

Chisholm Trail Adventure Race Rules and Gear

Updated 6-24-24

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. **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.
3. **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.
4. If you lose your punch card for any reason you may use your map as a backup. Punch and clearly label so the race director can give you credit.
5. Regular checkpoints are worth 1 point each.
6. **Mandatory CPs.** There may be a few mandatory CPs for both the 12 hour and 24 hour race. Your team will not be ranked if these mandatory CPs are not punched. All other CPs are optional. Use your time wisely. Mandatory CPs will be identified in the instructions for each leg of the race and are worth 1 point each.
7. Pro-checkpoints are worth 2 points. (**12 hr and 24 hr**) and will be clearly marked on your instructions.
8. **Orienteering sections** will require UTM **plotting** for CP locations (scale 1:24K and/or 1:25K). You will be given the coordinates and information sheet by the volunteer at the TA. These CPs are optional but regardless you must check in and out of this TA.
9. **24 Hour racers only!** Required Raft Build and River Crossing Activity. This activity is mandatory for all teams! You are not required to find the CP but you must build the raft and two of your teammates must paddle across the river to the designated area (You're welcome to build a 3 or 4 person raft but not required). You will get 5 points for completing this task and 5 points for finding the CP. Yes we are planning to do this again this year since we were unable to do so last year.

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. UTM plotter for 1:24K and/or 1:25K (**24 Hour racers only!**)
3. Bring paper and pen unless you have a great memory!
4. Apply the PRM when considering what gear to bring for your race.
5. Monitor weather leading up to race day and plan accordingly for clothing needed.
6. 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.
7. 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.
8. Do not enter any private property unless it's marked to do so. If private property is used there will be a CP or orange ribbon at the front gate. Be sure to close any gates you open.
9. 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.
****There are a few CP locations where a bunch of people simply cannot fit. I have identified these CPs on the instruction sheet that do not require a team picture but I still challenge you to be creative and take a fun photo for later.***
10. Bring a first aid kit. We will have two secondary TAs that will have a first aid tent available. We will also have a mobile first aid unit available for emergencies etc.
11. 24 Hour racers will need to be able to filter water. There will be water available at designated TAs.
12. Food trucks will be available at TA 1. Bring cash or card to purchase.

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.
3. 24 hour and 12 hour racers may use either a canoe or kayak.
4. You may use kayak paddles but you will have to provide them.
5. You must have red and green lighting on your canoe. Recommended to bring glow sticks (24 hr race only)

SPECIAL GEAR LIST (24 hour racers only)

Raft to Chisholm Trail Island (Pro Point Activity)

Description - Teams will have to build a raft using materials nearby and trust me there is plenty of drift wood and manmade materials that float. A volunteer will give you a supplemental map to use for this activity. The map will only show you the designated landing spot on the island. Instructions and clues provided will help you find the CP. You will have to pick two of your teammates to cross to the island using ONLY your handmade raft and your paddles. The other teammates may rest at the TA or may paddle across on their canoe and join you but they may not assist in any way. You will get 5 points for crossing the river to the designated landing and returning on the raft. You will get 5 points for finding the CP. Total of 10 points may be earned from this activity. When you return to the TA the raft must be dismantled and material piled up.

MANDATORY GEAR NEEDED

- Paracord (You decide on how much, too much is better than not enough)
- Knife
- 2 PFDs (You must haul two PFDs from your canoes)
- Paddles for the two racers to use. You're welcome to build your own.
- Extra clothing in case you get wet and need to change. You will be able to leave your wet clothes at the TA.