

EVENT: MOUNTAIN MAMMOTH ADVENTURE RACE 120KM

RACE DATE: 5-7 APRIL 2024

Race Director – Damian Giulietti

Issue: Climbing over game fence rather than using a gate and thereby not following Race Directors intended course or instructions


SUMMARY:

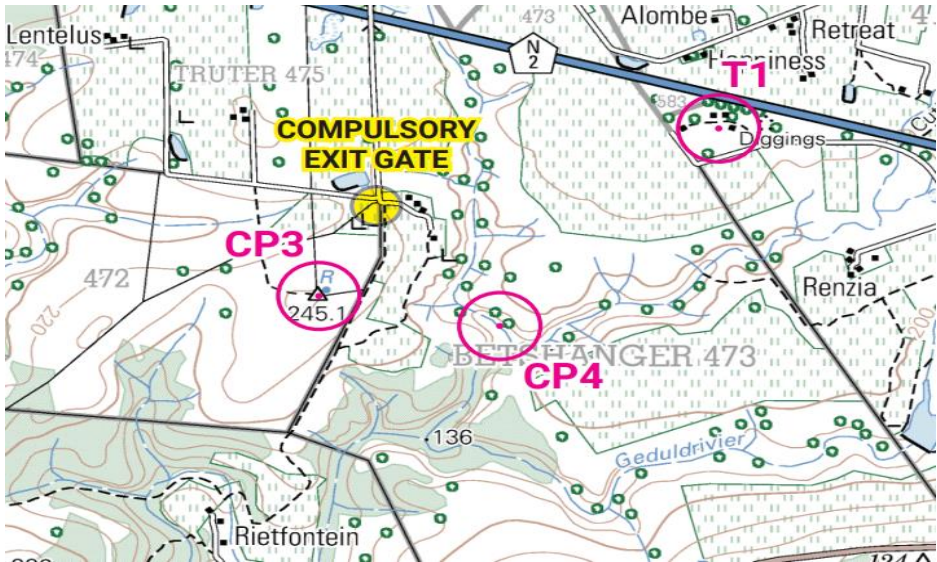
Teams were instructed verbally in race briefing to use a gate between CP3 and CP4 on leg 1 and not to climb the fence. A marshal was also placed at gate to record team's passing through.

The gate position was also indicated on the map and marked as a compulsory exit gate, basically a Way Point to be navigated through.

The instruction of the gate and the placement of a marshal at gate was not included in race book.

LEG 1 – TREK – 120 KM TEAMS

DISCIPLINE: TREK DISTANCE: 19 KM ELEVATION GAIN: + 495 M ELEVATION LOSS: - 475 M	
CONTROL POINTS	DESCRIPTION
START	
CP1	SIGN ON FENCE (5TH WORD)
CP2	RIVER CROSSING
CP3	TRIG BEACON (NUMBER ON BEACON)
CP4	RIVER CROSSING
FINISH – T1	
LEG NOTES	
<ul style="list-style-type: none">• Teams will receive maps for Leg 1 and Leg 2• Copy CP's and transitions from master map.• Ensure all team and personal compulsory gear is with team.• Ensure team have sufficient water and food for Leg.• At end of leg, ensure packed and cable tied re-supply box A has been loaded.• Leg cover and insect repellent recommended.	
TRANSITION ONE – T1	



TRANSGRESSION

Two teams did not follow the indicated route and used to gate to exit the property.

Two teams climbed the fence between CP3 and CP4

INTENDED ROUTE



ROUTE THAT THE TWO TEAMS TOOK



Background discussions with the teams on their version of the events

In speaking to the teams and gathering background information it was clear that the teams did not intend to ignore the Race Directors instructions and were aware of the importance of good relations with the private landowners.

One of the teams stated they arrived at the race briefing at 19h20 expecting it to start at 19h30, but it had already started and as such missed the briefing on the leg 1. They did ask the Race Director after the briefing for any notes and wrote down to not jump the game fence but there was no reference to which CP this related to in the leg. They stated that at CP1 there was a big fence and exit gate on the left and they assumed this was the referred to fence from the briefing and by not climbing it had then complied with the Race Directors instructions. They stated that their route from CP3 to CP4 was further South than the intended route and was done with a folded map that obscured the compulsory exit gate marked on the map which they did not see.

