

UAG Race Rules

1. Teams of two are given a secret map of checkpoints that can be completed in any order to be considered for 1st, 2nd or 3rd in any race division.
2. City Streets ARE NOT blocked off, so racers must follow all traffic laws, signage and traffic lights. Disqualification will be immediate if disobeying any local or state traffic laws
3. Racers MUST mark their bikes, and ensure that they are identifiable. (Mark your bike and ensure it is identifiable as yours.) The penalty for taking another racer's bike is disqualification.
4. Teammates must check in together at each checkpoint, and if a checkpoint challenge requires both participants to complete the challenge, both must do so in order to receive credit for the checkpoint.
5. Maps must be carried the entire race. Teams will only be issued one map so do not lose it.
6. Race bibs must be worn on the outside of clothing at all times.
7. Racers are responsible for ensuring that you receive credit at each checkpoint that you complete.
8. Bicycle helmets are required at all times while on a bicycle and when specifically directed by race officials for challenges.
9. Racers must follow Rules of Travel as outlined in Course Instructions. Where no specific path is designated, teams select their path between check points. When instructions designate a specific route, teams must follow that path.
10. Any team withdrawing from the race must notify a UAG Volunteer at a checkpoint and a UAG staff/committee member. Failing to notify race officials will result in that team being responsible for all search and rescue expenses.