



CFMOTO-HUNT-THE-WOLF 2018
Official Regulations of CFMOTO-HUNT-THE-WOLF

Additional rules for Adventure class



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1. Every day ADVENTURE riders must reach as many “wolves” as possible.
2. The “wolves”, spread out over different areas, can be reached from any direction.
3. Each WOLF has the value of 1 point. The race ends at the “LAST WOLF”, the point which must be reached last. All others can be reached in whatever order.
4. The daily race ends at “LAST WOLF”, **or**, if not reached, at the daily given race finish time. After the given maximum daily race hour a reached “wolf” is not counting anymore.
5. If the “LAST WOLF” was NOT reached, teams get points for wolfs reached in given race time only.
6. If the “LAST WOLF” was reached by at least 1 team, then the time of WHEN he was reached matters. In this case the team(s) get bonus points according to how many teams (minus one) reached “LAST WOLF” and in which time order:
 7. - If only 1 team reached “Last wolf”, 0 extra point;
 - if 2 faster team gets 1 point;
 - if 3 fastest team gets 2, second team 1 extra point; and so on.
8. Winner has most points after 5 minus 1 racing days. Worst day result is cancelled. Worst = where difference to winner of day the biggest.
9. At all “wolf”-checkpoints teams must take a picture of the subject shown on “checkpoint specific picture” given by organizer, showing the subject and all - minus one - team members. Non-valid pictures are considered as checkpoint not reached. Cheating leads to disqualification.
10. A team is a team from start to end of each day.
11. All team-members must stick together from start to end of the day, no matter if only 1 person gets hurt or only 1 vehicle has a break down.
12. Only back at base a team can dissolve and ex-team-members can start with other teams the next days, even if then teams will get bigger than 3 vehicles. Changes of team sizes must be announced to organizer before next start. The dissolved team will be disqualified. Whoever leaves his team prior rescue by organizer or prior reaching the finish line together with all team members is immediately disqualified.
13. A team-member can leave his team only to call the organizer by phone for help (and inform them about GPS position). Then all team members have to follow organizer’s orders.
14. Whoever does not follow organizer’s orders in emergency situation will not be allowed to start in CFMOTO-HUNT-THE-WOLF in the future (except after written plausible explanation).
15. Back at base, using WIFI, all teams must sent 1 valid picture of each reached “wolf” to organizer not later then 8 PM of race day.



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16. GPS:
 - Every team has to register its track by GPS.
 - This can be done by Smart-phone-app. Examples are Apple “motion X”, GPX-viewer, Alpenvereinaktiv.com, or others.
 - The GPS track must show track from start at base to finish at base.
 - ONE track per team must be sent to organizer by E-mail or WhatsApp at arrival.
17. You will get GPS tracks and lines, showing:
 - Approach and return track from base to “open area” (area in circle) and back to base.
 - “Open area”, circled, where wolves are to be found.
18. GPS-tracks:
 - Whenever given, ADVENTURE teams MUST follow the given GPS-track to get to and come back from “open area”.
 - Tracks must be followed from beginning to end, in correct direction.
 - Tracks will be sent by E-mail/WhatsApp to racers the morning before the start.
 - As in the other classes there is a 100m tolerance left and right of the GPS track.
19. If a recorded team track leaves the 100m tolerance area without getting back into it before or at exit point, the team gets disqualified for the day (yellow card)
20. If this happens a second time (another day), the team is disqualified from the race (red card).
21. “Open area”:
 - Inside the open area you will find all wolves and you can do whatever you want.
 - ALL areas OUTSIDE the “open area” are OFF-LIMITS until you reached the very last wolf or the daily time limit.
 - All wolves reached after exiting “open area” and not returning to “open area” at same spot (100 m tolerance) will not count.
 - If a team-member re-enters “open area” at different spot, all later wolves will not count.
22. Race day time calculation ends at last wolf or at daily given finish time, but any given GPS track home must be registered and GPS track rules are valid until base.

The racers acknowledge the fact, that ATV/quad/UTV and ENDURO driving can be very dangerous, ATV/Quad/UTV and Enduro-races are even more dangerous and can be fatal. HUNTTHE-WOLF, promoted as the world’s hardest ATV/Quad/SXS race, is life threatening in the Extreme class and very dangerous in all other classes and categories