



INFORMATION PACK

Welcome to the 2018 Vegas Vindaloo! We have a fantastic line up of events for you thanks to the great work of our organising team; Anna Goodman, Peter Swanson, Simon Addison, Mark Anderson, Erin Swanson and all the other great OBOP volunteers!

We are looking forward to seeing you in Rotorua, and hope you have a great weekend of racing around the Whakarewarewa forest.

Please read this information pack and ensure you are familiar with details about the races before the event.

People who are hiring E cards, and those who have not pre entered, will need to visit registration before they compete.

Please review the safety information below, as well as the specific information for each event at registration before you leave for the start.

If you have any questions over the weekend don't hesitate to give Erin a ring on 021 386 977 or Pete on 027 302 4863.

Thanks and happy riding!

The OBOP team

IMPORTANT SAFETY INFORMATION

The majority of riding will be in areas open to the public during this event. Other mountain bikers, runners, walkers, and horse riders share the areas we are using.

CONSEQUENTLY THERE IS POTENTIAL RISK OF COLLISION!

As such, please ride with care, ensuring you follow these rules:

- Many of the mountain bike trails are one direction only (marked on the map with directional arrows). **IT IS CRITICAL YOU ONLY RIDE THESE IN THE DIRECTION OF THE ARROW – DO NOT RIDE THESE IN THE WRONG DIRECTION AS THIS IS UNSAFE AND THREATENS OUR ACCESS TO THE FOREST!!!!!!!!!!**
- Beware of traffic on public roads. Forest roads also often have vehicles on them. Follow the usual traffic rules and keep to the left.
- Downhill riders give way to uphill riders.
- When passing, shout which side you are passing on (should usually be the right) to warn the person being passed.
- When stopping, keep to the side to allow other riders to pass – i.e. do not block the path of other riders!
- Shout warnings to riders or members of the public where necessary to avert collisions.
- **IN ESSENCE, RIDE WITHIN YOUR ABILITIES, AND TAKE CARE NOT TO COLIDE WITH OTHER RIDERS OR MEMBERS OF THE PUBLIC!**
- In the event of accident and injury, please alert the organizer (Erin Swanson) on 021 386 977. If it is a medical emergency call 111.
- Check the notice board at registration for safety information relating to each specific race.

COMPETITION RULES

In general, riders will primarily use the tracks and roads indicated on the map, however with opportunity for off track travel on areas marked as white or bright yellow on the map.

Allowable tracks are clearly marked on the map using black dashed, or black and purple dashed lines (see legend below). The black dashed lines are shared use tracks, and the black and purple dashed lines are Mtb only.

Directional trails must be ridden in the direction of the arrows. In Whaka forest, these are marked using a dashed line with purple connectors (see below).

Be aware there are also trails that are illegal to ride and you must keep off these:

- Foot tracks – marked in grey on the map
- Illegal trails – also marked in grey on the map

Using illegal trails creates a major safety risk and also threatens OBOPs access to the forest for events, so please keep off these!

Off track travel **IS allowed** on terrain marked as:

- Bright yellow – this is open land
- Yellow dots – this is open land with scattered trees
- White – this is forest that is allowed to be crossed

Off track travel **is NOT allowed** on terrain marked as:

- Green – this is forest that cannot be crossed or entered
- Light yellow – this is rough open land that cannot be crossed or entered

Riding permitted ✓

Track guide	Vehicle Width	Single Track
Fast Riding ✓		
Medium Riding ✓		
Slow Riding ✓		
Difficult Riding ✓		
Compulsory one way travel		
	✓ Open Land - riding allowed	
	✓ Open Forest - riding allowed	
	✓ Dual use track - beware other users	
	✓ Mtb only	

LEGEND

	Fence
	Buildings
	Manmade feature
	Out of bounds
	Pond

NO Riding permitted ✗

	Walking only track - NO RIDING
	Illegal Mtb track - NO RIDING
	Rough Open Land - NO RIDING
	Forest - NO RIDING

NOTE – whilst we have made every effort to update the maps used on this event, there is always the possibility of some features not being marked such as new or unofficial trails, or vegetation changes.

