2026 Chatt-AR-nooga Adventure Race
Race Legs
Theme: What's Mined is Ores

- Race Legs must be done in order.
- Only Checkpoints (CPs) listed for the given Race Leg can be retrieved during that Leg.
- Within each Leg, teams can retrieve CPs in any order.
- All CPs are optional and worth one point.
- Transition Area (TA) 1/2 is at Durham Mine Trails Parking Lot on Durham Road.
- TA 3/4 is at Lula Lake Land Trust Parking Lot on Lula Lake Road (Go around or through gate if closed).
- Water and ice will be available at each TA.
- Each TA has a pit toilet with toilet paper.
- Laminated instructions are attached to some CP flags. Teams must follow instructions to get credit for the CP.
- Turn in punch card to volunteer at each TA. TAs are for "transitioning to next leg" only.
- *CPs tied to the area's mining history have an asterisk after the clue.

Leg 1 - Prologue and Bike (Maps 1, 2 and 3)

Prologue: Retrieve the map for the Leg 4 trek.

- 🏁 on the map shows the location of the race start/finish and 🗺 is the location of the Leg 4 trek map.
- The map can only be retrieved by a team member that is on foot from the start to the map location.
- Each team leaves at least one bicycle at the start until 3 minutes have elapsed (whistle will blow after 3 minutes).
- 100-foot rule is suspended (teams can separate) until both team members are "riding" their bikes.
- CP 1 can be retrieved on bike or on foot by any team member before or after retrieving the Leg 4 trek map.

Teams retrieve CPs 1 thru 5, in any order, on bike on their way to TA 1.

- CP 1 - Power Line Pole
- CP 2 - Top of Small Rock Bluff
- CP 3 - Abandoned Car
- CP 4 - Drainage/Reentrant
- CP 5 - Tall "Tailings" Mound*

Leg 2 - Trek (Map 3)

Teams leave their bikes at TA1 and proceed on foot to retrieve CPs 6 thru 10, in any order, then return to TA 1/2.

- CP 6 - Mine Drainage/Reentrant*
- CP 7 - Tall "Tailings" Mound*
- CP 8 - High Point (west side of trail)
- CP 9 - Abandoned Roadbed
- CP 10 - Tipple Ruins*

Upon returning to TA 1/2, teams will be given instructions for an optional Bonus CP to be retrieved before Leg 3. During the Bonus CP, the 100-foot rule is suspended. 100-foot rule applies after the Bonus CP for the rest of the race.

Leg 3 - Bike (Map 2)

Teams retrieve CPs 11 and 12, in any order, on bike on their way to TA 3.

Note: The trail to CPs 11 and 12 is labeled a green trail; however, there are many sections that ride more "blue".

- CP 11 - Old Roadbed
- CP 12 - Creek

Leg 4 - Trek (Map 4)

Teams leave their bikes at TA3 and proceed on foot to retrieve CPs 13 thru 17, in any order, then return to TA 3/4. Map 4 will be retrieved during the Prologue. The optimal route to retrieve all CPs, which includes approximately a quarter mile of bushwhacking, will be under five miles and approximately one-thousand feet of elevation gain.

Note: Some trails have ropes across them. It's okay to ignore them and go through.

- CP 13 - Train Trestle Remains*
- CP 14 - Boulders on Top of Ridge (off of old roadbed)
- CP 15 - Drainage/Reentrant
- CP 16 - Base of Waterfall (small tree on east side of falls)
- CP 17 - Rock Outcropping (small trail to bluff view)

Leg 5 - Bike (Map 1)

Teams will proceed to the Finish on bike, retrieving CP 18 along the way.

- CP 18 - Side of hill