21st Annual World Atlatl Association Contest Atlatl Endurance Challenge

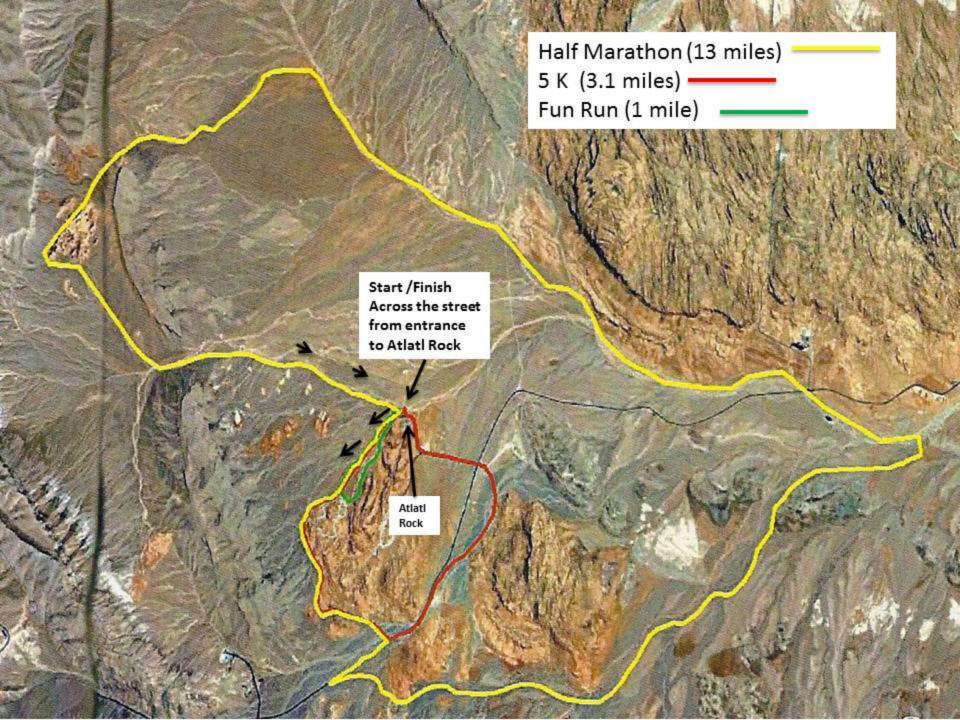
Persistence hunting is a hunting technique in which hunters use a combination of running and tracking to pursue prey to the point of exhaustion. While humans can sweat to reduce body heat, their quadruped prey would need to slow from a gallop to pant. Among primates, endurance running is only seen in humans, and persistence hunting is thought to have been one of the earliest forms of human hunting, having evolved 2 million years ago.

