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### 2006 Harpoon Brewery Churn & Burn



*"I personally have done nine 24 Hour races in my life and yours was by far the most fun of all of them." - Rick*

### Harpoon Brewery Churn & Burn 24-Hour Mountain Bike Relay Race

Below you will find all the information on the Churn & Burn 24-Hour Mountain Bike Relay Race on Saturday & Sunday September 16th & 17th and the ECCC UConn Enduro 8-hour Mountain Bike Relay on Saturday, September 16th only. You can scroll down or click on the bookmarks below to view a specific area.

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24-Hours, the ultimate test of endurance. The weekend of September 16th and 17th will bring mountain bikers from all over the New England area together to test their limits against fast & fun mountain bike course in Eastern Connecticut.

### Registration

Fee schedule for Churn & Burn 24-Hour Mountain Bike Relay Race (Fee for the 24-Hour event includes a campsite for your team Friday & Saturday night). Please note there is a \$25 late fee for all registrations received within 2 weeks of the event.

24 HR Fees	Solo	2-Person Team	4-Person Team	5+ Person Team
Prior to September 2	\$150	\$300	\$500	\$600

Prior to September 14	\$175	\$325	\$525	\$625
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Register for the Churn & Burn 24-Hour Mountain Bike Relay Race now!



Or, [Click Here](#) to download the editable & printable application for mail-in registration. (Adobe Acrobat Reader required).

8-HR Fees	Solo	3 or 4-Person Team
Prior to September 14	\$35	\$110

Register for the ECCC UConn Enduro 8-hour Mountain Bike Relay now!



Or, [Click Here](#) to download the editable & printable application for mail-in registration. (Adobe Acrobat Reader required).

Online registration closes at 5:00 PM on Thursday, September 14th. Mail in Registration forms must be received by Wednesday, September 13th. Mail in Registration fee cutoffs will be based on the postmarked date.

**Cancellation Policy**

Entry fees are NON-REFUNDABLE. If the event is not sold out and you notify us within two weeks prior to the event date, we will attempt to transfer your entry. If the event is sold out the entry fee is NON-REFUNDABLE and NON-TRANSFERABLE.

Address your cancellations to:

[info@genesisadventures.com](mailto:info@genesisadventures.com)

-OR-

Genesis Adventures, Inc.  
 49 Fawn Ridge Ct.  
 Southbury, CT 06488  
 Attn: Cancellations

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**The Venue**

[Brialee Camp Ground, Ashford, CT](#)

The event will be held at the Brialee R.V. & Tent Park located in Connecticut's Northeast Forest. Brialee is a top-rated facility and considered one of the most complete campgrounds in Connecticut! Click here for [Maps & Directions](#) to the event.

**Camping & Parking**

Each entry into the event includes a campsite. We will assign campsites and provide your campsite location when you check-in so please do not contact Brialee for your campsite location prior to the event . Power & hookups will ONLY be guaranteed for early registrants. Sign up early! There are bathrooms & showers at the venue and many other

amenities. There will be an area to hose off bikes. Teams may park 1 car in the campsite area and additional cars will be sent to a designated area. This main parking area is still on the campground property and not too far away from the main race site.

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### **The Race**

Starting at 11:00am on Saturday, September 16th, teams and individual racers will begin taking laps to see how many they can do in a 24-Hour period. The event will run straight through the night ending at 11:00am on Sunday. Divisions will include: Solo, 2-Person, 4-Person and 5+ person teams. Teams may be mixed or all male/all female. Teams will be assigned camping areas within the main event area.

### **The UConn Enduro 8 Hour Mountain Bike Race**

As part of the Churn & Burn 24-hour, we will also host the ECCC UConn Enduro 8-hour Mountain Bike Relay. College teams will compete for season points during the first 8 hours of the Churn & Burn. The 8-hour event will take place from 11:00am to 7:00pm on Saturday. Event categories include solo and teams (3 to 4 team members) in the following divisions: all male, all female and coed (1 member of the opposite sex). Teams will complete as many laps as possible during the 8 hour period. All Churn and Burn rules apply, please read the Churn and Burn rules carefully. Each team or soloist is required to have one bike light to complete laps after dark.

Event fee for 8-hour is \$35 for soloists and \$110 for teams (can be 3 or 4 person teams). Entry fee includes some post-race snacks. The 8-hour entry fee does not include a t-shirt, they will be on sale for \$10 at the race site. Camping is available for an additional fee, contact Genesis to reserve your space.

**On Site Support:** [Pig Iron Sports](#) will be returning again this year! They will help with repairs and have supplies on hand for sale. Pig Iron Sports is located at 2277 Main Street, Glastonbury, CT 06076 and they can be reached at 860-633-3444.

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### **The Course**

The course is now a seasoned trail section that we broke in over the last 2 years. The course is well marked, fast and lots of fun.

