






















2021 - 8 Hour Baker Creek (ROT) Rules of Travel

LEG 01		Distance 7 Miles		Baker Creek to Mead's Quarry	
 		<u>Emergency</u> <u>911</u>		Map # 1/2 	
		Race Director 202-438-9084		CP#'s 13	
Additional Information					
TA 1	Filter All Water				<p>Head from the Baker Creek Parking lot towards Mead's Quarry. Pick up any checkpoints along your path to the Mead's Quarry Water Challenge.</p> <p>Start: All racers must attempt the water challenge at Mead's Quarry by 11:00AM. You can get the checkpoints in this section of the race in any order.</p> <p>Checkpoint A: (MTB) Island Home Park</p> <p>Checkpoint B: (MTB) Ross Marble Trail</p> <p>Checkpoint C: (MTB) Mead's Quarry Boat Launch - Bike Drop</p> <p>Checkpoint D: (MTB) Rock Bridge</p> <p>Checkpoint F: (Trek) Historic Furnace</p> <p>Checkpoint G: (Paddle challenge) – SUP (Left Side)</p> <p>Checkpoint H: (Paddle challenge) – SUP (Quarry wall)</p> <p>Checkpoint I: (Paddle challenge) – SUP (Right Side)</p> <p>Checkpoint J: (Trek) Mead's Quarry Overlook</p> <p>Checkpoint K: (Trek) River Boardwalk</p> <p>Checkpoint L: (Trek) Tower</p> <p>Checkpoint M: (Trek) Secret Pond</p> <p>Checkpoint N: (Trek) Troll Creek</p>
<p>Team members must stay within 100 feet of each other during all legs of the race!!! Each Checkpoint is worth 1 Points. The team with the most points in the shortest amount of time will be the winner. This is a clearabe course. All racers must be off the course by 5:00PM. Your team will lose 1 point for each minute you arrive after 5:00PM. <u>Water & Bike Tune Up stations Anderson School Map 5, View Park Drive Map 5, and Island Home Park Map 1.</u> There is also fresh water access via the Restrooms at Ijams Nature Center.</p>					

LEG 02		Distance 5 Miles		Forks of the River Wildlife Management Area	
 		<u>Emergency</u> <u>911</u>		Map # 3 	
		Race Director 202-438-9084		CP#'s 4	
Additional Information					
To	Filter All Water			Limited cell phone service	<p>Checkpoint E: (MTB) Will Skelton Greenway Bridge</p> <p>Checkpoint O: (MTB) Will Skelton Greenway</p> <p>Checkpoint Q: (Trek) High Point</p> <p>Checkpoint R: (Trek) Stream Intersection</p>
Lock bikes when attaining trekking checkpoints. While on public roads please follow all traffic laws. Please leave no trace behind!!					



LEG 03		Distance 4 Mile			Private Land Easement	
		<u>Emergency</u> <u>911</u>		Map # 4 	Checkpoint S: (MTB) Trans Farm Trail Checkpoint T: (MTB) AC/DCTrail Checkpoint U: (MTB) Chain Ring Trail	
		Race Director 202-438-9084		CP#'s 3		
Additional Information						
	Filter All Water			Limited cell phone service		
While on public roads please follow all traffic laws. Please leave no trace behind!!						

LEG 04		Distance 5 Miles	Hastie Nature Area\Marie Myers Park\Baker Creek	
	<u>Emergency</u> 911	Map#5/6 	Checkpoint V: (MTB) Sidney Belle Trail Checkpoint W: (MTB) Red Bud Trail Checkpoint X: (MTB) Floyd Fox Trail Checkpoint X: (MTB) Baker Creek Finish	
	Race Director 202-438-9084	CP#'s 4		
Additional Information				
			Finish	
<u>Water & Bike Tune Up stations Anderson School Map 5, View Park Drive Map 5, and Island Home Park Map 1.</u> Finish Line!!! All Racers must be off the course by 4:30PM Racers lose 1 Checkpoint every 5 minutes they are late crossing the finish line!!!				

Adventure Race Rules

1. All racers are expected to be examples of good sportsmanship. Racers must treat fellow racers & race staff with courtesy and respect.
2. Teams must assist fellow teams in need of medical attention.
3. Teams must always remain within ten meters while on foot and thirty meters while on bike of all teammates and within visual contact at all times (unless otherwise specified).
4. Maps, Passports, Rules and Instructions must be carried the entire race.
5. Race numbers must be worn on the outside of clothing at all times. Race numbers do not have to be worn over PFDs.
6. Teams must manually punch passports in the correct space at each CP.
7. Teams that miss a CP will be ranked after teams that obtain all CPs provided that all CPs are in the correct spot. Teams will not be penalized for missing a CP if the missed CP is over 30 meters from the correct location of the CP. Correct location is where UTM's given to racers plot the CP or where CP is premarked on racers maps.
8. Final rankings will be as follows:
 - A. Teams will be ranked by number of CPs acquired.
 - B. Teams will be ranked by fastest time.
 - C. NO LITTERING! Leave no trace!