

EVOC Summer Cup 2018

Date	Type	Location	Start between	Finish closes
Sat 13/01/18	Sprint	Windsor Community Precinct 1 Windsor Dr, Riverside	10 am – 11 am	12 am
Sun 14/01/18	Sprint	Silverdome 55 Oakden Rd, Prospect	10 am – 11 am	12 am
Tue 16/01/18	Sprint	City Park 45-55 Tamar st, Launceston	5 pm – 6 pm	7 pm
Wed 17/01/18	Sprint	Launceston Church Grammar School 36 Button St, Mowbray	5 pm – 6 pm	7 pm
Fri 19/01/18	Night	Trevallyn End of Duck Reach Rd	9 pm – 10 pm	11:00 pm
Sat 20/01/18	Long	Glen Stuart Coordinates -41.605751, 147.346244	10 am – 11 am	1:30 pm
Sun 21/01/18	Middle	Weymouth End of Blamey St	10 am – 11 am	12:00 am

Event Fees	Adult	Adult	Youth or Concession	Youth or Concession	Family	Family
	Casual Member	Full Member	Casual Member	Full Member	Casual Member	Full Member
Local event	\$12	\$8	\$6	\$4	\$30	\$20
All 7 events	\$45	\$30	\$22	\$15	\$110	\$75

SI-stick hire \$4

13/01/2018

Courses:

Scale 1:5000, contours 5 m

Long (hard) 3.5 km

Short (easy) 2.1 km

Be careful so you visit the controls in the right order. You might have to visit the same control twice. Check your control codes!

Terrain:

Urban park area and school yard.

Don't run on olive green (plantations and private property).

Don't climb the gates or cross the double ticked fences between Launceston Christian school and Windsor.

14/01/2018

Courses:

Scale 1:5000, contours 5 m

Long (hard) 2.6 km

Short (easy) 1.7 km

Be careful so you visit the controls in the right order. You might have to visit the same control twice. Check your control codes!

Terrain:

Forest.

It's recommended to wear long trousers, socks or gaiters to avoid getting scratched by the vegetation.

16/01/2018

Courses:

Long (hard) 2.2 km

Short (easy) 1.5 km

Be careful so you visit the controls in the right order. You might have to visit the same control twice. Check your control codes!

Terrain:

Urban park area.

Don't run on olive green (plantations and private property).

The long course goes through a bush area. It's recommended to wear long trousers, socks or gaiters to avoid getting scratched by the vegetation.

17/01/2018

Courses:

Long (hard) 2.2 km

Short (easy) 1.2 km

Be careful so you visit the controls in the right order. You might have to visit the same control twice. Check your control codes!

Terrain:

Urban park area and school yard.

Don't run on olive green (plantations and private property).

Be careful so you visit the controls in the right order. You might have to visit the same control twice. Check your control codes!

19/01/2018

Courses:

Long (hard) 4.0 km

Short (easy) 2.4 km

Be careful so you visit the controls in the right order. Check your control codes!

Terrain:

Forest and open area.

Dark – wear a head lamp or bring a torch.

There are horse jumping obstacles at the open area.

It's recommended to wear long trousers, socks or gaiters to avoid getting scratched by the vegetation.

Some features might have changed since the last map update.

20/01/2018

Courses:

Long (hard) 9.8 km

Short (easy) 3.9 km

Be careful so you visit the controls in the right order. Check your control codes!

Terrain:

Forest and open paddock area.

Vegetation marked as dark green on the map is very thick. It's not suggested to attempt to run through it. The vegetation has also spread since the last map update.

It's recommended to wear long trousers, socks or gaiters to avoid getting scratched by the vegetation.

There are sheep in the paddocks, but they will get out of your way.

It's possible to climb the fences. Sometimes it's easier to go through the fences. If you break a fence report it after you finished so we can fix it.

21/01/2018

Courses:

Long (hard) 5.1 km

Short (easy) 2.5 km

Be careful so you visit the controls in the right order. You might have to visit the same control twice. Check your control codes!

Terrain:

Residence area and forest, partly open land with bush and high grass.

Don't run on olive green (plantations and private property).

It's recommended to wear long trousers, socks or gaiters to avoid getting scratched by the vegetation.

Some features might have changed since the last map update.