

Goblin Valley Ultra Marathon

Rules & Procedures

Bib Number

- 0. ~ All registered participants will receive a bib number that must be worn on race day.
- 0. ~ Please fill in the necessary medical and emergency contact information on the back of the bib number with a pen or marker.
- 0. ~ Please do not alter the bib in any way.
- 0. ~ The bib must be worn on the front outside of all clothing during the entire race.

- 0. ~ Bib numbers are non-transferable and must be worn by the registrant to whom it is assigned.

0. Race Rules

- 0. > All participants must sign the registration waiver to be permitted to start. THERE WILL BE NO DAY-OF-RACE REGISTRATION.
- 0. > You must be in good health and physically prepared to undertake the challenges of a marathon.
- 0. > All participants must complete the entire course unaided except for the aid provided at the aid stations, or emergency aid provided by emergency professionals. No personal aid from a spectator or runner is permitted.
- 0. > Participants must follow and stay on the course. In most cases, the entire trail surface is available to the runner. Where flags are used, shortening the course by not following the flag line is against the rules and may expose the runner to unsafe conditions.
- 0. > All participants must wear a GVUM shirt. Offensive clothing, obscene language (vocal or signed) is not permitted.
- 0. > Participants will sign a registration form acknowledging that they participate at their own risk and waive liability of any claims against the Green River Chamber of Commerce and its directors, sponsors, and partners for personal injury, death or property damage.
- 0. > Participants consent to any emergency medical treatment deemed necessary by medical specialists partnered with the marathon.
- 0. > Participants agree that their image may be recorded by video or photography during the race for the use of the Green River Chamber, Goblin Valley Ultra Marathon, or Emery County along with their names and city/state in broadcast, newspaper, brochures, and any other media without compensation.

Start Procedures

- 0. < There will be a mandatory runner's meeting at 7:30 a.m. All runners must attend.
- 0. < If you did not register and pick up your packets the night before at the Halloween Dinner, registration packets, shirt and bibs can be obtained from 6:30 – 7:30 a.m. at the start line.
- 0. < 50k and 25k runners will be lined up by 8:00 a.m. sharp.
- 0. < 10k runners will start at 8:30 a.m.

Finish Procedures

- 0. + The final leg of the marathon will drop down into the Valley of the Goblins, around through the Valley, then back up to the Finish Line. Flags will mark this trail.
- 0. + There will be two timekeepers at the Finish Line, one on each side of the line. As each runner crosses the Finish Line, his time will be called out and recorded in the computer by the computer operator. The timekeepers at the Finish Line will also record the times on the Runner's Time Sheet.
- 0. + In the case of a close finish, each timekeeper will call out the number he will record. Each one will record the time of the runner he has called, and report it to the computer operator.
- + In case of disputes, the Runner's Time Sheets and the computer time will be compared and a decision made by the computer operator.