



RULES AND REGULATIONS

Vehicle Requirements for all categories:

1. Any year/make/model vehicle equipped with a low range transfer case (4L) can participate in Standard and Modified categories (in tourism can be any 4x4 or AWD)
2. Vehicle must be street legal (Insurance, Tag and Registration up to date) except UTVs.
3. Any brand or type of tire is allowed up to 37" in diameter.
4. Vehicle must be in good working conditions that would not put its occupants and other's safety at risk. Vehicle must have no major fluid leaks.
5. The vehicle may not have any printed advertisement (stickers) bigger than 12 inches in length from any brand that is not an official sponsor of the event, unless the participant pays the respective Advertisement Fee, cover it with any colored vinyl or if it is from a non-profit foundation / club 4x4.
6. Each vehicle must have the following:
 - 6.1 Recovery Strap and two shackles
 - 6.2 First aid kit
 - 6.3 Spare tire, spare tire tools and wheel lock key (if equipped)
 - 6.4 Fire Extinguisher
 - 6.5 Water or hydrating drinks enough for all occupants for two days.
 - 6.6 Snacks and simple meals. There will be no time allotted for lunch stops.
 - 6.7 Satellite navigation device with GAIA GPS App installed.
 - 6.8 Cellphone and charger. Contact us at 954-406-1842.
 - 6.9 Outdoors camping gear
 - 6.10 Bug repellent
 - 6.11 At least \$30 in \$1 and \$5 to cover any WMA fees and such.
6. Glass bottles are prohibited in this event, even inside the vehicle. Those who wish to bring alcoholic beverages will need to do so in plastic or aluminum containers. Alcoholic beverages consumption is only allowed inside the campground once the vehicle is parked for the night. No open container policy will be enforced.
7. Any vehicle that does not meet these requirements will not be allowed to participate and will forfeit the admission fee



Additional requirements:

Standard Pro:

4X4 Vehicles with low range transfer case.

Tires must be at least 33" and must not exceed 37" in diameter

Operating Winch, a tree trunk protector and recovery gloves

Operating Snorkel

Snatch Strap & Shackles

Tourism Pro:

4X4 Vehicles with low range transfer case

Tires must be at least 33" and must not exceed 37" in diameter

Snatch Strap & Shackles

Tourism:

Any 4WD vehicle with Low Range transfer case for the Tourism Track Route (you will need 4X4 in order to follow the GPS track given)

Snatch Strap & Shackles

Any 4WD vehicle may participate in the Quest Race.

Additional Requirements for UTV Category:

- Seatbelts for all occupants
- Helmet for all occupants
- Winch
- Snorkel
- Gaia GPS App in any Device

UTV Competition will be determined on site and it will consist in different special challenges as: timed tracks, navigation skills and any other test described at the event.



PARTICIPANTS

1. Anybody with a valid driver's license can participate.
2. At least two occupants per vehicle in all categories is required. Both occupants must have a valid driver's license.
3. Driver must be properly insured.
4. Up to 5 occupants per vehicle are allowed in Standard Pro, Tourism Pro and Tourism categories.
5. Minors are allowed when at least one parent or guardian is participating in the same vehicle.
6. Before the event, every participant must sign a release and waiver to the organization and its members.
7. Participants must behave in a polite and cordial manner with all those involved in the event, organizers and other participants as well as with the inhabitants of the towns to be visited, parks, campers and the general public, maintaining high morals and good customs.
8. All participants should show good behavior and respect for others in and out of the event.
All participants must follow all rules, regulations and laws that apply.
9. Everyone is responsible for picking up their trash and maintaining campsites and every other area where this event is developed to be as clean as possible.
10. Participants MUST follow the principles of Tread Lightly; do not open new trails, do not deforest and do not litter. In the event that a participating team opens new trails, deforests and causes damage to the environment voluntarily, having been able to use open legal roads, the penalty will be the automatic disqualification and expulsion from the event.
11. It is the responsibility of the participants to read and abide by the provisions of the different reserves, forest areas, Wildlife Management Areas and any other area with special regulations.
12. The use of firearms is prohibited during this event.
13. Alcoholic beverages are ONLY allowed at base camp and once the vehicles are parked for the day; this means no drinking unless your vehicle will not be used until the next day.
14. Quiet time is from 12:00 A.M. to 6:30 a.m. During this time moderation is required for those who wish to stay up late.
15. The maximum speed within the camp and its surroundings is 10 MPH. Any participant who exceeds the speed limit, drives recklessly, performs maneuvers that endanger other attendees will be expelled from the event without the right to any refund.