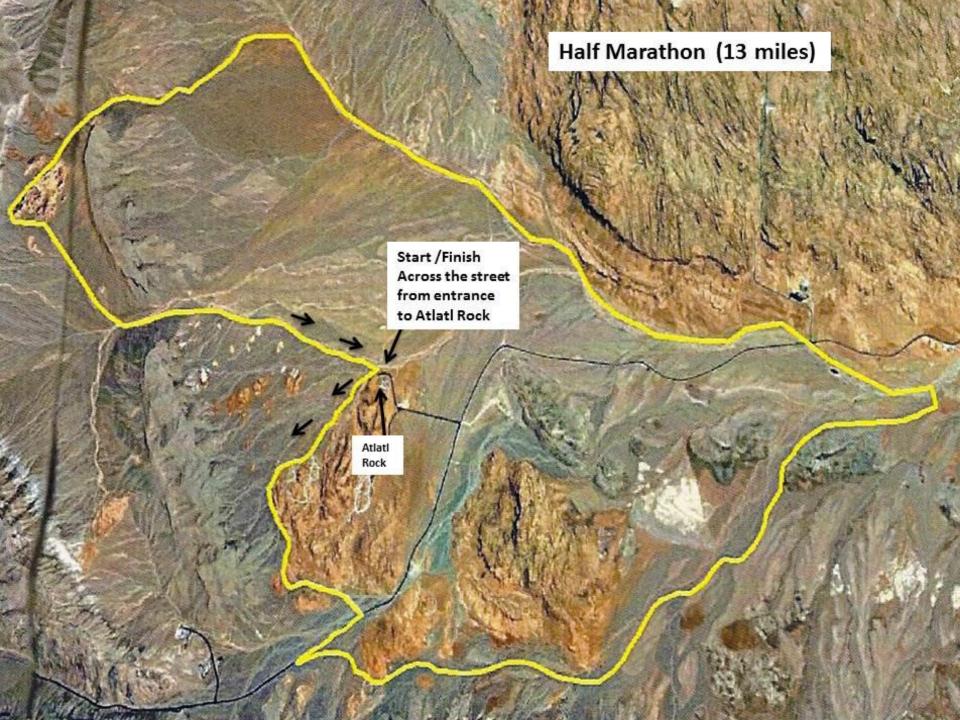
Sunday April 1, 2012

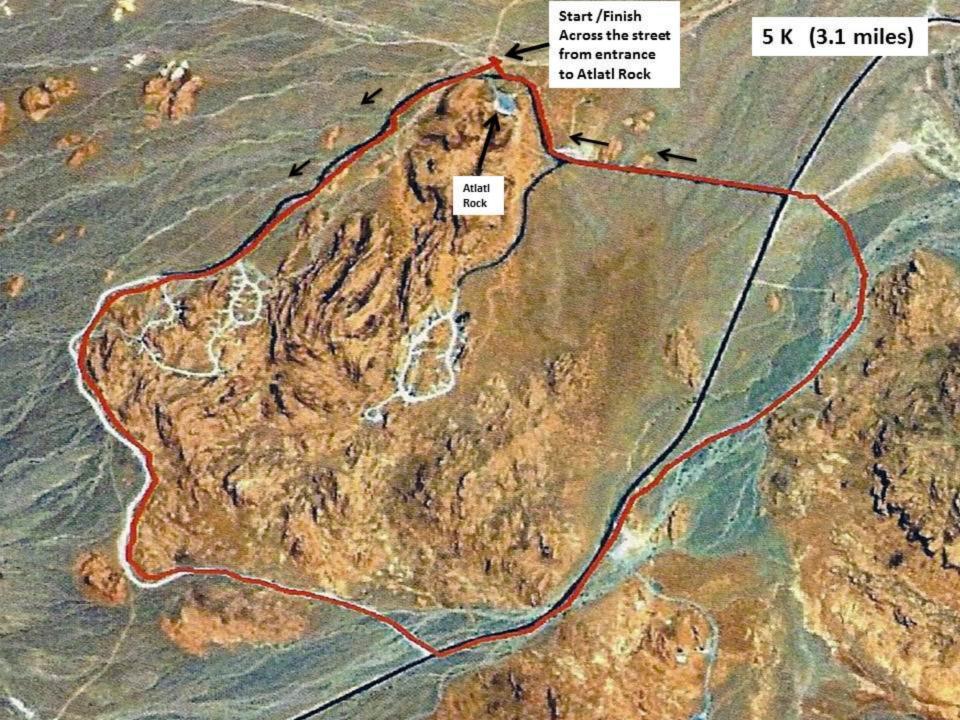
Registration will start a 7am race will begin at 8am.

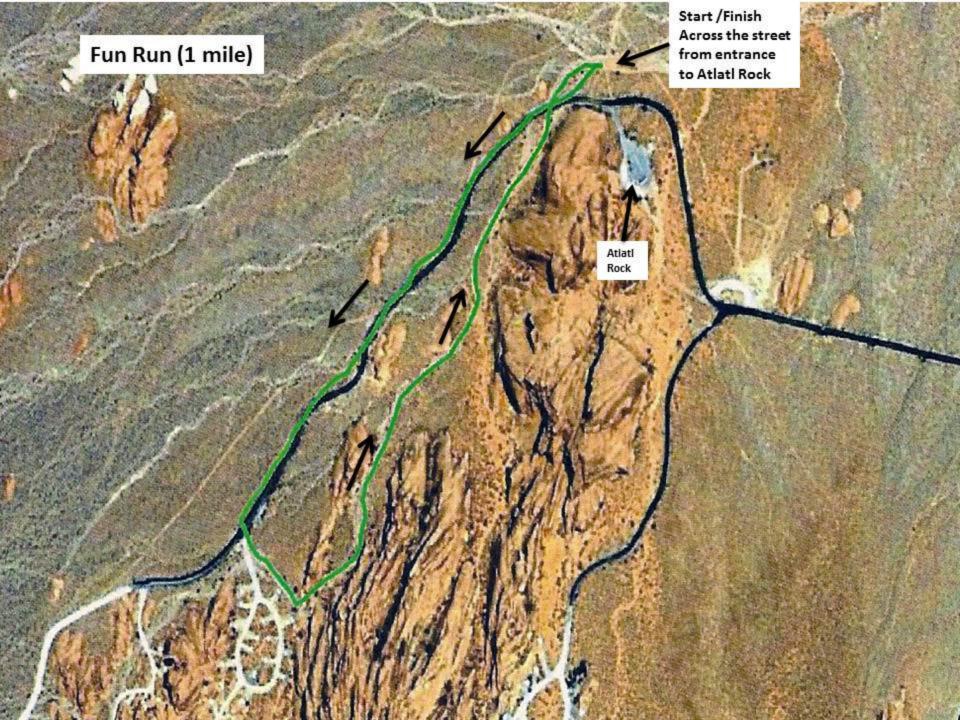
Join competitors from around the world to test your endurance in pursing your prey. Competitors will run either a 1mile fun run, 5k (3.1 miles), or a Half Marathon (13 miles) trail route. Immediately after the run is completed competitors will compete in a shoot out to test their skills in ancient hunting tactics. Final scores will include points for the timed run and points for the shoot out. Medals will be awarded for 1st, 2nd, and 3rd place in all three distances. Min. 5 participants in each distance. Participants must sign up by calling 702-397-2088 or e-mailing vofranger2@mvdsl.com no later than 4:30pm March 21, 2012

