

# Around The World Quest



*“The world is a book and those who do not travel read only one page”*

**Your Goal** - Prove yourselves as worthy explorers of the world by navigating to as many different forest locations...

**Rules** - In tackling the quest you need to be aware of the rules which must be followed:

- You have 2 hours to visit as many locations (marked on your map) as possible.
- Visiting locations and challenges along the way earns you points. (points information below)
- The team with the highest number of points will be the winners of the Around The World Quest.
- Teams who are later than 2 hours will be penalised, 10 points per minute (or part thereof) they are late.<sup>1</sup>
- Teams must stay together, with team members being within 50 metres of each other at all times.
- Everyone must ride safely! That means giving way to walkers and following designated MTB trail directions. Do not enter from the wrong direction.
- You will need to carry a timing dongle (Sportident electronic finger) to collect points at the various locations.
- No riding on Waipa State Mill Road - please use the ‘Verry Safe Trail’ next to the road (You may cross the road where necessary)
- Teams must travel with their bikes, although they may leave their bikes if they wish for any short sections of off track travel they come across and at the Around The World Mystery Activities.



**‘Points’** - There are two ways to earn points in this adventure quest challenge:

- 1) By visiting **Checkpoints (CPs)**. Each CP will earn the team either **20, 30 or 40 points**, and there are 30 checkpoints in total. Checkpoints are marked on the map from 20 - 49 (NB. In reality the Checkpoints will be numbered 120 - 149 - ignore the 100). Each checkpoint will have a red and white board attached to a feature. Punch the ‘dongle’ on the receiver, see the light flash at each checkpoint.
- 2) By completing **Around The World Activities**. There are 4 activities. These are marked on the map using the letters “MA1, MA2, MA3, MA4 & MA5”. When arriving at each activity there will be a set of instructions which will explain what is required.

Scoring	
<b>Regular CPs:</b>	
20-29 =	20 points
30-39 =	30 points
40-49 =	40 points
<b>Mystery Activities</b>	
MA1, 2, 3, 4 & 5:	
Correct Answers =	30 points
Incorrect answers =	-20 points

<sup>1</sup>Late or an emergency call Kate Kerr 027 256 0361, or in the event of major injury dial 111.