

Admiral Pitka Recon Challenge 2015

Penalty points

rev. 23.07.2015

Entering danger zone 12 penalty points

Time of arrival at the checkpoint may deviate from schedule by no more than +/- 5 minutes.

A greater deviation from schedule results in additional penalty points.

Early arrival

5-10 min 6 penalty points

10-15 min 12 penalty points

15-20 min 18 penalty points

over 20 min 24 penalty points

Early arrival to checkpoint safety zone than 15 min. 12 penalty points

Late arrival

5-10 min 12 penalty points

over 10 min 24 penalty points

If a team is late within the bounds of the preparation time, the referee may decide if the team is capable of beginning the challenge on schedule or not.

If a team reaches a checkpoint after the minimal preparation time, they are not permitted to complete that challenge and will receive maximum penalty points for that challenge and an additional 24 penalty points.

If a team does not attend a mandatory checkpoint (skip it), they receive the maximum number of penalty points for that challenge and an additional 48 penalty points.

A mailbox is considered "fully" attended, i.e. with no penalty points, if all team members attend it.

Each missing member results in 12 penalty points for the team.

Resistance is active on the course. The team receives 12 penalty points per caught participant.

Carrying a weapon in a backpack or some other place where it is not easily accessible – 12 penalty points (per weapon).

Leaving a weapon unattended in a checkpoint while completing a challenge – 48 penalty points (per weapon left unattended).

If a team member breaks or loses a piece of checkpoint equipment (armbands, harnesses, pulley wheels, inflatable boat, etc.), the team will receive 24 penalty points per broken or lost item.

A three-member team may continue the challenge.

If one member leaves the challenge, the team will receive 96 penalty points. If two members of a team leave the challenge, that team is not allowed to continue.

Lost equipment results in 3 penalty points per item lost, except for weapons and ammunition, the loss of which results in 12 penalty points.