

# The Jailbreak 2026 Race Rules

*Updated 28-Dec-2025*

## Terms:

- Checkpoint (CP): A checkpoint is a marker placed on the course. Finding and recording checkpoints are how teams earn points during the race. Each checkpoint is worth one point. Checkpoints marked "Pro" are worth two points. All checkpoints are optional unless otherwise specified.
- Transition Area (TA): The transition area is where teams will stage gear and supplies for all sections of the race (known as legs) and where each leg of the race begins and ends. There is a single transition area that is near the start and finish line. Teams may bring as little or as much gear or shelters as they desire at the transition area. After completing a leg, teams must check in with a race volunteer at the transition area to receive a new passport for the next leg of the race or to finish the race.
- Passport: A passport is where teams record points from each leg of the race. Each checkpoint will either have a code written on it, or a hole punch attached to the checkpoint. Teams record the code on the passport or punch the passport to receive credit for the checkpoint.
- Course Instructions: This document is provided at the start of the race or progressively throughout the race with instructions on how to complete each leg. The instructions may include rules of travel specific to each leg of the race, including out-of-bounds or specific routes that teams must follow.

## Rules:

### Good Neighbor

1. All racers are expected to be examples of good sportsmanship. Racers must treat fellow racers & race staff with courtesy and respect. **PENALTY:** Strict penalties will be assessed by race officials for unsportsmanlike behavior based on the infraction, up to disqualification (DQ) and removal from the race.
2. Teams must assist fellow teams in need of medical attention. **PENALTY:** Strict penalties will be assessed for non-assistance based on the infraction, up to DQ.
3. NO LITTERING! Leave no trace! **PENALTY:** up to four points per infraction.

### Rules of Travel

4. Team members must remain within 30 meters of each other and be able to gather together within 30 seconds (unless otherwise specified in the course instructions). **PENALTY:** First offense – 2 point deduction. Second offense – DQ.
5. All team members must arrive together at each CP. Teams must check in with the TA volunteer at every TA. **PENALTY:** One point deduction per infraction.
6. Regarding out-of-bounds and off-limits areas and routes, racers must follow the rules of travel specified in the course instructions and the maps. Where no specific route is

designated, teams may select their route between CPs. **PENALTY:** For travel on forbidden roads, private property, or off-limits areas, or violating specific rules of travel: First offense – up to a four point deduction. Second offense – DQ.

### **Mandatory Gear**

7. Mandatory gear must be carried at all times and may be checked by race officials at any time on the course. **PENALTY:** one point deduction for each piece of missing mandatory gear.
8. Teams only receive credit for CPs that are punched/written on the passport for each leg, or punched/written and labeled on the map. **PENALTY:** Lost instructions or maps replaced by race officials: 1 point deduction per replacement.
9. Race numbers must be worn on the outside of clothing at all times. Race numbers do not have to be worn over Personal Flotation Devices (PFDs). **PENALTY:** First offense – warning. Second offense – 1 point deduction.
10. PFDs must be worn at all times by all team members while paddling. **PENALTY:** DQ and removal from course.
11. CPSC certified bicycle helmets are required to be worn at all times while biking and when specifically directed by race officials. **PENALTY:** DQ and removal from course.
12. Rear bike lights must be on at all times while riding on roads with vehicular traffic. Front white light must be on at all times at night. Glow sticks may be used to replace a malfunctioning rear light. You will not be allowed to leave a staffed TA if your bike lights are not functioning properly. **PENALTY:** First offense - one point deduction. Second offense - DQ and removal from course.
13. The trackers provided by race officials must be returned after the race. **PENALTY:** Teams will be charged \$150 for a lost or broken tracker.

### **Assistance and Prohibited Items**

14. Teams may give or receive assistance from any registered team in the race, anywhere on the course. Teams may receive assistance from any unplanned source that would be available to any other team in the competition (e.g. grocery stores, bike shops, restaurants) or from the general public (anyone unaffiliated with the race). Any assistance from any person is allowed at the TA. **PENALTY:** DQ.
15. Teams may not use any GPS-enabled device (including cell phones, GPS watches, or GPS bike computers) to assist with navigation during the race. If such devices are brought on the course and used for location tracking (e.g., to record with Strava, etc.), they must be placed in a non-viewable bag for the entire duration of the race. Garmin watches (e.g., the Enduro) in AR Mode are allowed. **PENALTY:** For using a GPS-enabled device for navigation – DQ.
16. Beginning with distribution of the first map(s) by the race officials, teams may not reference any maps other than those provided by the race organization on race day, including digital maps (e.g., Gaia, CalTopo, Google Maps). **PENALTY:** DQ.

### **Withdrawing from the Race**

17. Any changes to a team must be made at the TA and the race officials must be notified. Incomplete teams will be ranked based on their points and time at the last moment when they were a complete team. **PENALTY:** If a team leaves a teammate out on the course – DQ. Failing to notify race officials of withdrawal will result in that team being responsible for all search and rescue expenses.
18. Race officials reserve the right to alter any aspect of the course, including time cut-offs or the course itself, to accommodate changing conditions and to ensure teams finish on time.
19. Race officials reserve the right to remove a team from the course for health, safety, or other reasons, at the discretion of race officials and medical personnel.

### Scoring

20. If a CP is missing or misplaced, no team will get credit for that CP. Misplaced is defined as more than 30 meters from the center of the circle on pre-marked maps or the point provided via UTM coordinates.
21. All teams must be checked in at the TA by the cutoff time for their event. The race clock is stopped when the last team member touches the check-in table. **PENALTY:** Teams will lose 1 point for arriving 5 minutes after the cutoff time and an additional 1 point every five minutes thereafter. Teams arriving more than one hour late will receive a Did Not Finish (DNF).
  - a. Examples for a cutoff time of 6 hours.
    - i. Team USA gets to the finish line at 6:04:59 - no loss of points
    - ii. Team Almost Made It gets to the finish line at 6:05:00 - loss of 1 point
    - iii. Team Sorta Late gets to the finish line at 6:10:00 - loss of 2 points
    - iv. Team We Got Lost gets to the finish line at 7:00:00 - DNF
22. Final rankings will be:
  - a. Teams will be ranked according to points.
  - b. Ties will be broken according to the fastest finishing time.
  - c. Disqualified teams will receive a DNF and will not be ranked.