16. Any violation of these rules will incur a penalization for the participant's team or even the expulsion from the event.

THE XPERIENCE (4X4 Vehicles)

Overlanders Xperience is an organized adventure in which participants will have to follow a series of waypoints in a predetermined distance and time frame, overcoming obstacles and challenges in order to get the least penalization points to win the Xperience. It will be 2 or 3 days of driving with two or more nights camping. The Xperience starts on Friday with check-in hours posted for each event, some Friday nights, Saturday and Sunday will be driving.

This is not a speed race, not a guided trip either. Participants will have to navigate by themselves in between checkpoints in the time and distance allotted in a road book that they will be given. There will be special challenges between checkpoints, if they are not completed it will be penalized.

1. Participants will receive an email 3 days before the event that will include the files with waypoints, roadbooks and any other important information.
2. Participants must register at Basecamp on Friday at the hours given by the organization with vehicles ready and meeting all the requirements described above. **You must have a full tank of gas.**
3. Once you arrive at Basecamp, you will proceed to a vehicle's technical inspection and equipment verification.
4. Once the inspection is completed and approved, a member of the OX staff will give you a form that you must present at the Check-In station.
5. All participants must go to the check-in station to confirm their entry and verify personal information. They will also be checked to have signed the Waiver & Release and receive a Welcome kit (T-shirts, stickers, roadbook, etc).
6. Once this procedure is completed, the vehicle must be parked to camp where the organization indicates.
7. Participants will need to place the stickers given in their vehicles. There will be a specific order for them.
8. On Friday night there **May be** a mandatory technical meeting for any category, at least one member of each team must be present at the meeting to listen to the recommendations and possible changes to the schedule, Team that is not present will have a penalty of **200 points**.
9. The starting order and the allocation of team numbers will be in the order in which the participants were registered, except for the first places, which will be assigned in the correlative position in which the participants have finished the previous event, keeping the team number when they attend each of the events consecutively. That is to say; The team that attends each event consecutively, will keep their team number and will start in



the order corresponding to their final position in the previous event, jumping the position of the teams that are not attending and ahead of the new competitors.

10. Vehicles will depart at the time designated by staff members and following NIST US Time (time.gov). There will be a 1-10 minutes interval in between vehicles. The team that is not in its starting position at the scheduled time, will start last in its category and will have a maximum of 10 minutes after the last participant to be able to start on that day or however is stipulated in the roadbook.
11. Once at the starting position (Basecamp) the exact time at which each team started will be noted. The participating team may start its route at the first Checkpoint at the exact time or after the time that corresponds to it according to the roadbook but not before. In the event that a team starts its track at the first checkpoint before the corresponding time, this team will be penalized with **200 points**.
12. At the start time, vehicles will need to search for the next checkpoint established in the roadbook, trying to meet the distance and time noted as well as the suggested average speed.
13. It is the duty of the participants to keep track of the miles traveled and times so that they have control over their performance in the competition using the Gaia GPS application. The so-called Checkpoints will be used to measure the travel time between them but will not have the presence of technical personnel since all the performance of the participants will be evaluated through the tracks and photos of their GAIA GPS device.
14. **Competitors must record the “TRACK” of their route in GAIA GPS during the competition from the first CheckPoint to the last CheckPoint, and share them as a link to the email: info@oxrally.com assigning a name containing the category, its team number and the corresponding day, All teams MUST send their tracks or will be disqualified. The Names of tracks must be like these: examples: STDPro07SAT (Standard Pro, Team 07, Saturday) TRMProFRI (Tourism Pro, Team 03, Friday). Same name should be used as an email subject.**
15. There could be more checkpoints in the route, participants must get to them in the time given in the roadbook without stopping to record the track in GAIA GPS, the track must record from the first CheckPoint to the last CheckPoint or as stated in the roadbook.



