COURSE NOTES (HALF)





AUSTRALIA'S PREMIER ADVENTURE RACE

▶ START INFORMATION

- + 6:30am Collect trackers, control cards at start line

 7:00am Race Start 					
LEG 1	6 km	Elev	ation Gai	n 0m	BEACH RUN
	Fastest estimate = 0:4 To Finish estimate = 1			MAP: 1	 Collect all CPs in order Teams to use the beach and coastal path to complete the leg
	Team Estimate:			CP:1,TA1	
TA 1	NO WATER				 Access Kayaks at this TA, support crews may set up kayaks for teams
LEG 2	14 km	Elev	ation Gai	n 0m	OCEAN KAYAK
	Fastest estimate = 1:4 To Finish estimate = 3			MAP: 1	 FIRST RESPONSE - Signal safety boat, move or swim to the shore. Use Phone in emergency CAUTION - Moving water, helmets mandatory
	Team Estimate:			CP:TA2	 Cape Kidnappers - Low Tide Sun 12:05pm / High Tide 6:13pm Teams must follow all instructions from water safety officials, follow shoreline and
					paddle no more that 100m from the beach. ► No CPs to collect between TA1 and TA2.
TA 2	H ₂ O CAFE	PUBLIC TOILETS			
LEG 3	20 km	Eleva	tion Gain	470m	CAPE KIDNAPPERS
	Fastest estimate = 2:3 To Finish estimate = 5			MAP: 1	 CAUTION - Watch for seals Teams to use the beach and access road to collect all CPs in order Trek is largely on private property, teams must give way to resort visitors
	Team Estimate:				• DOC path near the cape is closed to the general public, we have permission to access the private access road nearby, take extreme care around facilities and use most
				CP:2,3,4, 5,6	 efficient route There is a security gate near CP 6, use 'Green Button' to exit gate Support Crews may meet their team at any point after CP6, this is a private road and
					there is no official TA or infrastructure. Find a safe location to meet team and transition them to their bikes. Give way to park guests at all times.
	041				

LEG 4	34 km	Elevation Gain 520m		GRAVEL GRINDER TO TE MATA
	Fastest estimate = 1:0 To Finish estimate = 0		MAP: 1,3	 <u>CAUTION</u> - Public roads, cars/trucks travelling at high speed, ride single file, use sides and paths where possible, give way to pedestrians. CAUTION - Take extreme care around cliffs. Trail along ridge is overgrown, extreme
	Team Estimate:		CP:7,8, A,B,C,D, TA3	 CAD HON - Face externe care around clins. That along hdge is overgrown, extreme caution recommended if choosing this route. Collect all CPs in ANY order on this leg although you must obey travel directions on MTB trails MAP 3 - <u>Note out of bounds area on Te Mata Peak Road</u>. The intent of the course on Map 3 is that teams use the 'Green Trail' to head up to the peak and either of the blue trails to descend. The Dark Blue trail is more technical and not recommended for beginner or cautious riders. It is not recommended at night.
TA 3	H2O PUBLIC TOILETS			

COURSE NOTES (HALF)



GEO**QUEST**

AUSTRALIA'S PREMIER ADVENTURE RACE

LEG 5	5 km	Eleva	tion Gain	200m	TE MATA PEAK ROGAINE
	Fastest estimate = 1:0 To Finish estimate = 2			MAP: 3	 <u>CAUTION</u> - Take extreme care around cliffs Note park rules that walkers may not use mountain bike trails (marked purple on map). Off trail travel recommended to collect CP E
	Team Estimate:			CP:E,F, G,H,I,J,K TA3	Collect all CPs in ANY order
LEG 6	8 km	Eleva	tion Gain	200m	ΤΕ ΜΑΤΑ ΤΟ ΤΗΕ ΤυΚΙ ΤυΚΙ
	Fastest estimate = 0:4 To Finish estimate = 1			MAP: 3,1	 CAUTION - Public roads, cars/trucks travelling at high speed, ride single file, use sides and paths where possible, give way to pedestrians.
	Team Estimate:			CP:9,TA4	 <u>CAUTION</u> - Take extreme care around cliffs. Trail along ridge and down to CP9 is overgrown, extreme caution recommended if choosing this route. Collect all CPs in order
TA 4	NO WATER				 Access Kayaks at this TA, support crews may set up kayaks for teams
LEG 7	15 km	Eleva	ation Gain	-40m	TUKITUKI RIVER
LEG 7	15 km Fastest estimate = 2:0 To Finish estimate = 4	00 hrs	ation Gain	-40m MAP: 1	 FIRST RESPONSE - Move or swim to the shore. Use Phone in emergency CAUTION - Moving water, helmets mandatory
LEG 7	Fastest estimate = 2:0	00 hrs		[► <u>FIRST RESPONSE</u> - Move or swim to the shore. Use Phone in emergency
LEG 7	Fastest estimate = 2:0 To Finish estimate = 4 Team	00 hrs		MAP: 1 CP:10,	 FIRST RESPONSE - Move or swim to the shore. Use Phone in emergency CAUTION - Moving water, helmets mandatory
	Fastest estimate = 2:0 To Finish estimate = 4 Team Estimate:	00 hrs 4:00 hrs		MAP: 1 CP:10, 11,TA5	 FIRST RESPONSE - Move or swim to the shore. Use Phone in emergency CAUTION - Moving water, helmets mandatory
TA 5	Fastest estimate = 2:0 To Finish estimate = 4 Team Estimate: PUBLIC TOLLETS	00 hrs 4:00 hrs Eleva 00 hrs		MAP: 1 CP:10, 11,TA5	EIRST RESPONSE - Move or swim to the shore. Use Phone in emergency CAUTION - Moving water, helmets mandatory Collect all CPs in order