For more information please call Valley of Fire 702-397-2088.









Valley of Fire State Park's 1st Annual Atlatl Endurance Challenge

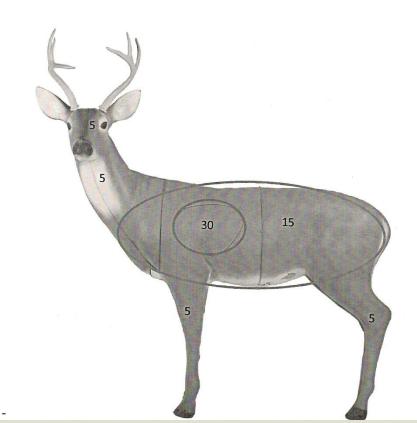
Rules

- 1. All competitors must read and sign a copy of the rules before they compete.
- All competitors understand that Nevada Division of State Parks is not responsible for any damage or injury that may result in the participation of the Atlatl Endurance Challenge.
- Competitors are to run with an atlatl and one tip less dart. Any competitor found to be running with a dart with a tip will be disqualified and be asked to leave the park immediately.
- Competitors are not to point or throw darts at other competitors, officials, score keepers or state park employees.
- According to NAC 407.105 in any park a person shall not use a bow and arrow, slingshot or paintball launcher; discharge a weapon, including, without limitations, an air rifle, spring gun or air pistol; throw a knife, spear, stone or projectile, except as authorized by the Administrator.

Name:		
e-mail:		
Address:		
Phone number:		
I understand the rules	C'	Date:
	Signature	

Scoring

- The competitor's final time will be converted into points.
 - 1-mile run score = seconds run is completed
 - 5k run score = seconds run is completed x 0.5
 - 13 mile run score= seconds run is completed x0.05
- Immediately after completing run, competitors will throw at a 3d target from three locations 7 yards, 15 yards and 25 yards 2 throws at each location.
- Competitors will receive 30 points for the kill zone, 15 points for the rest of the torso, and 5 points for the rest of the target (see attached).
- Total score will = points from run minus points from throws
- Lowest scores will win
- In the event of a tie competitors will compete in a shootout one shot from each location.



Examples

1 mile fun run:

Runner A: runs mile in 8 min = 480

miss targets on all throws = 0 points

total score = 480-0 = 480

Runner B:

runs mile in 10 min= 600

hits all shots in kill zone = 180 points

total score = 600-180= 420 points

5k Run:

Runner A:

runs 5k in 15 min = 900 sec x 0.5 = 450 points

miss targets on all throws = 0 points

Total score = 450

Runner B:

runs 5k in 20min =1200 sec x 0.5 =600

Hits all shots in kill zone = 180 points

Total score = 600- 180= 420

13 Mile Run:

Runner A:

runs 13 miles in 3 hrs= $10,800 \sec x \ 0.05 = 540$

Miss all targets = 0 points

Total Score = 540-0 = 540

Runner B:

runs 13 miles in 4 hrs = 14,400 sec. x 0.05 = 720

Hits all shots in kill zone= 180 points

Total Score = 720-180=540