16. In between some checkpoints, there could be a “challenge” established in the Roadbook, which will need to be completed before the next checkpoint to avoid penalty points. These challenges might include some light physical activities such as walking, finding a hidden object in the bushes or taking a picture or selfie.
17. Each event may vary in the way it is executed, the teams must follow the instructions described in the Roadbook in order to meet the objectives of the competition, these variations may include Special Challenges, routes, challenges, photographs, points on foot, gymkhanas or any other requirement that is described in the roadbook.
18. The sections of the route that go from the Basecamp to the first Checkpoint and from the last Checkpoint to the Basecamp are normally by asphalted roads, streets or highways, in these sections called **"link stages"** the time reflected in the road book is estimated purely as ideal time, It will not count for the competitive evaluation, however the competitors must arrive at the Basecamp before the maximum time designated for the special challenges (if any) or they will not be able to perform them and will be penalized with the points established in the penalty table.
19. The scoring will be based on mileage and time between checkpoints. This will be done by verifying the track and photos recorded in the Gaia GPS APP. Teams must share the track link to info@oxrally.com and it should be named as explained above. In the “link stages”, the distance traveled will not be taken into account for the evaluation, giving the opportunity to any repair needed or the search for necessary spare parts to the competitors.
20. Participants must go through ALL the points of the road book, Check Points & Waypoints in the order given and in the amount of miles and time specified. In case of omission of any of them, they will receive the penalty described in the respective section of these regulations, this applies in the sections BETWEEN checkpoints, not in asphalt or link stages, this information is specified in the roadbook.
21. At some point during the Xperience, vehicles might enter certain Wildlife Management Areas (WMA), National or State Forests that require the payment of a fee. The payment stations or “Iron Rangers” will be marked in the roadbook as a “Challenge with the phrase: “Pay Fee”. It is the participant's obligation to read the signs, instructions and deposit the payment in the envelopes provided at the pay station. To complete this challenge, a picture or video of the payment could be required.
22. Overlanders Xperience emphasizes in Tread Lightly. Don't open new trails, watch for signs that prohibit the use of motor vehicles and respect all rules and regulations that each WMA, Park or Forest has.



23. The Overlanders Xperience is a self-sustained off road competition; that means that competitors are on their own and will have to solve any possible adversity on the route, (vehicle failure, down trees, stuck vehicle, etc.) competitors may help each other but they are not obligated to do so. In extreme cases when a vehicle can't be recovered after several attempts, we suggest leaving it and take a ride in another competitor's vehicle to the Basecamp, the organization will try to help through volunteers but **will not rescue any competitor.**
24. It is totally forbidden for those attending the event to interfere, sneak or participate in a route that does not correspond to their category, as well as inviting people not registered in the event to join them in any section of the route or interfere with the development of the competition. If they are denounced, seen, and evidenced with photographs or videos, the responsible team will be disqualified and expelled from the event.
25. Any team that deliberately spills oil or other polluting liquids into the environment will be disqualified without exception.
26. Participants must record on video any irregular activity committed by other teams like infractions against the environment, against other participants or lack of sports ethics. Passing on foot with the Gaia GPS device through an obstacle and "bypassing" the vehicle through another path, will be considered as cheating. The Gaia GPS device must be inside the vehicle at all times during the route unless the roadbook indicates otherwise. The technical staff will examine any evidence and will penalize the respective team in accordance to the fault committed.
27. Each day of the Xperience, all vehicles will return to Base camp. This means that all camping gear, trailers, support vehicles and such can be left at said location.
28. The use of grills, portable kitchens, griddles and other cooking devices is allowed.



