Whistle Pig Adventure Race Packet Info

We are looking forward to seeing you at the [lower parking lot of Red Lodge Mountain](#), 305 Ski Run Road, in the morning. (45.1904678,-109.3353869). It takes about 15 minutes to get here from Red Lodge.
6:30 am - 7am - Race Day Check in (if you didn't check in Friday evening)
7:45am - Racers meeting at the starting line
8:00 am - Race start - everyone will start on their bike.
2:00 pm - Race ends
We'll gather up our stuff and head down to Oktoberfest after the race is done.
~4:00pm Race awards at Oktoberfest

Please park in the lower parking lot at RLM away from the start finish line. The Upper lot is not open to the public. You will not need to stage anything in advance. Red Lodge Mountain buildings are closed.

The Course
This year's AR course encompasses lands owned by Red Lodge Mountain Ski Area and federal lands managed by the US Forest Service. Areas outside of this area (as noted by darker gray on map) are out-of-bounds and not to be traveled upon. Failure to stay within the event boundary may result in disqualification.   Please respect any property or equipment located on the ski area. There are active logging operations taking place in the area so use caution around logging equipment. We've tried to mark private property obviously with signs or tree flagging. You will not have to cross any barbed wire fences, so if you do, you are in the long spot,

Very little travel will be required on improved roads. However, if you do choose to travel on them, look out for vehicles on the road and travel in the correct lane (bikers with traffic, hikers against traffic).

Pit toilets/porta-potties are located at the Start/Finish, Palisades Campground and the transition area at the intersection of West Fork Road and Ski Run Road.

There will likely be other users of this area the day of the race. Please be respectful when passing other people on trail; slow down, yield to downhill travelers, smile and say, "Hi, I'm having the time of my life adventure racing!"

The Map
There are a total of 33 checkpoints (CPs) on the course this year. Twenty eight CPs are pre-plotted on the map. The remaining five CPs must be added to the map using the provided coordinates and UTM grid tool (see below). CPs (except for Marmot Run CPs - more on this below) consist of an orange-white flag and a punch. You must punch your card as proof you arrived at the CP in order to accrue points.

The color of the CP indicates the mode of travel you must use (see below). It is also listed on the punch card next to each CP. The point value of the CP is labeled within the circle on the map and also the punch card. The CP# is printed at the upper left of the CP and is a random number. CPs may be acquired in any order.

CP Mode of travel
- Blue = Bike. Team must acquire CP by biking to it (although a small amount hiking may be necessary).
- Red = Hike. Team must acquire CP by hiking to it (no bike).
- Green = Climb. Only **one** member of the team is required to rock climb. This CP is assisted by a licensed outfitter. All necessary climbing gear will be provided. Wear your bike helmet to the CP.
- Purple = Other.   Who knows what may be required at this CP?? Ha Ha!
- Black = Marmot Run (see below)

Each team will need to get at least one each of the biking (blue) and hiking (red) checkpoints. The green, purple and black checkpoints are optional.

CP coordinates that need to be plotted on map
The following five UTM coordinates will need to be added to the map using the provided UTM grid tool. This is a <u>slot</u> style UTM tool. If you don't know how to use this type of tool - Ask! The map scale is 1:10,000 so select the matching scale on the UTM grid. Take your time and double check your plotted coordinates. A mis-plotted CP can cost you a lot of time!

CP #	Easting	Northing
25	630862	5005815
15	630718	5005001
14	632333	5002626
8	632208	5001884
30	633132	5003585

Marmot (Poker) Run
Marmot Run CPs are "optional" CPs and <u>DO NOT</u> count in the overall point total. However, the winner of the Marmot Run will receive a very unique prize. Marmot Run CPs will be identified by Red and Green flagging in the field. The orange and white checkpoint flags will not be present at Marmot run CPs.

In order to compete in the Marmot Run, your team must acquire a <u>single</u> playing card from at least 5 of the 7 CPs. DO NOT collect a card for each team member. You may choose any <u>single</u> card from the deck from each CP (depending on what's left).

The goal is to get the highest 5 card poker hand possible. You must turn in your best 5 card hand at the end of the race. We will check to make sure there is a card from each of the Marmot Run CPs and no duplicates (yes, we can tell).

Aces are high. The top five hands will be considered

1. Royal flush - ace, king, queen, jack and 10, all of the same suit)
2. Straight flush - Any five-card sequence in the same suit (e.g., 8, 9, 10, Jack and Queen of clubs)
3. Four of a kind - All four cards of the same value (e.g., 8, 8, 8, 8)
4. Full house - Three of a kind combined with a pair (e.g., 10, 10, 10 with 6, 6)
5. Flush - Any five cards of the same suit, but not in sequence (e.g., 4, 5, 7, 10 and King of spades)

6. Straight - Five cards in sequence, but not in the same suit (e.g., 7 of clubs, 8 of clubs, 9 of diamonds, 10 of spades and Jack of diamonds)

Yes, you technically may be able to get seven of the same card but this is poker and we stick to the rules of Hoyle. True poker! Ties will be decided by a flip of a coin.

Punch Card
Each team must "punch" their card with the punch provided at each CP (except for poker run CPs). Punch from the right hand side of the card. Punch patterns will be checked at the end of the race. CPs with incorrect punches will not be counted (i.e., punch the right square!). Be sure to turn in your punch card once you cross the finish line. This is how we tally your score and time. On the back side of the punch card is the CP#, point value and a clue to pinpoint the CP. Use the clue!

Transition Areas
There are two transition areas of the course where you will move between being on your bike and being on foot for the trekking component (and back again). These areas will have a volunteer, snacks, Gnarly Hydration and water. Please check in and check out with the volunteer and leave your bike only at these areas (and any gear you don't need for being on foot). (There may be a few places on the biking leg where you need to leave your bike on the side of the trail so that you can step off and grab a nearby checkpoint). Volunteers have radios, so if you need first aid or need to leave the race, please get with them so they can notify a race director.

Oktoberfest Tickets and Pint glass
When you are done racing, we'll give you an Oktoberfest pint glass when you bring your completed punch card in to be scored. This pint glass is your entry into Oktoberfest. If you need additional Oktoberfest tickets you can buy them at the gate of the event. Please remember that parking will be limited at Oktoberfest. We recommend that you walk or ride your bike.

Please say thanks to all of our volunteers, our sponsors and are partners, especially the US Forest Service Beartooth Ranger District and Red Lodge Mountain.

And thanks to you for signing up for the first year of this crazy idea - We hope to see you again next year as well - and bring your friends!

Any last minute questions - Feel free to reach out to:
Amy - 406-425-2257
Tom - 406-425-2071
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