Here is a description of the course and event by Rick Nelson, a prominent member of [Team Bums](#) and a Churn & Burn competitor for the last 2 years:

A person who enjoys racing 24 Hour Races has a lot of planning to do whether it be setting up bikes and clothing, setting up light systems and of course getting yourself and keeping yourself in shape, fed and hydrated. Speaking of "course", what better Course is out there for a fun competitive 24-Hour Race venue than Brialee Campground for the Churn & Burn 24-Hour Mountain Bike Relay Race produced by Genesis Adventures. This race site and its 5+ miles of trails offers any rider a fun racing challenge with some rock sections, some fast straight-aways, a few fun short downhills and what would mountain biking be without some hill climbs? Now granted these hills are short BUT these climbs will kick your butt!

This course starts off and ends in a softball field that allows your teammates or pit crew to say "goodbye and good luck" as you enter the woods and even better, "hello and great job!" when your lap is over. Once in the woods your bike, legs and arms are challenged

immediately with roots and rocks that are short in length but immediate in impact. The course then opens to a dirt road that allows you to pick up speed as you right turn back into the woods with authority. The course winds up; down and all around until you enter the first of two open fields that have been mowed into a very cool winding trail system. Again, a fast section, but be prepared as you maneuver around the trail lest you end up in the tall grass! Continue on with more winding trails that include the toughest hill climb on the course. This climb has walk, run or ride written all over it. Obviously your choice, but your physical self may have something to say about it as well. Continue on at the top until you come to open field two split by a fast straightaway and leading right into a rock section followed by one of the last short climbs. As this point you might be thinking you are nearing the end of the course when you get to the top since you quickly come out to campground civilization again. This may be true but don't let your guard down as you fly up a quick fun rise at a nice fishing pond and follow a ledge into a rock bed and finally out to the campground road. At this point you can either sit back and just finish or you can take it up a notch as you ride through the competitors campsites and yell such things as "WHOO HOO" and fly back into the softball field.

At this point you can either sit back and just finish or you can pick it up as you ride through the competitors and fly back into the softball field. Remember to dismount as you cross the finish line! SO, are you going out again or are you hydrating and eating as your teammate heads out or are you a soloist and a glutton for punishment? Your choice. Don't worry, the race is 24 HOURS LONG, you have many more hours to go! Many in the daylight and many in the moonlight. Just remember, ride fast, ride safe and enjoy this excellent 24-Hour course and race.

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### **What's Included**

- 1) Race/ Event Entry Fees (Friday, Saturday, Sunday)
  - 2) Camping (Friday and Saturday Nights)
  - 3) Event t-shirt
  - 4) 8:00 AM Sunday Breakfast consisting of Pancakes or French Toast, sausage, and juice
  - 5) Prizes & Schwag
- And much, much more!

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### **Event Schedule & Pre-Ride Dates**

- Friday 9/15: 2:00 PM Registration and Camp Sites Open
- Friday 9/15: 2:00 PM - Course open (course closes at dark)
- Saturday 9/16: 7:30 AM till 9:45 AM - Registration and Open Course Riding
- Saturday 9/16: 10:00 AM - Mandatory Pre-Race Meeting, ALL participants
- Saturday 9/16: 11:00 AM - Race Start
- Sunday 9/17: 8:00 AM Breakfast under the Pavilion
- Sunday 9/17: 11:00 AM - Race Finish
- Sunday 9/17: 11:30 AM - Awards under the Pavilion

The course will open on Friday, September 15th at 2:00 PM for practice laps and will remain open until it gets dark. Racers must first complete the registration process prior to entering the course. The cutoff time for beginning a new lap on Friday evening will be determined by race officials. The course will reopen on Saturday morning at 7:30AM and all riders must be off of the course by 9:45AM SHARP. All participants must attend the 10:00AM pre-race meeting.

For questions about the event, please e-mail [info@genesisadventures.com](mailto:info@genesisadventures.com).

**Note about Food & Fluids:**

Teams should plan on bringing plenty of food (meals/snacks/fruit) and fluids (water/energy drinks/fruit juices) to sustain themselves throughout the weekend.

**Pre-Ride Dates**

Below you will find 2 available weekends as pre-ride dates for this event. Anyone pre-riding the course must check in at the campground main office upon arrival. From there, you will be directed as to where to park, how to get on the course and where to exit after finishing your ride. Please note there is a strict **5 MPH** speed limit within the park, lots of kids & families so drive carefully.

Pre-Ride #1: August 5th & 6th (Saturday & Sunday)

Pre-Ride #2: September 9th & 10th (Saturday & Sunday)

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**Awards**

**Official Churn & Burn Rules**

The following rules and regulations are consistent with most 24-Hour Mountain Bike Relay Events. A lot of these are common sense and are designed to ensure that the event is safe, fun and runs smoothly for everyone involved. Disqualification penalties will be enforced without exception. Teams should review the rules prior to the event and help each other to make sure they are followed correctly. The race director reserves the right to adjust these rules as necessary. Each team will receive a final copy of the rules during the registration process.

**Important Note on Split-Times:**

Although we will record split times for every lap as part of the results data, please be prepared to calculate your own split times throughout the event. Do not approach the timing area to request a split-time.

**Registrar**

The registrar is the main timing individual located in the timing tent. The registrar will be in the same place for the entire event and although the registrars face may change, the registrar area will remain constant. This area will be clearly marked and racers will be directed to the registrar on every lap. The registrar will always be the person the baton is handed to when returning from a lap and always the person who will give a baton when beginning a lap.

**Starting Procedure**

Each racer who will ride the first lap must check-in with the registrar at the timing tent no later than 1 hour prior to the event. At check-in, the first lap racer will receive the timing baton that will be used by the team for the entire event. First lap riders will position their bikes at the Start/Finish Line. The start of the race will be a Le-Mans style start and racers will run a designated course (about 1/4 mile), which will end up back at the Start/Finish line where bikes will be picked up and racers will head onto the racecourse.

**Team Captains**

Each team will elect a team captain and co-captain. Team captains will represent the team in all correspondence and communications before, during and after the event. If the team captain is unavailable, the co-captain will represent the team. The team captain will also make sure that each member of his or her team is listed properly on the master timing sheet. In addition, the team captain will ensure that all team members abide by race rules and regulations.

### **Pre-Riding the course**

Check specific event page for pre-ride dates & times.

### **Team Number Display**

Team numbers must be displayed at all times on the front of your bike, right side up and visible. If a team number is not visible it will only delay a team's check-in/check-out time.

### **Helmets**

Any rider on the course must have a helmet on. If you go out to assist a rider, a helmet must be worn.

### **Pre-Race Meeting**

There will be a mandatory pre-race meeting at all events. Check race page for meeting time.

### **Team Pit Area**

Each team will need to designate a pit area and this will generally be at the campsite. In the pit area, teams may change or repair any equipment. Pit areas will not be allowed anywhere on the course or in the Start/Finish area. If there is an emergency mechanical in the Start/Finish area, teams may make a repair or replace a bike if necessary. Teams may accept help from anyone, provided this help occurs in the pit area or at the Start/Finish area. Teams may bring as many support people as they wish but the support personnel can only assist a team in the pit area or the Start/Finish area, not on the course.

### **Support on the course**

If a racer requires support while on the course, only a registered racer can assist. That means anyone on the course. If a racer goes to help a teammate on the course, they must reach them on their own power (bike/foot). Teams will be limited to a maximum of 1 additional team member on the course to help a teammate. To reach a teammate in need, the course must be followed in the direction of the race. Tools can be brought onto the course and racers can even swap bikes if necessary. No shortcuts are allowed to get to a teammate in need of support. Watch out for other racers!

### **Water and Food**

Racers may get water and food from anyone, anywhere on the course or event area at any time. A racer stopping to eat or drink while on the course must make certain other riders have a clear path around them. Littering will not be tolerated and violators risk disqualification.

### **People allowed on course**

Only registered racers on the master race list and event staff may be on the course during the event.

### **Right of Way**

A racer pushing a bike must stay near the side of the trail to allow others to pass. A racer pushing or carrying a bike and overtaking another racer must not interfere with that racer's progress. When passing a racer, it is the responsibility of the passer to indicate direction, such as "ON YOUR LEFT" or "ON YOUR RIGHT." It is also the responsibility of the passer to give enough notice and to pass safely. It is the responsibility of the person being passed to yield as quickly as possible. If racers are vying for position, the leading racer does not have to yield to the challenger but may not interfere or impede a racer's progress in any way.

### **Short Cuts**

Taking a short cut on the course by any racer will result in the ENTIRE TEAM'S Disqualification. The course must be ridden as marked and it will be marked very clearly to avoid any directional confusion.

### **Sportsmanship**

Dangerous riding, use of profanity, abusive language and any unsportsmanlike behavior will be taken very seriously. Anyone exhibiting such behavior will cost his or her team a disqualification. There will be a zero-tolerance policy for unacceptable behavior towards other racers, volunteers, course officials, spectators or anyone at the campground.

### **Quiet Hours**

Quiet hours will be from midnight Saturday until 8:00am Sunday.

### **Lighting**

Each racer is responsible for their lighting system and battery supply. Riders must also have in their possession a secondary light, such as a flashlight. Every rider must have a flashing red light for the rear of his or her bike/jersey/camelback. From 7PM until 7Am, any rider checking-in for a lap must demonstrate that all lighting sources are functioning properly. Lights must be on at all times during these hours. Anyone caught riding without lights on during these hours will be disqualified. Riding without lights is dangerous for everyone on the course. The race director reserves the right to adjust the mandatory on/off times for lights based on weather, fog, etc. Should a change be made, all racers will be notified promptly.

### **Timing Tent**

Racers must check-in and checkout with the registrar on every single lap (even when taking consecutive laps, even solo-riders). The registrar will be located in the main timing tent right by the Start/Finish line. Basically, every time a lap is taken, racers must check-in and out, no matter what. The racer completing the lap will dismount from their bike at the Dismount area before heading down the chute to the main timing tent. There will be no riding in the chute. The rider completing the lap will hand the baton to the registrar who will record their checkout time. As soon as the baton is handed to the registrar and the checkout time is logged correctly, the racer who has just completed the lap may head back to the pit area. Once the checkout time is recorded, the registrar will hand the baton to the teammate who is waiting on-deck to check-in. The checkout time of the teammate just finishing their lap becomes the official check-in time for the new lap rider. If no one from a team is waiting on-deck, that check-in time will not change regardless of how long it takes to produce another rider. The on-deck rider should be prepared and waiting about 15 minutes before they expect their teammate to arrive from their lap. Those waiting on-deck should give their name to the registrar before their

teammate arrives to minimize confusion.

### **Recap for Timing:**

Check-in with registrar, receive baton and take lap. Upon return, checkout by giving the baton back to the registrar, make sure time is logged correctly. Go back to pit area. On-deck teammate checks-in, gets baton from registrar and heads out on their lap. Repeat many, many times. Remember, even if taking more than 1 lap, a racer must checkout and check back in each time the timing tent is passed. If a racer forgets to checkout after their first lap and takes 2 laps, only 1 lap will count!

### **Verifying the Log Sheet and General Timing Statement**

It is our responsibility to check each racer in/out for each lap. It is the racers responsibility to make sure we are right. Please be courteous, respectful and patient with those who are verifying information. Race staff may ask for your name and team number at any time. All of us, racers and staff, will confirm and re-confirm together to make certain that information is accurate.

### **Loss of Baton**

If a team loses their baton, a 20-minute penalty will be assessed. Each successive baton loss infraction doubles the previous time penalty. Any penalties during the event will be tacked on to the time of the racer completing the last lap of the event.

### **Minimum Lap Requirements**

Each team member must complete a minimum of 1 lap during the event or be assessed a 1 lap penalty for each team member not meeting the requirement.

### **Canceling a lap**

Once a racer has checked into the course, they must complete the lap. Stuff happens (exhaustion/broken bike/injury/sickness) so teams will have the option of canceling a racer's lap and restarting the lap with a substitute. First, the team captain or co-captain must contact the registrar to notify that the lap in progress is being cancelled. The registrar will cancel the lap and the team captain or co-captain must initial the main timing sheet next to the cancelled lap rider's name on the log. The substitute racer should be present during this process. The substitute racer will inherit the check-in time of the cancelled racer's lap and a new baton will be provided at no additional penalty. It is the responsibility of the team to bring the original baton back to the registrar as soon as possible. Once a lap is cancelled, you cannot change your mind. Of course, the cancelled lap does not count.

### **Finish**

The race starts Saturday at 11:00AM and ends Sunday at 11:00AM. On Sunday, racers must checkout from the course beginning at 11:00AM on. The last check-in time for any racer to begin a new lap will be 10:59AM. Any racer still on the course after 11:00AM will checkout upon completion of that lap. A team's final placement will be based on both the number of laps completed and how long it took to complete those laps. For example, a team with 24 laps and a finishing time of 11:30AM would beat a team that had 24 laps and finished at 11:35AM. A team completing 25 laps and finishing at 11:55AM would beat both of the teams mentioned. A team or soloist may decide to stop taking laps at anytime during the event and still be listed as completing the race. The number of laps will be calculated as the total number completed up until the time of withdrawal.

### **Protests**

Only a team captain or co-captain may file a protest. Protests must be delivered in writing to the race director at any time during the race or within 30 minutes of final race results posting. Please describe what happened, who was involved, witnesses, names, addresses and phone numbers. The team captain must sign the dispute and a \$75 cash fee must accompany the dispute. After investigation, the race director will make a ruling on the protest. If a protest is denied, the fee is forfeited. Fees will be refunded if the protest is upheld.

### **Final Rulings**

The race director has the final say on any ruling.

### **Laws**

Federal, state and county laws and ordinances will be abided by at all times.

### **Catastrophic Event**

If there is a hurricane or any situation that creates an unsafe environment, the race director reserves the right to call the race as of that time. Final results will be based on the placement of each team at that particular time and the number of completed laps up to that point. This would only be used as a last resort and only in the worst-case scenario.

### **Need a Teammate?**

[Click Here for the Genesis Teammate Finder](#)

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### **Weather**