WAYPOINTS

1. There are different types of waypoints and they can be differentiated by their nomenclature; they comprise four numbers and two letters (####XX). First number indicates the day of the competition (1 for day 1 and 2 for day 2); the next three digits indicate the position of the checkpoint in consecutive numbers. The two letters indicate the type of waypoint. In each case it will be explained in the roadbook.
2. The Basecamp is the start and finish point for both days.
3. The common points for all categories are called CommonA, CommonB, CommonC, etc and should be followed as explained in the roadbook.
4. The letters CP (Checkpoint) indicate points where we will measure the time that takes from one Checkpoint to another. Starting in the first Check Point (####CP) to the last one, we will verify your time at any point with this nomenclature ####CP , remember that this will be done with your own track and your photos, you have to keep recording your track from the first to the last CheckPoint or as stated in the roadbook.
5. The points with the letters WP (Waypoint) are guide points to guide the direction of the route or any point of interest on it.
6. There are other nomenclatures that may be used depending on the case; the points called SC correspond to a Special Challenge, where it could be asked to take a picture, video, or any other instruction noted in the roadbook.
7. According to the nomenclature of the waypoints, the mean is as follows:
1007WP: 1st day waypoint, #7 in the sequence, Waypoint (point of interest)
1012CP: 1st day waypoint, #12 in the sequence, Checkpoint. (Time evaluation)
2019SC: 2nd day waypoint #19 in the sequence, Special Challenge (Follow roadbook instructions)



PENALTIES

1. All occupants of each vehicle must keep their **seat belts** buckled at all times.
2. Every team must be represented by at least one member in the respective technical meetings, otherwise they will be penalized with **200 points**.
3. The performance of the teams will be evaluated through the GAIA GPS track which must be shared as a link to the email info@oxrally.com. This will be the only tool for verifying the route (the file recorded by Gaia GPS, be it .gpx or .kml), both in vehicle location and in measuring miles and time. The tracks, waypoints and photos recorded with the Gaia GPS app can be analyzed with any necessary software to obtain the most accurate information. **The disconnection, failure, alteration or loss of the Track for any reason of its own or beyond the participant will be the participant's full responsibility, and leads to its automatic disqualification without the right to any objection.**
4. The Links corresponding to the tracks of each team must be sent to the email info@oxrally.com maximum 5 days after the end of the event (next Friday at 11:59 pm) with the corresponding nomenclature, both the name of the track and the title of the email, they must also send the required videos or photos as special evidence. All information received after that date or without the required nomenclature, will be discarded and classified as invalid. Large size videos can be sent by wetransfer.com
5. **Participants must pass through all the points described in the route; Checkpoints and Waypoints, the omission or lack of crossing by any of the points will have a penalty of 400 points and it will be taken as omitted when the track is at a distance greater than 30 feet from the corresponding point (This will not be taken into account if the position of the track is obviously deviated by default in satellite signal). The distance will be taken through the function "create route" of the Gaia GPS app taking into account that any part of the circumference of the extremes touches the waypoint icon and the track line. (View picture P5 example at the end of this rulebook).**



