Rules

With the exception of the wild card challenges there must only be one participant from a team on the course at any one time.

A wild card challenge is one of three challenges that when completed earn the team or individual a bonus ascent and descent to be added to your total.

These are:

A team ascends and descends together with a 20L jerry can full of water.

An individual participant carries a 25kg pack for a single rotation (up and down).

A mystery challenge released on the day.

Wild card challenges are only available to those doing 10 or more rotations.

Wild card challenges can only be used once you or your team have completed 10 rotations.

Each team or individual participant can only use 3 wild card challenges.

Ascending climbers have right of way.

Each individual competitor and team will receive an event card on a lanyard. For the team this will be your ‘baton’ to swapped between climbers. Each rotation will be clipped off by a PB official at the gazebo on the start/finish line.

Gear list for overnight leg

Head lamp and spare batteries

Whistle

Thermals

Beanie

Survival blanket

Cell phone

Optional: light rain coat

Water bottle or bladder (Camelback)