The other team – a much younger and less experienced team, acknowledged that they became disoriented in the dark and came across the fence and not knowing where they were they climbed the fence. In continue looking for CP4 they unfolded their map fully to try to reorientate themselves and noticed the Gate Way Point. They navigated back to the gate and to the Marshal to check in, explain what had occurred and then continued thereon.

RULES – AR World Series Rules version 1.8 – January 2024

The rules applicable to the current satiation are replicated in the document below:

3. Race Course. Teams must complete the race course as directed in the course notes and maps, from the Start Line, through race checkpoints (CPs) and transition areas (TAs), by the racing discipline specified and to the Finish Line. The first team to complete the course, with any penalties taken into consideration, will be considered the winning team. Race organisers will specify the penalty for a missed TA or CP. Different penalties may apply to different TA's and CP's. The penalty may be disqualification, reduction to a lower ranked finish or short course or a time penalty.

3.8. Mandatory routes if designated by the Race Organisers must be followed. [BLUE]/ [YELLOW]/ [RED]

PENALTIES – AR World Series Rules version 1.8 – January 2024

10.3.2. BLUE penalties [BLUE] are the least severe and are awarded for minor infringements or administrative errors of the team. They are normally a time penalty of the order 15mins to 2 hours, as determined by the Race Referee.

10.3.3. YELLOW penalties [YELLOW] are more severe and are awarded for more significant infringements. They are normally a time penalty of the order 2 hours to 6+ hours, as determined by the Race Referee.

10.3.4. RED penalties [RED] are significant and severe. They are awarded for serious infringements of the rules. In some cases, this may be a time penalty of the order 6+ hours, or a change of a team's racing status (e.g. to UR or DNF). Serious cases may result in Disqualification of an athlete or a team, as determined by the Race Referee. In the most severe cases, a Red Penalty may result in a ban to the athlete/s from further participation in AR World Series races.

10.1 Cheating occurs if a team or athlete knowingly and deliberately breaks a rule to gain an advantage. In the most severe cases, cheating may result in a ban to the athlete/s from further participation in AR World Series races.

10.3.5. DQ (Disqualification) may be imposed for specific cases of cheating, where a team deliberately and knowingly breaks a rule to gain an advantage.

FINDINGS AND RULING

1. Rule 3.8 was not adhered to by the teams in that they did not follow the Race Director's route and a penalty is applicable.
2. The property owner specifically asked the Race Director to make use of gate and not allow teams to climb the fence and while not contained in the written instructions for the leg, the RD did specifically request this in the briefing. All teams but two followed this instruction.
3. The advantage that teams obtained by climbing the fence and not using the gate is between 15 and 30 minutes which is small in the context of advantage for the race but significant in its consequences.
4. Given the feedback from the team on how this event occurred, what they saw on the ground, their stated intention and the relatively short time benefit to be gained by the

contravention, I do not believe there was an intention to knowingly break a rule to gain an advantage. 10.1 and 10.3.5 are therefore not applicable.

5. However, given that the landowner had specifically requested the fence not be climbed and stressing the importance of landowner relationships and the care we expect racers to take, together with the fact that a fence was then climbed, I do see this as a contravention which warrants a more severe penalty on the penalty scale.

I believe a **YELLOW level** penalty is correct for this more significant infringement. The Race Director has already given a **3-hour penalty which I concur is fair and correct** being between six (30 min) and twelve (15 mins) times longer than any advantage in time gained by this route over the requested route thus emphasizing the seriousness being placed on this issue by the Race Director.

IMPROVEMNTS AND LESSONS FOR RACE DIRECTOR

- Given the importance of the gate and fence climbing to the landowner, while marking the gate on the maps is a good suggestion and should help to ensure compliance, together with mentioning it at race briefing, the instructions about use of gate and that the gate will be manned should ideally be placed in race book in future.
- Another alternative could be to have it as a CP with the consequences associated with missing a CP if this route is not followed.
- Race directors should not rely on such important information being communicated solely verbally at the race briefing but have it in the book and reinforce it in the race briefing.

DocuSigned by:
Mark Goulding
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Mark Goulding – AR World Series Race Referee
8th April 2024