SPORTIDENT TIMING SYSTEM

SPORTident timing will be used for all races. Competitors must carry an E Card on their finger, which is used to register a visit to each control site.

The rogaine will use conventional SPORTident which requires the E Card being inserted into the hole of the electronic control box at each control. A beep will emit from the unit indicating it has registered that control.

The Sprint and Long distance races will use SPORTident AIR+ which is contactless – the competitor must simply wave the E Card within close proximity of the control box (approx. 50cm range) to register a visit to that control. The AIR system makes control punching faster, and potentially enables control punching to happen whilst still moving. That said, it is critical to ensure you have registered a punch at the control – this will be signaled by an audible beep and a flashing light in the SPORTident E Card. The onus will be on the competitor to ensure their E Card records them visiting a checkpoint.

Competitors can use any E Card for the event, however the AIR feature only works with special SIAC E Cards. Non SIAC E Cards will need to be inserted into the control box to register. All OBOP Hire cards are SIAC (Air) enabled.

Ensure you clear, check and test your E Card before each race, as this erases any previous race data and also turns on the Air+ mode. Failure to do this may result in an invalid or no race result due to corrupted race data being stored on the E Card.

If a control does not beep or flash

In the event of a control not registering the E Card with a beep or flash, competitors must use the clipper attached to the side of the control to prove they have visited that location. They should clip the edge of their map with the clipper, and show this to the officials at the end with an explanation of what happened and which control.

SPRINT DISTANCE – SATURDAY 29th SEPTEMBER - MORNING

EVENT LOCATION

- Registration will be next to Visitor Centre, Longmile Road. Signposted from Tarawera Road.
- Start is 200 metres North along Long Mile from registration

TIMING

- Registration from 8.30am.
- Start times from 9.00am to 10.30am.
- Course close at 11.00am.

MAP

- The competition will use the Scion dog walking area, which is part of the “Middle Earth” map.
- Scale 1:5000, 2.5metre contour, A4 size.

SETTER/CONTROLLER

- Course Setter - Anna Goodman; Course Controller - Pete Swanson.

COURSE INFORMATION

- The course is on flat terrain with very fast riding amongst a mix of open areas and patches of forest, interspersed with a network of tracks (shared with walkers and riders). Navigation options include many off track opportunities and riders can ride anywhere that is marked as white or yellow on the map, or on tracks.
- Length 4.1kms, elevation 10m, 15 controls. Approx winning time 15 mins.

SAFETY AND SPECIAL INSTRUCTIONS

- The area used is popular with dog walkers and runners – please take care
- The area, whilst predominantly flat, contains obstacles and hazards including holes, stumps, drainage ditches, and earth banks. Please take particular care when riding off track and pay attention to where you are riding.
- Boggy areas are marked, and are predominantly areas that have suffered from excessive rain rather than being permanent bogs. They are generally passable by bike or foot and offer viable, albeit wet, route options.

START PROCEDURE

- Competitors will start at 1 minute intervals. Visit the marshall at the start to get a start time.
- Remember to clear and check your E Card before you start (Clear and check will be near the start)
- You must be at the start area at least 2 mins before your start. 1 minute before your start time you will be called up and will move into the start box and given your map.
- Punch the start control at the start time and go.

COMPLETING YOUR COURSE

- You must visit the controls for your course in the order they are numbered.
- At each control will be an orange and white flag, electronic control box, and a number tag. The number tag correlates to the number shown on your map.
- Note the course closes at 11.00am. If you are still out on the course at this time you should return to the finish and download your E-Card.

FINISH PROCEDURE

- Punch the finish control to finish your course
- Immediately proceed to the registration tent to download your E Card and get your results.

LONG DISTANCE – SATURDAY 29th SEPTEMBER - AFTERNOON

EVENT LOCATION

- Registration will be next to Visitor Centre, Longmile Road. Signposted from Tarawera Road.
- Start for courses 1 and 2 are signposted, and approx. 1 km from registration - South along Long Mile and up Nursery Rd hill.
- Start for course 3 is 200 metres North along Long Mile from registration

TIMING

- Registration from 11.00am.
- Start times from 11.30am to 1.00pm.
- Course close at 3.30pm.

