

Chisholm Trail Adventure Race Rules and Gear

Updated 3-23-25

Read Your Entire Instruction Sheet before you leave TA

Personal Responsibility Model - The PRM

What is the PRM or Personal Responsibility Model? Texas Pride Racing expects teams to train and be prepared for all parts of the race the racer or team chooses to participate in. Each racer has trained and has the skill set to complete any part or all of the race. Each team has sufficient training in wilderness first aid to assist their teammates. It is the racers responsibility to remove themselves or not attempt any part of the race they are not confident they or their team can complete or finish. It is each participant's responsibility to know the industry standards and procedures for outdoor and weather emergencies.

Scoring

1. Teams are ranked first by the number of points they accumulate and second by time it takes to complete the course.
2. All teams will be tracked so make sure the entire team and the tracker get to the CP. This will give us a preliminary score. And yes, it won't be official until we see those punches on your passport.
3. **24 Hour race:** Each team will get **4 min and 59 sec** grace after the cutoff time. 1 point will be deducted for every minute you're late after the grace period.
4. **12 Hour race:** Each team will get a **4 min 59 sec** grace period. 1 point will be deducted for every minute you're late after the grace period.
5. If you lose your punch card or passport for any reason you may use your map as a backup. Punch and clearly label so the race director can give you credit.
6. Regular checkpoints are worth 1 point each.
7. **All CPs are optional.**
8. Pro-checkpoints are worth 2 points. **(12 hr and 24 hr)** and will be clearly marked on your instructions.
9. There will be a few Pro-CPs that have a special code word. This code word or totem will have an extra value of 3 pts.
10. **Orienteering sections** will require UTM **plotting** for CP locations. (24 hr only)
11. Team categories may be combined based on numbers prior to race day.

Masters Division

1. 3 or 4 person coed team and all must be over 50.

Basic Rules and Mandatory Gear

1. Have fun and bring a compass! Yes 12 hour racers you will need to know how to use that compass.
2. Wear pants... protect those legs. You will thank me.
3. UTM plotter for 1:15k **(24 Hour racers only! Could be updated)**

4. Be able to plot in the field.
5. Bring paper and pen unless you have a great memory!
6. Two types of CPs... Orienteering flags and bright orange or white PVC. PVC CPs will have a code inside that you must write down on your passport.
7. Some CPs will be easy to find along the way to help provide waypoints but most will be very challenging. Know what the colors of an orienteering map stand for. This will help you to know what are trees, underbrush, etc.
8. Apply the PRM when considering what gear to bring for your race. It could be cold and wet!
9. Monitor weather leading up to race day and plan accordingly for clothing needed.
10. All teams must apply the 30 second rule when staying together. If a race official comes up to your team you will have 30 seconds to come together as a team. Do not get too spread out. If you are caught unable to regroup within 30 seconds you will lose 5 points. Second infraction will result in disqualification and your team will be pulled from the course.
11. You may not use any form of GPS. Penalty will be immediate disqualification. This includes GPS devices on bikes. Bike computers are allowed but make sure they do not have GPS.
12. Do not enter any private property unless it's marked to do so. We will try to block off private property on your maps.
13. Cell phones are allowed but do not use your GPS (GPS use will result in immediate disqualification). ***You are required to take pictures as a team at every CP** you punch so at least one cell phone will be required and one is needed for safety purposes. Your cell phone should not be out at any other point in the race. If a race official or course marshal sees you with your cell phone out at any spot other than a CP we will assume you are calling for emergency help or using your GPS. Both of which will result in pulling you from the course. We will do random checks to make sure you have taken pics at the CPs.
14. Bring a first aid kit. We will also have a mobile first aid unit available for emergencies etc. We will also have first aid at the main TA.
15. All racers will need to be able to filter water. There will be drinking water available at the TA but you will be miles away from the TA at times in the race but only a short distance from the lake.
16. We will be cooking food at the main TA throughout the race so you're welcome to have whatever we are cooking.

Mountain Biking

1. You must use a mountain bike. Gravel bikes and road bikes are not allowed.
2. You must wear a bike helmet at all times while riding your bike.
3. You must have a headlight on your bike. Mandatory for both 12 hour and 24 hour racers.
4. You must have a tail light for your bike and it needs to flash red during the day and at night. (12 hr and 24 hr requirement)

5. You must ride in a single file at all times on public roads. **NO EXCEPTIONS!** If you are caught by race officials you will lose 5 points. Second infraction will result in disqualification and you will be pulled from the course.

Paddling

1. **You must provide your own PFD.**
2. Canoes may be rented from us at registration. Paddles will be provided. You may bring your own canoe or kayak.
3. 24 hour and 12 hour racers may use either a canoe or kayak. You must bring your own kayak. We do not rent kayaks unless you have rented my personal one and yes that's reserved.
4. You may use kayak paddles but you will have to provide them.
5. Someone on the team must have an emergency whistle.
6. You must have red and green lighting on your canoe. Recommended to bring glow sticks (24 hr race only)

SPECIAL INFORMATION for a Bike/Trek Leg (24 hour racers only)

- 24 HR racers will not be allowed to swim across the creek. This is clearly marked on your map. CP 7 will help guide you for the easy way around the deep water. At CP 7 you can easily wade across.
- There will be another spot near CP 12 and CP 13 where you have to cross the river. This area is easy to wade across. It may be deep in places down from CP 12. Do not attempt to cross in deep water.
- You will be biking to this section of the race but your bikes will not need to cross the water.
- We encourage you to bike as far down as possible toward CP 7. Do not leave your bike near the public road.