within 50 metres of each other at all times.
- Everyone must ride safely! That means giving way to walkers and following designated MTB trail directions. Do not enter from the wrong direction.
- You will need to carry a timing dongle (Sportident electronic finger) to collect points at the various locations.
- No riding on Waipa State Mill Road - please use the 'Verry Safe Trail' next to the road (You may cross the road where necessary)
- Teams must travel with their bikes, although they may leave their bikes if they wish for any short sections of off track travel they come across and at the Superhero Mystery Activities.



'Points' - There are two ways to earn points in this adventure quest challenge:

- 1) By visiting **Checkpoints (CPs)**. Each CP will earn the team either **20, 30 or 40 points**, and there are 30 checkpoints in total. Checkpoints are marked on the map from 20 - 49 (NB. In reality the Checkpoints will be numbered 120 - 149 - ignore the 100). Each checkpoint will have a red and white board attached to a feature. Punch the 'dongle' on the receiver, see the light flash at each checkpoint.
- 2) By completing **Superhero Mystery Activities**. There are 3 activities. These are marked on the map using the letters "SH 1, SH2 & SH3". When arriving at each activity there will be a set of instructions which will explain what is required.

Scoring

Regular CP's

20-29 = 20 points

30-39 = 30 points

40-49 = 40 points

Mystery Activities

SH1, 2 & 3 - Correct Answers

= Up to 50 points

Incorrect answers lose = -10 points

¹Late or an emergency call Rob Griffiths 027 473 2022, or in the event of major injury dial 111.