MAP

- Whakarewarewa
- Scale 1:10,000, 10metre contour, A3 size for courses 1 and 2, A4 for course 3.

SETTER/CONTROLLER

- Course Setter – Peter Swanson; Course Controller – Simon Addison.

COURSE INFORMATION

- Mix of hilly and undulating terrain, using forestry roads and purpose built mountain bike single tracks. Single tracks vary from hard packed fast trails, through to slower riding on twisty and sometimes technical trails requiring care and concentration.
- **Course 1** - Length 22.2kms, elevation 540 metres, 21 controls. Approx winning time 90 mins
- **Course 2** – Length 17.8kms, elevation 310 metres, 15 controls. Approx. winning time 70 mins.
- **Course 3** – Length 2.5kms, elevation 20 metres, 5 controls.

Endur-O

- Course 1 competitors get to participate in the Endur-O – three legs of the course follow descending trails, and the combined time for these count towards competitors Endur-O time.
- The fastest man and woman for this competition will be given the Endur-O title.
- The three legs are marked in yellow highlighter on the map, and are also indicated in the control descriptions on the map. Competitors must follow the yellow route to qualify for the Endur-O title.
- The three Endur-O legs are between controls 3 and 4, 12 and 13, 20 and 21.

SAFETY AND SPECIAL INSTRUCTIONS

- This is one of NZ's most popular mountain biking locations, and other riders may be present on trails, demanding care and the usual courtesies when riding. Please be alert to other forest users, and give way as appropriate.

- Some tracks are directional, and these are indicated by arrows on the map. **IT IS CRITICAL TO ONLY RIDE THE TRACKS IN THE DIRECTION THEY ARE MEANT TO BE RIDDEN!!!** Anyone riding the wrong way down tracks will be disqualified. Also obey the signs at the entrance and exit to tracks, which should correlate to the arrow markers on the map.
- **Foot tracks, which are prohibited for mountain bike use**, are marked in grey on the map. These are out of bounds and must not be ridden.
- Jumps and obstacles – some of the tracks have jumps and other mountain biking obstacles on them. The vast majority of these are avoidable and able to be ridden around. **DO NOT ATTEMPT THESE** unless you are experienced in downhill or advanced mountain biking techniques, and please pay attention.
- Hikers and runners may also be present in parts of the forest.

START PROCEDURE

- Competitors will start at 1 minute intervals. Visit the marshall at the start to get a start time.
- Remember to clear and check your E Card before you start (Clear and check will be near the start)
- You must be at the start area at least 2 mins before your start. 1 minute before your start time you will be called up and will move into the start box and given your map.
- Punch the start control at the start time and go.

COMPLETING YOUR COURSE

- You must visit the controls for your course in the order they are numbered.
- At each control will be an orange and white flag, electronic control box, and a number tag. The number tag correlates to the number shown on your map.
- Note the course closes at 3.30pm. If you are still out on the course at this time you should return to the finish and download your E-Card.

FINISH PROCEDURE

- Punch the finish control to finish your course
- Immediately proceed to the registration tent to download your E Card and get your results.

ROGAINE EVENT – SUNDAY 30th SEPTEMBER - MORNING

EVENT HEADQUARTERS

- Planet Bike, Waipa State Mill Road, Rotorua. Signposted from SH5, 10 minutes from Rotorua.

TIMING

- Registration from 9.00am.
- Maps and briefing 9.30am
- Start 10.00am
- Finish 12.00pm. There will be a brief prize giving shortly afterwards.

MAP

- Whakarewarewa
- Scale 1:15,000, 10metre contour, A3 size map.

SETTER/CONTROLLER

- Course Setter – Mark Anderson; Course Controller – Simon Addison.