6. Valid times will be taken between Checkpoints; participants must complete the route in the time described in the Roadbook. The times at each checkpoint will be taken in hours and minutes (without seconds) and through photos taken with the Gaia GPS app containing: date, time, location and photo of the vehicle (s) with the visible team number. When passing through a Checkpoint One (1) minute before the participant will be penalized with 20 points, if he passes One (1) minute later he will be penalized with 10 points. In case of omitting or missing any photo (regardless of the cause) taken with the Gaia GPS app at a Checkpoint, the penalty will include the 400 points for missing waypoint plus the minutes described in the roadbook from or to that Checkpoint multiplied by 10, Example: If the team does not send the photo taken with the Gaia GPS app at Checkpoint 1001CP and the time described in the roadbook until the next Checkpoint (suppose it is 1009CP) is 49 minutes, even if the corresponding photo of 1009CP is sent, the penalty will be $49 \times 10 = 490$ points (for time) plus 400 points for missing waypoint, in this way any missing checkpoint photo will be evaluated regardless of the order. Only the photo is valid to establish the precise time of arrival at a point (which can be additionally verified with the track).
7. Distance in between checkpoints will be measured using the track recorded in Gaia GPS by each team. Vehicles must try to meet the distance mentioned in the roadbook. **40 penalty points** will incur per every **mile under** and **20 penalty points** will incur per every **mile over** the distance allowed. These points can be fractioned based on the number of miles over or under.
8. The way to evaluate the miles traveled between checkpoints will be through the verification of the track (.gpx or .kml) recorded in Gaia GPS, (it can be evaluated by using the most precise software possible) adding the distance of each section traveled outside of the pre-established or erroneous route to assign the corresponding penalty.
9. During the development of the Xperience, Special Challenges will be presented and must be completed by the participants, they can be of different types such as recording the passage of the vehicle through a special obstacle, through a waypoint, walking outside the vehicle, taking pictures, video, data of any nature, games, posting on social media, etc. These Challenges in case of not being fulfilled by the participants will be penalized with **400 points**.
10. The **Special Challenges** to be completed **at the basecamp or in any other location**, will be explained on site or in the roadbook; it is the duty of the participants to pay attention to the instructions and comply with all the regulations described to pass the test. Failure to complete the test within the maximum time established or under the



instructions given, or not showing up on time, will be penalized with **600 points**. In the case of timed special events, the score for the teams will be as follows:

Place	Points
1	-10
2	-9
3	-8
4	-7
5	-6
6	-5
7	-4
8	-3
9	-2
10	-1
>11	0
DNF or DNS	600

11. The team that is not ready to start the Special Challenge in their respective turn, will have up to 10 minutes after the last competitor to appear at the starting point. If it is not ready on time, the team will be penalized with **600 points** and will not be able to attempt the challenge.
12. Teams that for whatever reason do not finish the route of one of the two days, will be evaluated based on the time they reached the last waypoint or checkpoint according to the roadbook and also penalized with the waypoints and miles omitted. In case of not participating or not sending the track of one of the competition days, they will be able to continue competing but will have a penalty of **6000 points**.
13. Any team or team member that shows disorderly conduct or bad behavior, or that might put others at risk, will be penalized with a number of points that the organization deems "fair" depending on the gravity of the offense and can even lead to disqualification and expulsion from the event and possibly future events.



14. In the case of a tie in points of two teams in the result of a competition, the total time shown in the statistics of the detailed page of the track will be examined and the team that has the least amount of minutes stopped will be considered the winner.
15. Any other fault committed by any participant not mentioned in this rulebook will be evaluated by the organization and a decision will be made accordingly. Likewise, the organization reserves the right to change any rule of this regulation, penalties, decisions, ratings, prohibitions, expulsions and other changes; before, after or during the event or when it considers that said decision is the best for the development of the competition, without having to make any kind of prior notice to the participants or other people involved in the event.
16. The team that believes a review of the results is necessary, must submit its request by email to info@oxrally.com and wait for the reasonable time estimated by the technical committee for an effective response. Calls or messages will not be answered, much less comments on social media. Likewise, the team that discredits, insults or doubts the prestige of the OX organization or any of its competitors or staff in any social media will be penalized respectively and their claims will be automatically discarded.

Penalty Points Table

FAULT	PENALTY POINTS
Technical Meeting Missed	200
Gaia Track Missed / Altered	DQ
Any Missed Point	400
One Minute Before	20
One Minute After	10
Did Not Finish (One Day)	6,000
One Mile Less	40
One Mile More	20
Omission or Failure To Complete a Special Challenge	600



Omission of any Picture or Video Challenge	400
Start on the first checkpoint prior to their time	200

THE ROADBOOK

Each Xperience's road book will contain the following information:

1. Waypoints
2. Distance in miles
3. Total distance: accumulated distance from start point.
4. Partial Distance: Total miles to the next waypoint.
5. Partial Time: Time allotted to the next waypoint in HH:MM:SS
6. Average Speed: suggested average speed in between waypoints.
7. Time: When the time Starts, ends, is evaluated or is free.

