









Conquer The Mountain (ROT) Rules of Travel (Rev3Endurance.com) **Sprint**

LEG 01		Distance 7 Miles	Gain approx: 1000 Loss approx: 1000	Bryce Mountain to Lake Laura	
	Emergency 911	Map# 1&2	Head from the base of the mountain to the top of the main ski lift and get your bike. Then head to CTM-A via designated bike trail down the mountain. From CTM-A head to Lake Laura via Resort Rd. You must obey all traffic laws while riding on the roads. (Racers cannot go on the golf course during the race).		
	Race Director 202-438-9084	CP#'s 10			
Segments					
					Start: Go to the top of Ski Lift\Bike Drop - Racer must take either Brew Thru (intermediate) trail or Sundowner (beginner) trail down the mountain to go to CTM A. Checkpoint CTM A: (Entrance to Sky Bryce Airport under Bryce Resort Map) (1) Checkpoint CTM B: Lake Laura Dam (Bike Drop) (1) Checkpoint CTM C: Water challenge, tube crossing (1) Checkpoint CTM D: Paddle challenge - SUP, water overflow platform (1) Checkpoint CTM E: Paddle challenge (Far side of the lake) - Kayak or Canoe (1) Checkpoint CTM F: West side incoming stream (1) Checkpoint CTM G: West of lake (sign at boat ramp) (1) Checkpoint CTM H: South side of lake on fence by feeder stream (1) Checkpoint CTM I: East side lake cove (1) Checkpoint CTM J: Below Dam - Bridge crossing stream to playground (1)
Transition Area Facilities					
	Lake Laura	Filter All Water			
Transition Areas @ Lake Laura, Logistics: Water challenge and Trekkin\Biking checkpoints. Bike Drop at CTM B, team members can split up to acquire these checkpoints (CTM C to CTM E can only be acquired by water, CTM F to CTM J via foot or bike). Teams are allowed to divide and conquer on this section of the course (two passports). One racer can get the water checkpoints and some trekking checkpoints and the other can get trekking checkpoints. After getting as many checkpoints that you want to get in this section of the race you must ride your bike back to the transition area at the bottom of the ski lift. You must check in with a race official before starting leg 2. You can not have any punches on your passport for Leg 2 until you check in with a race official. Leg 2 checkpoints must be acquired on foot only.					

LEG 02		Distance 4 Miles	Gain approx: 1200 Loss approx: 1200	Bryce Orienteering Course - (Sponsored by Zanfel)	
	Emergency 911	Map#5	<u>Leg 2 Notes after Leg 1: You can acquire checkpoints in any order. Team members must stay within 100 feet of each other during all legs of the race except Lake Laura!!!</u> Checkpoint CTM 1: Under Bridge Fairway Drive & Straton Way(1) Checkpoint CTM 2: Snow Tubing Hill (Fence) (1) Checkpoint CTM 3: Bush at the south end of Airstrip (Right Side) (1) Checkpoint CTM 4: Ski Slope Red Eye (Fence) (1) Checkpoint CTM X: Maintenance Area Pond (1) (Access via a trail behind golf maintenance building or bushwhack from the CTM 7) Checkpoint CTM 6: Ski Slope (Locher Bowl\White Lightning Ski Slope sign)(1) (# on Instagram & Facebook #BryceConquerTheMountain #Rev3Endurance) (2 Points) Checkpoint CTM 7: Water Treatment Station (Concrete Platform, Redeye)(1) Checkpoint CTM 8: Giraffe by Bryce Ski school (Near the Finish Line)(1) Checkpoint CTM 9: Sky Bryce Airport (Near Airplane, deck railing)(1)		
	Race Director 202-438-9084	CP# 9			
Transition Area Facilities					
Checkpoint Notes = Racers <u>must</u> stay off the active mountain bike course, airport runway and golf course. Each Checkpoint is worth 1 point unless specified. The only Mandatory point on the course is CTM 6. If you get this point you have Conquered the Mountain and are an official finisher of the Adventure Race. All Racers must cross the finish line by 1:00PM. Each minute you are late returning to the finish line your team loses one checkpoint.					

LEG 00		Bryce Lodge		Puzzle Challenge			
	Race Director 202-438-9084			Map# N/A	Leg Notes: This challenge can be completed any time during the race Each team needs to build two different squares. A clue is given every five minutes to solve the puzzle.		
				CP# 2			
Transition Area Facilities							Checkpoint AA - One is a four piece square (1 Point) Checkpoint BB - One is a five piece square (1 Point) Total Checkpoint on the course = <u>23 Perfect Score</u>
Start/TA/ Finish							
Transition Area Facilities							