

TWALK Rules

The Course

The event is held in a mystery location, and the course contains a total of five legs. **Each leg is usually between 15 and 25 kilometres in length** and teams are free to do a many or as few legs as they wish.

Each competitor will be given a laminated map of the course upon arrival at the start of the course, which will have all controls for leg one marked on it and the location of the Hash house. Teams find as many of the controls on the map as they want, before ending at the Hash house. Teams will be free to view a map of the next leg upon their arrival at the Hash house, however it is up to teams to mark their own map with the controls for the next leg using their own pen. Teams cannot leave the Hash house until 30 minutes have elapsed since their arrival. Clues for the next leg will be given out when teams leave the Hash house. **Teams must always check in and check out when arriving or leaving the Hash house to go out on to the course.**

A control consists of a small piece of plastic with a word written on it. The map should pinpoint the location of the control and the clues given out will assist people in finding the control. If you find the control, write down the word on the clue sheet beside the relevant clue. If you cannot find a control, leave it and move on to the next one.

Competitors must not tamper with the controls. Leave them as you found them, unless they are already damaged. If a checkpoint has become damaged, resecure it as best as possible.

TWALK finishes exactly twenty-four hours after you set out on section one. Teams must arrive back and check in prior to this time. **If teams do not, they will be penalised one control for every 5 minutes that you are over time.** Any team more than half an hour late will forfeit all controls in the event. The winner is the team that correctly finds the most controls in the twenty-four hours (less any penalties).

Teams

Teams must contain two people, with a recommended minimum of three or four in a team. There is no maximum team size. **Every team must also have an individual designated as the team leader**, and it is recommended that larger teams have deputy team leaders to assist with the organisation of a team.

During each section team members must stay together at all times. If for whatever reason any member wishes to return to the Hash house then the whole team must return. Some team members may choose not to go on later stages. **At least two members of each team must do every leg, one of which must be the team leader.** It is not a relay race.

When a team arrives or leaves the Hash house, the team leader must let the desk know. For teams leaving the Hash house, this must include the people who are going and the expected return time.

Any person who suffers from a medical condition that could affect their safety should consult with their doctor before entering the event.

The Team Leader

Every team must have a **suitably experienced team leader**, who take responsibility for the team and has responsibilities similar to that of a tramping trip leader. This includes, but is not limited to, ensuring that the team is adequately experienced and equipped, navigates the

course in a way that does not expose people to unnecessary risk, and returns to the Hash house if conditions deteriorate or a team member is injured. The team leader is also the sole person responsible for delegating tasks out to team members if they so choose, and for ensuring that individuals have sufficient experience to take on such tasks.

The team leader is also responsible for collecting entry fees, ensuring that information regarding the event given out to all team members, and that the team complies with the rules of the event.

Each team leader needs to list their previous experience in similar events or situations before an entry is accepted. The organisers reserve the right to deny entry of a team if it does not, in the opinion of the organisers or their representative, have a sufficiently experienced team leader.

Land, Property and Stock

Please remember that we are guests of the Landowners and rely on their goodwill for continued access to their property. Leave gates as you found them. If you open a gate, your team must close it. Go across fences at gates or major posts, or go through the wires.

All deer paddocks are out of bounds. This is particularly important for your safety, as stags are extremely vicious at this time of the year.

Do not crowd stock. If you corner stock, move no closer than 50 metres and find an alternative way round. Cattle are surprisingly easy to spook. Stock in the wrong place at the wrong time of year can easily cost farmers tens of thousands of dollars.

If you cause any damage to anything, it is vital that you report it to the organisers as soon as practicable so that repair can be started. Do not drop litter of any kind. If you find someone else's litter, please pick it up.

Do not walk through crop paddocks. Avoid houses and stay out of out-of-bound areas. No dogs, guns, fires, or smoking are permitted.

Hazards

Even though there is a fun atmosphere, there are risks, so keep safe. The following hazards exist:

Roads - **All roads will be open to normal traffic.** Competitors must take extra care if using roads.

Getting lost – The team leader should ensure that at least one person on every team knows how to navigate by map and compass, and should preferably know how to do this themselves. Visibility can be very poor, so keep it safe. If in doubt, don't go out on night legs.

Getting cold – Teams will be up in the mountains and it will be cold, especially at night. Expect there to be rain, snow, and frost. Take lots of warm gear including a waterproof jacket. The conditions could turn bad at any time and if you are in any doubt, the team should return to, or stay, at the hash house.

Getting injured - It is your responsibility to look after yourself and your team members. There are numerous hazards out on the course, such as bluffs, rivers, steep and rough ground, sharp objects, etc. If it is not safe, find an alternative route or turn back. Remember you may be a long way from help, so take extra care.

If an injury should occur, attend to the injured person then seek help as soon as possible. Ensure the injured person is kept warm and stay in pairs if at all possible. It is

recommended that all competitors have basic first aid and survival skills.

You may also encounter barbed-wire fences and electric fences. Take care when crossing these fences and avoid damaging them.

There may be cyanide poisoning in the area. These are usually small pellets in small blues paper or plastic bags. Don't touch or eat them.

Equipment

TWALK will be held in all but the most extreme weather conditions, and snow should be expected. You must bring plenty of extra warm gear for the night sections. Remember you will be out in the hills, at night, in any weather for up to or possibly over 12 hours.

All entrants must carry the following gear on all sections: polypropylene top and tights or equivalent, woollen hat and gloves or equivalent, fleece top or equivalent, windproof and waterproof jacket, torch or headlamp and batteries, survival blanket, and adequate food and water. All competitors must carry a minimum of 1.5 litres of water on leg one.

All teams must have the following gear on all sections: a compass, a whistle, sunscreen, and a first aid kit. In addition, your team will need a fine-tipped red permanent marker for marking maps, a plastic bag, and a pen for writing down checkpoints. No GPS or altimeters are allowed; just a map (provided), compass, and cunning.

It is up to each team leader to ensure that the team and team members have the appropriate gear for all sections.

For the hash house you will each want a change of warm clothes and a bowl, mug and cutlery for food. It is highly recommended that you also bring a sleeping bag and a

tent, as most people will sleep at some stage. **All gear needed while at the Hash house should be put in a separate bag or pack** and will be delivered from the University of Canterbury Students' Association car park directly to the Hash house.

All teams are encouraged to dress in a costume for leg one of the event, as has been the case in previous years. The organisers recommend that any costume or props for an individual or team be such that one person can reasonably carry them for the entirety of the first leg.

Liability

All competitors compete at their own risk. The organisers acknowledge that by competing in this event individuals risk injury to their person and damage to their property. Competitors waive any responsibility on the part of the organisers, the sponsors, and any party associated with the event for any liability, financial or otherwise, which may arise, whether or not by negligence, from any direct injury of death which may be sustained by any competitor from their intended or actual participation in the event and its related activities.

The organisers reserve the right to cancel the event due to unforeseen circumstances arising and competitors waive any right to claim to a refund of their entry fee due to such a cancellation.

Competitors authorise their name, voice, picture, or any information given on this entry to be used without payment in any broadcast, advertising, or promotion or in any other way relating to this event.

All competitors must agree to all of these rules and conditions of entry prior to an entry being accepted.