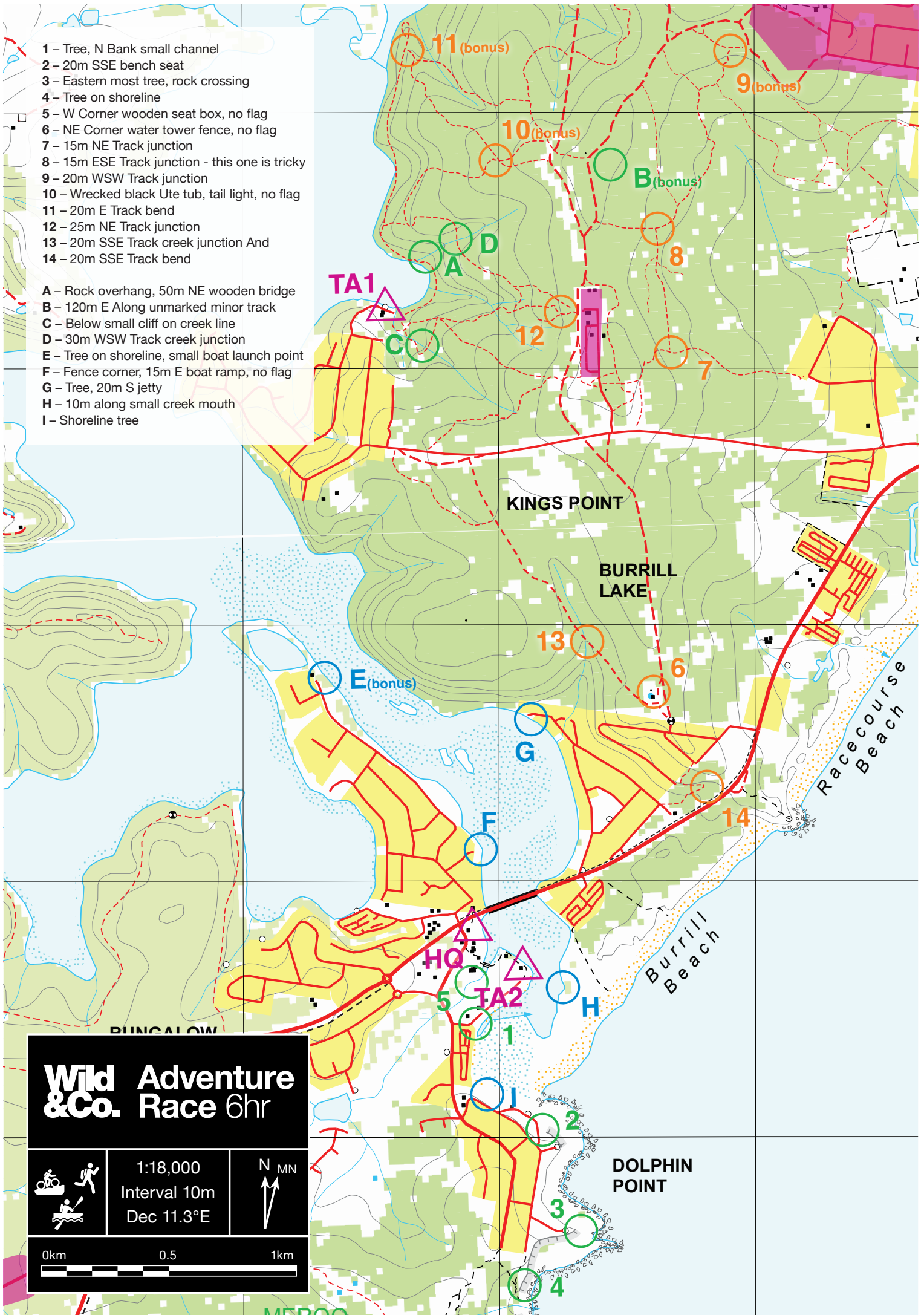


- 1 – Tree, N Bank small channel
- 2 – 20m SSE bench seat
- 3 – Eastern most tree, rock crossing
- 4 – Tree on shoreline
- 5 – W Corner wooden seat box, no flag
- 6 – NE Corner water tower fence, no flag
- 7 – 15m NE Track junction
- 8 – 15m ESE Track junction - this one is tricky
- 9 – 20m WSW Track junction
- 10 – Wrecked black Ute tub, tail light, no flag
- 11 – 20m E Track bend
- 12 – 25m NE Track junction
- 13 – 20m SSE Track creek junction And
- 14 – 20m SSE Track bend

