CHECKPOINT · ADVENTURE RACING

Sweep & Cleanup Checklist

Get the course clear and leave the land better than you found it

BEFORE THE RACE

- [ ] Assign sweepers by leg or area, and name one sweep lead
- [ ] List every CP and TA location, with a photo and who is responsible for collecting it
- [ ] Agree the sweep start rule: when sweeping begins and which cutoff it follows
- [ ] Give sweepers the race director's phone number and the emergency plan
- [ ] Brief land managers on when you expect the course to be clear

DURING THE RACE

- [ ] Do not pull a checkpoint until the cutoff for that leg has passed and teams are accounted for
- [ ] Sweepers report in at each point they clear; the sweep lead keeps the master list
- [ ] Report any hazard, stranded team, or damage to the race director immediately

AFTER THE LAST TEAM

- [ ] Confirm the last participant has cleared the course before closing each TA
- [ ] Collect every CP, flag, punch, sign, and length of tape
- [ ] Clean each TA: pack out all trash, including what you did not bring
- [ ] Count collected items against your list and note anything still out
- [ ] Return borrowed gear and race equipment
- [ ] Tell land managers the course is clear; report any damage

COLLECTION LOG

CP / TA	Location	Collected	By	Time