COURSE INFORMATION

- At 9.30am there will be a short briefing and you will receive the map. You will have approximately 25 minutes to study the map and plan your course.
- The objective is to visit as many different controls as you can within 120 minutes and earn as many points as possible. There are 30 controls on the course plus the final curry control. You can visit the controls in any order.
- Note that the controls are worth different points from 30 to 100. The points correlate to the control number on the map – eg control 34 is worth 30 points etc:

Points:

30s = 30pts

50s = 50pts

60s = 60pts

70s = 70 pts

80s = 80pts

100s = 100pts

- Note you can earn a bonus 40 points by completing the Vegas Vindaloo Chilli Challenge! Eat a cup of the spicy Vegas Vindaloo curry on offer before the finish time to earn the extra points. Be sure to get an official to witness it and register the points with your E Card. This is available at the finish area.
- Controls are small orange and white flags with a clipper attached.
- You should clip in the numbered box on your clip card according to which control you are visiting. E.g. control 23 should clip in box 23 on clip card.
- You will receive a penalty of 20 points for every minute after the two hours you are late. Any competitors who return after 30 minutes will have all their points forfeited.

- You are welcome to finish early but please make sure you download your E Card at the finish area.

SAFETY AND SPECIAL INSTRUCTIONS

- This is one of NZ's most popular mountain biking locations, and other riders may be present on trails, demanding care and the usual courtesies when riding. Please be alert to other forest users, and give way as appropriate.
- Some tracks are directional, and these are indicated by arrows on the map. **IT IS CRITICAL TO ONLY RIDE THE TRACKS IN THE DIRECTION THEY ARE MEANT TO BE RIDDEN!!!** Anyone riding the wrong way down tracks will be disqualified. Also obey the signs at the entrance and exit to tracks, which should correlate to the arrow markers on the map.
- **Foot tracks, which are prohibited for mountain bike use**, are marked in grey on the map. These are out of bounds and must not be ridden.
- Jumps and obstacles – some of the tracks have jumps and other mountain biking obstacles on them. The vast majority of these are avoidable and able to be ridden around. **DO NOT ATTEMPT THESE** unless you are experienced in downhill or advanced mountain biking techniques, and please pay attention.
- Hikers and runners may also be present in parts of the forest.
- There may be vehicles in the forest, including shuttles, so usual road rules apply.

START PROCEDURE

- There will be a mass start at 10.00am for all riders.
- You **DO NOT** need to punch a start control to start.

COMPLETING YOUR COURSE

- You can visit any number of controls in any order.
- At each control will be an orange and white flag, electronic control box, and a number tag. The number tag correlates to the number shown on your map.

FINISH PROCEDURE

- Finish is at 12.00pm
- Punch the finish control to finish your course
- Immediately proceed to the registration tent to download your E Card and get your results.

VEGAS VINDALOO KING AND QUEEN

Individuals will accumulate points depending on their performance in the different races. The winners will be the male and female who accumulate the most points from participating in all 3 events over the weekend.

HOW IT WORKS

- Equal weightings will apply to all 3 events, with winners being male and female with most points.
- **Long and Sprint Courses**
 - Your score will be calculated by taking winners time / your time * 100.
 - Weightings are applied to the Long course as follows:
 - Course 1 - weighted 100%.
 - Course 2 - weighted 70%.
 - Course 3 - is not eligible to earn points.
 - For example for the Long:
 - Winner course 1 is timed at say 98 minutes, and gets 100 points ($98/98 \times 100$)
 - Person A on course 1 gets time of 137 minutes, and gets 71 points ($98/137 \times 100$)
 - Winner course 2 is timed at 68 minutes, and gets 70 points ($68/68 \times 70$)
 - Person B on course 2 gets time of 92 minutes, and gets 52 points ($68/92 \times 70$)
- **Rogaine** – Scores will be calculated by taking your score / winners score * 100.
 - For example winner gets score of 1620pts, and person D gets score of 1480pts, therefore $1480/1620 \times 100 = 91$ points.

Endur-O Competition

Note - The **Endur-O** competition does not count towards the Vegas Vindaloo King and Queen challenge, and is a stand alone competition within the overall event.

- Course 1 competitors get to participate in the Endur-O – three legs of the course follow descending trails, and the combined time for these count towards competitors Endur-O time.
- The fastest man and woman for this competition will be given the Endur-O title.
- The three legs are marked in yellow highlighter on the map, and are also indicated in the control descriptions on the map. Competitors must follow the yellow route to qualify for the Endur-O title.
- The three Endur-O legs are between controls 3 and 4, 12 and 13, 20 and 21.

