

Entry: Pre-entry and payment is made via Eventor. Entries close at 11.59pm Wednesday 1st August. Enter on the day (EoD) will be available, dependent on pre-printed map supplies. If there are no pre-printed maps left for your preferred course you may be able to draw your course onto a blank map or other course map but only if available.

Directions: Take the Pyrenees Highway. Turn South onto Fryers Road to the arena at the Chewton Solders Memorial Park. Soccer matches may be in progress at the park, please find an appropriate park to minimise interruption to matches. Public toilets are available at the main parking area.



Registration: From 9:30 am. Pre-ented competitors will be asked to have their name ticked off and leave car registration or phone numbers.

Start/Finish: There will be a remote start and finish south of the assembly area. Follow tapes from the Arena to Start/Finish area.

Terrain: Courses run in an underutilised part of the large Wattle Gully Map providing an opportunity for many to experience a new area. The area is moderate to steep goldmining terrain and contains numerous mine shafts. Please take care as some mine shafts are very deep and not all will be taped. Whistles are recommended. If required, use six short blasts in an emergency. Emergency bearing is east to the road.

Start procedure: When ready, queue behind your map box. When directed the front person in each queue will pick up their map, punch the start control and follow the taped route to the start triangle.

Finish: Your competition time completes when you punch the finish control. You can take your time to walk back to the Arena to download. **All competitors must download at the Arena – whether they have completed the course or not.**

All courses close at 2.30: You must complete or abandon the course by this time and download at the arena as soon as possible.

Entry Fees: Members: 21 and Over - \$18; Under 21 - \$9; Casuals: 21 and Over - \$28; Under 21 - \$18

Indicative Course Details:

Course	Classes	Navigation Difficulty	Distance (km)	Number of Controls
1	Open	Hard	6.2	19
2	M2, W2	Hard	5.4	17
3	M3, W3	Hard	4.6	16
4	M4, W4	Hard	3.9	15
5	M5, W5	Hard but physically easier	3.2	14
6	M6, W6	Hard but physically easier	2.3	11
7	M7, W7	Moderate	3.3	12
8	M8, W8	Easy	2.1	10
9	M9, W9	Very easy	1.9	9