

## Kapiti Crews Mark II

### Rules and Hints

For those new to rogaining

1. There are 55 control points. The game is to choose which ones to visit within the time limit.
2. You score points by visiting the control points and answering the simple question. The score is the control number rounded down to the nearest 10. For example controls 30 to 39 are all worth 30 points.
3. The team operates as a unit. You can't split up the task of getting controls. Don't share answers with other teams.
4. There's a penalty for getting back late – 10 points/minute. In this event we time to the minute, if you're clever enough to gain 59 seconds, good luck to you!
5. The map uses some international orienteering colours. The unusual ones are yellow for open land – bright if rideable and pale if not. And white for rideable treed areas (eg parks) with light green for passable but not rideable. Darker green is bush you don't want to go into. Grey is unmapped and you're not allowed there.
6. We've set enough question-and-answer events to know that one or two questions may not be as easy as we intend. The object may have been repainted, we've mixed up question numbers, etc. The question is supposed to be simple, so don't spend more than a couple of minutes puzzling. Write "claim" as your answer. If most of the teams claim, it will be awarded. If you're the only one, well.....
7. Plan a conservative course. There's a funny thing that about half way round you get a feeling of optimism and are tempted to add extra controls into your route. Don't. Time will catch up with you!!
8. Don't go for all the close ones to start with. They are usually lower value, and good to have "up your sleeve" to be done or not, according to the time you have at the end.
9. At the finish, recording your time is our priority. We cannot listen to your explanation about that one you couldn't find 😊 Just let us clock you in (and you've got to add up your scores, too.) Refer to point 6 above.

For those used to orienteering, particularly MTB-orienteering

We've modified the rules and the mapping a little. Generally this is a MTBO event and map, but here are the differences.

1. You don't need to stay with your bike the whole time. We don't think there's any advantage in leaving your bike except for some controls where the feature is a few metres off the nearest track
2. You can travel on pale yellow and light green, which isn't usually allowed in MTBO. But they are rough and probably not rideable. See the legend for the full list of where you can and can't go.
3. Gray is unmapped and not allowed, as per Wellington rogaines over many years. All the non-public area. Red roads are also not allowed (its neater than purple crosses and zigzags). Apologies if you're colour-blind. Finally the purple criss-cross is for mapped area that we're not using this time.
4. Specially for bikes – no passage along the Waikanae riverbank between the Otaihanga Domain and the expressway. Its very popular for walkers and the sight-lines are not brilliant. Footies can use this if desired.
5. Wading the Waikanae river is not allowed, there are three bridges you can use. Our rogaime mapping doesn't distinguish crossable from uncrossable streams. There are some deep ones. You may cross a stream if you can. We don't have drying facilities at the finish!