- A – Rock overhang, 50m NE wooden bridge
- B – 120m E Along unmarked minor track
- C – Below small cliff on creek line
- D – 30m WSW Track creek junction
- E – Tree on shoreline, small boat launch point
- F – Fence corner, 15m E boat ramp, no flag
- G – Tree, 20m S jetty
- H – 10m along small creek mouth
- I – Shoreline tree



Wild & Co. Adventure Race 6hr

1:18,000
Interval 10m
Dec 11.3°E

0km 0.5 1km

N MN



















COURSE NOTES

Ulladulla 6hr – Half

Wild & Co. Adventure Race 6hr

START INFORMATION

Race Briefing 7:30am, Event Starts 8:30am, Presentations 2:30pm

LEG 1		1.5km	Elevation Gain (a Little)		'PARK RUN'	
	Fastest estimate = 0:25 hrs To Finish estimate = 0:45 hrs		1		1,2,5 HQ	<ul style="list-style-type: none"> ▶ CAUTION - Public paths, roads and trails, give way to the public at all times ▶ Teams to use the local park and paths to complete the leg ▶ Collect ALL CPs in order on this section, return to HQ to collect bike ▶ Don't forget to punch the HQ CP
	Team Estimate:					
LEG 2		0.5kms	Elevation Gain (not really)		HQ TO TA2	
	Fastest estimate = 0:07 hrs To Finish estimate = 0:14 hrs		1		TA2	<ul style="list-style-type: none"> ▶ CAUTION - Public paths, roads and trails, give way to the public at all times ▶ Use the single track, roads and trails to complete this leg ▶ Head to TA2 to complete leg ▶ Don't forget to punch the TA2 CP
	Team Estimate:					
LEG 3		2km	Elevation Gain (it's water)		BURRILL LAKE	
	Fastest estimate = 0:40 hrs To Finish estimate = 1:15 hrs		1		G,H,I,J, TA2	<ul style="list-style-type: none"> ▶ CAUTION - Public waterway – give way to public ▶ FIRST RESPONSE - Move or swim to the shore. Use Phone in emergency. ▶ Leave bike at TA2, collect kayak and use the lake to complete this leg ▶ Collect ALL CPs in ANY order on this section, return to TA2 to complete leg ▶ Don't forget to punch the TA2 CP
	Team Estimate:					
LEG 4		6kms	Elevation Gain 150m		BIKE PATHS AND TRAILS TO KINGS POINT	
	Fastest estimate = 0:45 hrs To Finish estimate = 1:30 hrs		1		6,7,8,12, TA1	<ul style="list-style-type: none"> ▶ CAUTION - Public paths, roads and trails, give way to the public at all times ▶ Use the single track, roads and trails to complete this leg ▶ Collect ALL CPs in order on this section, complete leg at TA1 ▶ Don't forget to punch the TA1 CP
	Team Estimate:					
LEG 5		1km	Elevation Gain 100m		KINGS POINT	
	Fastest estimate = 0:15 hrs To Finish estimate = 0:30 hrs		1		A,C,TA1	<ul style="list-style-type: none"> ▶ CAUTION - Public paths, roads and trails, give way to the public at all times ▶ Leave bike at TA1 and use the trails and open country to complete this leg, off trail travel permitted ▶ Collect ALL CPs in ANY order on this section, return to TA1 to complete leg ▶ Don't forget to punch the TA1 CP
	Team Estimate:					
LEG 6		5kms	Elevation Gain 50m		THE HOME RUN (WELL....RIDE)	
	Fastest estimate = 0:25 hrs To Finish estimate = 0:50 hrs		1		13,14, FINISH	<ul style="list-style-type: none"> ▶ CAUTION - Public paths, roads and trails, give way to the public at all times ▶ Use the single track, roads and trails to complete this leg ▶ Collect ALL CPs in order on this section, head to the Finish to complete leg ▶ Don't forget to punch the FINISH CP
	Team Estimate:					

In emergency call:
CHRIS 0497 417 195
In serious emergency call: 000