

2027 Hog Charge Rules

1 Each team should consist of four riders on bicycles at the start of the event.

2 There is a briefing for all teams at HQ at 7:00am on Sunday, 24th January 2027.
   a. **It is mandatory for all teams to attend.**
   b. There will be a briefing on the relevant Safety points for the Event.
   c. Any last minute changes to the course, or the rules, necessitated by conditions, will be communicated then.

3 Prior to the briefing, the teams should:
   a) Fix the Team Number plates to each of their bikes
   b) Make sure that one team member has their map and timecard.
   c) Check their starting checkpoint on the Timecard and find it on the Map.

4 **The part of Northlands containing the route is closed to competitors until after the Sunday morning briefing.**

5 Competitors are strongly advised to wear Cycle Helmets , put on sun cream and carry water bottles.

6 No motorised bicycles may be used.

7 Punctures are common. Bicycles should be fitted with heavy-duty inner tubes and these should have anti-puncture 'slime' in them.

8 **The event will start at 9.00 am on Sunday.** This time will be deemed to be the starting time for all teams and will be recorded on all teams' timecards whether or not they depart from their Starting checkpoints at that time.

9 Teams need to be self-sufficient between checkpoints and they may only seek assistance from other teams or Hog Charge officials. Once at a checkpoint, teams may be helped with repairs etc. by anyone.

10 **Teams finish by returning to their Starting checkpoint by 12 noon.**
Teams that have not managed will be stopped by the officials at the first checkpoint that they reach after 11:53am. They may not continue to any other checkpoints.

11 During the Main Event, competitors must use the TRACKS MARKED IN **RED**, or go cross country, and must not use the **BLUE** SPECTATOR ROADS – They can cross the **BLUE** SPECTATOR ROADS only at the designated crossing points.

12 Competitors can only use the **BLUE** SPECTATOR ROADS for getting to their Start Checkpoint, or after they have finished the Main Event and are on their way to the Gauntlet.
Please take care and be aware of the Spectator Cars.
A 10 minute time penalty will be imposed by the organisers of the Hog Charge on any team reported, by a Hog Charge Official, to have used the BLUE SPECTATOR ROADS whilst they are still participating in the Main Event.

13 Competitors and Spectators must not enter the OUT of BOUNDS / CROSS SHADED AREAS indicated on the map.
If Teams enter these areas they will be disqualified.
If Spectators enter these areas they will get their team disqualified.
Some areas of the course -- including all checkpoints-- are closed to spectators in vehicles. If spectators drive into these areas for any reason, they risk the disqualification of associated teams.
There are designated Car Park areas sited near most checkpoints – Spectators should park their cars in these designated areas and then walk to the nearby checkpoint.

14 It is appreciated that parents and supporters will wish to go round as much of the course as they can, while encouraging their team. They are urged to respect the 'spirit of the event' as they do so. There has been much abuse of this principle in the past.
Teams should be independent and, above all, teams should not be led around the course. Specifically:

a) **Supporters on bicycles may not accompany teams around the course;** rather, they should form their own teams and enter the event if they wish to cycle around the course;
b) Supporters on motorcycles or in buggies are expressly forbidden.
c) Spectator cars will be restricted to the BLUE SPECTATOR ROADS. These roads are clearly indicated on the map and will be overseen by the Event's Safety and Security officials.
d) Please be respectful of the Officials and adhere to their instructions.
e) Officials **will** disqualify a team if they feel that their supporters have behaved in a manner that is not in keeping with the 'spirit of the event' or if they are judged to have broken any of the rules.
f) PLEASE DRIVE SLOWLY AND BE WATCHFUL OF THE CYCLISTS – THEY HAVE THE RIGHT OF WAY.

15 Teams in the **U12, U14** must visit all the checkpoints **ONCE** only and return to their Start Control to Finish.

16 Teams in the **Family Class** must visit all the controls once but they should **NOT** visit Control Points ONE and SIX. They should then return to their Start Control to Finish.

17 **OPEN** teams need to go around the course **TWICE**. but must get back to their **Start** Checkpoint before going round the course a second time. They should then return to their Start Control for a second time to Finish.

18 Teams may visit the checkpoints in any order.

19 During the event, the **Arrival** time of a team at a checkpoint will be recorded when the **THIRD** member of that team passes through the ENTRY funnel.

20 All times are rounded to the nearest minute. All times will be taken from the checkpoint official's clock.

21 Each team **must** spend 5 minutes at each checkpoint.

22 Teams will not be allowed to leave the checkpoint before their 5 minutes are up. Make good use of this time to get some refreshments. You can spend longer than 5 minutes at the checkpoints but any extra time will count as cycling time when the scoring is done.

23 Teams must stay at a checkpoint until all surviving members of their team arrive. Teams may continue with only 3 members, but once one member of the team has dropped out that person may not rejoin.
Dropping out is defined as not leaving the checkpoint with the other team members.
Team members may only drop out at a checkpoint and the checkpoint officials must be informed for Safety reasons.

24 The recorded **Departure** time of a team from a checkpoint will be 5 minutes after their **Arrival** time.
Once the 5 minutes stay at the checkpoint is up, teams should make sure to get their timecard stamped by the marshal as confirmation that the team did not leave before the allotted 5 minutes, and then to only leave the checkpoint through the marked **EXIT** funnel.

25 It is the responsibility of the teams to:

a) hand in their timecards to the checkpoint officials;
b) make sure that the correct times for arrival and departure are entered both onto their timecard and onto the official's master sheets;
c) collect their timecard back just before departure;
d) keep their timecard safe at all times.

26 The results will be based on the time taken for each team to visit all the controls.

27 Timecards have a form on the reverse. This form is for the Best Checkpoint Sponsors Competition.
All teams should ensure that they indicate which Checkpoint they think was the Best Checkpoint before handing in their Timecard at the Start of the Gauntlet.

28 As soon as a team has finished the navigational Main Event of the Charge (or at 12 noon if they have not), they must proceed to the start of the Gauntlet.
All teams must complete the Gauntlet if they wish to be considered for a prize.
The Gauntlet check-in is next to the Prize Giving Tent and refreshments area, inside the School grounds.

29 It is the responsibility of each team to make sure that they hand in their timecard to the official, stationed at the Gauntlet Check-in for that purpose, **before they run the Gauntlet** -- Results cannot be finalized, and the Prize Giving cannot start, until the scorers have all these cards in for checking. Teams that forget, or do not hand in their cards promptly, may be excluded from the main competition.

30 The Gauntlet will be operating all morning up until shortly before 2:00pm.

31 Spectators are free to walk around the whole of the Gauntlet course. They must not assist the competitors.

32 A Prize will be awarded to the First Overall Team in each category, in the Main Event and in the Gauntlet.
In the event of two (or more) teams, that are eligible for an award in any age and gender category, having the same time for the navigational exercise, the Gauntlet times will be used to rank them when deciding on the award winner.

33 Perpetual Trophies will be awarded to the teams that raise the Highest, Second Highest and Third Highest amounts of sponsorship.

34 The Organisers' decisions are final.