Example in next page:



2021 OX10 Night Route STD Pro / MOD						
Waypoint	Distance miles		Partial Time HH:MM:SS	Average Speed	Time	MOD Starts at 7:00 P.M. / STD Pro Starts at 8:00 P.M. Competitors may start no later than 12:00 A.M.
	Total	Partial				NOTES
Basecamp	0.00					Starting Line
Common A	3.30	3.30	0:05:00		Free	Gas Station / Fill it up if needed
NR01CP	26.70	23.40	0:27:00	52.00	Starts	First Checkpoint / Your Track starts HERE / Start recording your track / Take a photo using Gaia GPS app showing vehicle(s) and team number / The time of the photo will be your STARTING time for this stage
NR02WP	31.42	4.72	0:14:00	20.23	Evaluated	
NR03WP	34.37	2.95	0:10:00	17.70		Long water crossing / hard bottom / stay in the trail and avoid ditches on both sides
NR04CP	34.70	0.33	0:02:00	9.90	Ends	Checkpoint / Take a photo using Gaia GPS app showing vehicle(s) and team number / The time of the photo will be your ENDING time for this stage / Keep recording your track / DO NOT stop recording
NR05WP	37.12	2.42	0:06:00	24.20	Free	
NR06CP	41.66	4.54	0:11:00	24.76	Starts	Checkpoint / Take a photo using Gaia GPS app showing vehicle(s) and team number / The time of the photo will be your STARTING time for this stage / keep recording your track / DO NOT stop recording / Stay in the trail
NR07WP	42.50	0.84	0:02:00	25.20	Evaluated	Several water crossings ahead until next waypoint
NR08WP	45.52	3.02	0:12:00	15.10		
NR09WP	51.04	5.52	0:18:00	18.40		
NR10CP	53.35	2.31	0:06:00	23.10	Ends & Starts	Checkpoint / Take a photo using Gaia GPS app showing vehicle(s) and team number / The time of the photo will be your ENDING time for this stage AND your STARTING time for the next one / keep recording your track / DO NOT stop recording
NR11WP	55.21	1.86	0:12:00	9.30	Evaluated	Use satellite map to this point / Several water crossing ahead
NR12WP	57.01	1.80	0:12:00	9.00		Several water crossing ahead
NR13WP	58.89	1.88	0:11:00	10.25		Several water crossing ahead
NR14WP	60.29	1.4	0:07:00	12.00		Several water crossing ahead
NR15CP	62.01	1.72	0:08:00	12.90	Ends	Checkpoint / Take a photo using Gaia GPS app showing vehicle(s) and team number / The time of the photo will be your ENDING time for this stage / keep recording your track / DO NOT stop recording
NR16WP	63.82	1.81	0:08:00	13.58	Free	
NR17CP	64.04	0.22	0:01:00	13.20	Starts	Checkpoint / Take a photo using Gaia GPS app showing vehicle(s) and team number / The time of the photo will be your STARTING time for this stage / keep recording your track / DO NOT stop recording
NR18CP	65.80	1.76	0:08:00	13.20	Ends	Last Checkpoint / Take a photo using Gaia GPS app showing vehicle(s) and team number / The time of the photo will be your ENDING time for this stage / Stop recording your track and save it as MOD##NR or STDPro##NR (## = team number)
Basecamp	92.10	26.30	0:35:00	45.09	Free	Remember to fill up the fuel tank before you get to the Basecamp
TOTAL Night Route		92.10	3:35:00	25.70		
Save track and photos in a folder named: OX10MOD## or OX10STDPro## (## = team Number) and share LINK to info@oxrally.com before next Friday						



P5:

