



ADVENTURE RACING WORLD SERIES MANDATORY EQUIPMENT LIST

Version 1.2 dated 16 January 2018.

The AR World Series members using this list have collectively agreed on standard mandatory equipments, and definitions of this equipment, that individuals and teams must carry while participating in an AR World Series adventure race. They have also agreed on the rationale and logic for the inclusion of items on this list. Additional items may be added by race organisers where they are specific to their location, conditions or laws of the host country.

PERSONAL RESPONSIBILITY AND ASSUMPTIONS - You and your team together are responsible entirely for carrying suitable and appropriate equipment, clothing and sustenance for the climate, conditions and activities in the event. This Mandatory Equipment List is NOT a list of the only items you should take. It contains the mandatory items that you and your team must carry with you, at specified times, to meet minimum safety requirements by law, prevent and/or treat SOME potential injuries, and short term survival purposes (for example a seriously injured team member, in a stationary position, overnight in bad weather). It assumes your team members will NOT separate during the race and that you may share between members the mandatory equipment that must be carried. You will certainly need additional equipment, clothing, food and drink for your participation in the event.

RECOMMENDED AND INFERRED ITEMS

The following items, categories of equipment or related items, are either strongly recommended by organisers, or assumed to be an inferred requirement as competitors must have an understanding of adventure racing, the activities they will be participating in, and general outdoor adventure knowledge and experience.





- ▶ Backpacks and water carrying containers/ bladders/ bottles.
- ▶ Foods and sustenance, sufficient until the next re-supply, including quantity for unexpected circumstances.
- ▶ Personal race clothing and footwear suitable for extreme conditions (including accessories such as hats/ gloves, eye protection, watch/altimeter as required and clothing for water activities such as wetsuits).
- ▶ Cycle repair kit (including pump, tubes, tools and spare parts).
- ▶ Waterproofing/ dry bags to keep personal and team equipment as dry as necessary.
- ▶ Water purification device or chemicals - to avoid illness from drinking contaminated water.
- ▶ Personal medications (not in contravention of anti-doping rules) permitted analgesics, therapeutic medicines, medical insurance certificates, allergy or illness identification tags, sun protection creams.
- ▶ Money/ Credit card, personal identification card/ Passport, immigration or visa certificates.
- ▶ Additional and back up Mandatory/ Recommended and Inferred items in re-supply boxes as permitted.

RULES - As a competitor in the AR World Series event using this list, you and your team are required to carry the mandatory equipment items with you at the specified times. Checks of mandatory equipment may occur during the race and missing equipment may result in penalties or disqualification as per the race rules. If any items are used/ consumed/lost during a leg, they must be replaced at the next transition point.























The mandatory equipment is divided into two categories, equipment you and your team must carry at ALL times, and equipment you and your team must carry during a specific DISCIPLINE.






PROHIBITED ITEMS - Prohibited items are outlined in the ARWS Rules of Competition









<https://arworldseries.com/resources/> There are specific rules on items containing GPS, communications/ internet capabilities and items that could potentially assist with navigation.









			ALL TIMES - ALL DISCIPLINES - ALL ARWS RACES	
Yes/No	Name	Image	Quantity	Description
✓	Official Race Bib (Vest/ Jersey/ Bib)		1 x per competitor (no share)	The official race bib must be worn by each competitor at all times as the outermost garment. Vest/packs that cover the front of the bib are not permitted. Race bibs are provided by the race organisers.
✓	Whistle		1 x per competitor (no share)	Each competitor must carry at all times a whistle that is pea-less and functional in wet conditions. It must be easily accessible at all times to sound an alert if required.
✓	Light Source (Headlamp)		1 x per competitor	Light source (such as headlamp), waterproof with the required batteries for the section of the race. Different light sources may be used in different disciplines e.g. headlamp, cycle lights.
✓	Shell Layer Top (Jacket)		1 x per competitor	The shell/ outer layer jacket must be waterproof, windproof, breathable as specified by the manufacturer. Jacket must have a hood, seams tape sealed and suitable for potentially extreme conditions in an adventure race.
✓	Shell Layer Bottom (Pants)		1 x per competitor	The shell/ outer layer pants must be waterproof and windproof as specified by the manufacturer. Pants must be suitable for potentially extreme conditions in an adventure race.
✓	Mid Layer Top (Fleece)		1 x per competitor	The mid layer top is used between the baselayer and shell layer to provide additional insulation in cooler conditions. Long sleeve top of synthetic or wool fabric. Mid weight (greater than baselayer), moisture wicking/ quick drying. Top may be carried or worn. When tested on scales the weight of the top must be 175 grams or greater.
✓	Baselayer Top		1 x per competitor	Long sleeve, close fitting top of synthetic or wool fabric. Lightweight, moisture wicking/ quick drying, and worn next to your skin. Top may either be carried or worn.
✓	Baselayer Legs (Leggings/ Tights)		1 x per competitor	Long leg, close fitting bottom of synthetic or wool fabric. Lightweight, moisture wicking/ quick drying, and worn next to your skin. Bottom may either be carried or worn.
✓	Baselayer Head (Beanie)		1 x per competitor	Beanie (or Buff) must be close fitting and of synthetic or wool fabric. Lightweight, moisture wicking/ quick drying, and worn over your hair/skin. Beanie may either be carried or worn.
✓	Magnetic Compass		2 x per team	Quality compasses for accurate navigation. Compass must have a needle balanced to the magnetic zone of the race. Watch compasses do not meet these requirements.

AR World Series Mandatory Equipment List

	Course Information and Maps		1 x per team	Course maps, course notes and passport/ control card, provided by organisers, appropriate for section of the race teams are completing. Adequate waterproofing e.g. laminated or waterproof paper, clear adhesive(Contact) or waterproof map bag.
	Survival Blanket (Space Blanket)		1 x per competitor	Sheet or bag of material coated in a metallic reflective agent. Used in emergencies to reflect heat. Can be used to counter hypothermia, but also provide shade or aid in visibility. (note bags can deteriorate over time).
	First Aid Kit		1 x per team	First Aid contents specified separately. Must be contained in waterproof bag.
	Fire Starting Device		1 x per team	Waterproof matches, gas lighter, flint and steel are all acceptable fire starting devices.
	Knife		1 x per team	Minimum blade length 50mm and sharp enough to cut rope or webbing in an emergency. Folding blade for safety. Must be easily accessible while kayaking.
	Strobe Light		1 x per team	Must be flashing white light 360 degree visibility, waterproof to 1m or greater, rated for visibility beyond 1nm (1.9km) and with charged batteries. Normal flash rate 60 per minute. Can be used in an emergency situation (on both land and sea) to alert others to your location. Headlamps or cycle lamps that flash are not acceptable.
	Sleeping Bag / Bivy Bag		1 x per competitor	Full length sleeping bag or heat reflective breathable bivvy sack. (not enclosed survival/space blanket) When tested on scales the weight of the bag must be 150 grams or greater. Primary purpose is warmth.
	Emergency Shelter (Tent or Bothy Bag)		1 x per team	TENT – Must have sewn in floor and minimum floor area of 2.5m² or 27ft². Tent design must include poles. All the required poles, pegs, ropes etc must be carried with the tent. Must be suitable for potential conditions of the race. or BOTHY BAG - Single Bothy bag rated for 4 people (not e.g. 2 x 2 person bags) made from waterproof & windproof material and containing air vents. When tested on scales the weight of the bag must be 400 grams or greater. <i>For ITERA 2019 – must be a bothy bag.</i>
	Cell Phone		1 x per team	Cell phone with fully charged battery, turned off and sealed in opaque and waterproof bag/container for emergency use only. Race organisers will provide advice on specific cell network (if required) and seal phones in security bags before the race.
	GPS Tracker/ Emergency Communications		1 x per team	Specific device provided by race organisers. Must be carried and used in accordance with direction of race organisers.
	Digital Camera		1 x per team	Camera or electronic recording device (e.g. video camera), waterproof, shockproof with charged battery. Used to photograph in case of missing checkpoint.


 ALL TIMES - MOUNTAIN BIKE DISCIPLINE - ALL ARWS RACES				
	Name	Image	Quantity	Description
✓	Mountain Bike		1 x per competitor	Mountain Bike appropriate for adventure racing. No road or cyclocross bikes.
✓	Helmet		1 x per competitor	Cycle helmet with an approved safety standard certification. (e.g. CE, UIAA or country equivalent)
✓	Front Light		1 x per competitor	Front facing white light. May be head or handlebar mounted.
✓	Rear Light		1 x per competitor	Rear facing red light. Must be mounted on the bicycle. Recommended spare rear light is carried amongst team.

 ALL TIMES - KAYAK DISCIPLINE - ALL ARWS RACES				
	Name	Image	Quantity	Description
✓	Personal Flotation Device (PFD/ Lifejacket)		1 x per competitor (no share)	Correctly sized for the competitor and must meet safety standards of the country of the race. Worn at all times while kayaking. Inflatable type vests not acceptable. Foam deteriorates over time and loses buoyancy.
✓	Whistle		1 x per competitor	Must be attached to the PFD/ Lifejacket.
✓	Paddle		1 x per competitor	
✗	Helmet		1 x per competitor	Organiser to specify if river helmet is mandatory for any white water rivers, or if cycle helmet is acceptable. Worn as directed by race organisers.
✓	Kayak/ Canoe		as per race organiser	Supplied by race organisers (unless notified otherwise).
✗	Throw Bag Rope		1 x per boat	Rescue device with length of rope stuffed loosely into a bag so it can pay out through the top when thrown to a person. Minimum rope length 10m/ 30ft. Also useful for towing other kayaks in emergency.
✓	Illumination (Glow Stick/ Chemical light)		2 x per competitor 2 x per boat	One glow stick (100mm) attached to PFD in a highly visible position at all times (i.e. shoulder position). One glow stick attached to kayak (bring cable tie). Glow sticks must be glowing when dark. Multiple sticks may be required, bring spares. <i>ITERA 2019 – there are potentially 2 kayak stages at night</i>

	FIRST AID KIT - ALL TIMES - ALL DISCIPLINES - ALL ARWS RACES			
	Name	Image	Quantity	Description
✓	Pressure Bandage (Elastic/ Crepe)		2m long x 7.5cm wide	Total length of bandage is minimum of 2 metres and minimum width is 7.5cm un-stretched. Multiple bandages are permitted. Used to create localised pressure to site of injury or wound.
✓	Triangular Bandage		1 x	This bandage in shape of right angle triangle can be used to make a sling, as normal bandage and other applications.
✓	Wound Dressing (Sterile)		2 x	Dressing minimum dimensions 7.5cm x 7.5cm each. Applied to wound to prevent further harm and promote healing. Self adhesive or used in conjunction with a bandage. Gauze dressing with nonstick film recommended.
✓	Strapping Tape (Adhesive/ surgical tape)		1 x	One roll of strapping tape. Can be used to secure bandages or dressings and in improvised splints.
✓	Antihistamine (strong)		4 x adult doses minimum	Antihistamine tablets inhibits the action of histamines and can be taken in event of allergic reaction. Further medical attention may be required.
✓	Anti-diarrhoeal Medication		4 x adult doses minimum	Medication to provide symptomatic relief for diarrhoea to help reduce excessive fluid loss. Note Antidiarrheals do not eliminate the cause of diarrhoea. Further medical attention may be required.
✓	Medical Gloves		1 x	To protect the wearer and/or the patient from the spread of infection or illness. Use medical gloves when your hands may touch someone else's body fluids (such as blood, respiratory secretions, vomit, urine or feces)

Recommended Items - Additional first aid items that are highly recommended include (not in contravention of anti-doping rules) analgesics, anti-inflammatory, electrolyte replacement, disinfectant and antiseptic solutions/creams, blister treatment, CPR face shield.

RACE SPECIFIC ITEMS (These items added by the specific Race Director)

Yes/No	Name	Image	Quantity	Description & Required Discipline
✓	Team tent		1 x per team	For use in transitions to be packed in team bag. All team to fit in tent.
✓	Portage Trolley		2x per team	One for EACH sit-on-top kayak. To cope with gravel roads.
✓	Survival bag or blizzard bag		1x per team	Carried at all times. Either orange plastic, emergency bag or blizzard bag.
	Kayak Backrest		2x per team	We highly recommend that you bring backrests for the kayaks. It is not mandatory.
	Long john / or shorty wetsuit		1x per person	We recommend that you have a long john or shorty wetsuit for kayak stages. It is not mandatory

QUESTIONS CLARIFIED:

Q. Am I required to carry an additional baselayer top or bottom if I am wearing them during the race? NO.

Q. Does a cycle top and arm warmers (or cycle tights and leg warmers) meet the requirement for baselayer top and baselayer bottom? YES

Q. Can a team mate carry my backpack? YES however each competitor must always wear their race bib and carry a whistle.

ITERA Notes for Scotland 2019.

Whilst the UK and Ireland have relatively small mountains, the weather that is experienced even within August can make these locations very challenging. This part of the world is unique in that the temperature drops more per 100m of ascent than pretty much anywhere in the world. Please don't skimp on the kit required, whilst we will conduct kit checks – as an event we are reliant on you having good mountain judgement and taking the right kit for what you intend to do.

We have insisted that you carry a 4 person bothy bag / Kisu to the kit list, but removed the requirement to carry a tent and sleeping bag. This piece of kit is far more versatile in the conditions and terrain the UK has.

<http://www.terra-nova.co.uk/tarps-bivis-bothies/all-bothies-bothy-bags/bothy-4/>

<https://www.lomo.co.uk/acatalog/Emergency-Storm-Shelter-4-5-man.html>

<http://www.summitgear.co.uk/product/bothy-bag-4-person/>

Instead of a foil blanket per person we ask that each team takes at least an orange survival bag or blizzard bag. The foil bags by adventure medical kits are also allowed (but don't expect to get them back in that little stuff sac if you take it out!)

A tent is required by ALL teams to be carried in the team kit bag. At some point DURING the event you will be asked to pitch the tent at a transition and climb in to it for 10 mins. if you decide to continue sleeping that's fine.

WHY? In the past we have had teams saying they are not going to sleep in transitions (and hence not bring sleeping provision – then find out they are too tired to carry on). We have a rule of no sleeping in the transition buildings hence it becomes a difficult situation so now all teams must have a tent in the team kit bag.

We have also included the digital camera – on a few checkpoints we will ask you to get a photo of your team as proof. If you think you may leave the camera on, bring spare batteries or a 2nd camera.

Food

There is no event catering. You need to provide food yourselves or use one of the many cafes that are next to or part of the transition. We will list these in the route book including open and close times. We will also highlight locations where you can get provisions and what times these places are open.

At most transitions we will also have hot water available. We will not be providing cups, but will provide UHT milk (for use in tea / coffee ONLY) and tea / coffee. If you wish to have a hot drink you need to provide your own mug.

Hot water is available for drinks and meals where the water is added, but not where you are using hot water to cook the meal – the urn would be empty very quickly. Likewise not to be used for hot water bottles! If you see someone misusing this service feel and they think its funny feel free to break their legs (english sarcasm!).. and if the question is how do I cook my boil in the bag meal – the answer is bring your own stove.