

Course Setter's Notes

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We are looking forward to having you out in the hills of Boy Scout Camp Tamarancho and adjoining Cascade Canyon Open Space Preserve. Tamarancho provides a variety of terrain, from Redwood forest to oak woodland to open grassland. The recent rain has softened things up nicely and the park is very green and full of wildflowers. We have worked hard to provide navigators of all levels a fun course with many optimal choices and strategies in their route selection. Currently the forecast for event day is sunny and clear which should allow you to take advantage of the many great views of Mt. Tamalpais, San Pablo Bay, and even a bit of downtown San Francisco. So be sure to keep your eyes open to the surrounding natural beauty while you are out on the map

Logistics

The staging area (start/finish & registration) is a 300 meter (5-minute) walk from the main parking area. If needed, the overflow parking area is about a kilometer away. You will be directed to the appropriate parking spot. All cars must back in, as this is a fire safety rule for the camp. The start is the same staging area that has been used in recent years.

General Notes

Please observe and avoid out-of-bounds areas. We are very grateful to the rangers at Tamarancho for allowing access to the park, and want to continue its use for the future by respecting their private areas.

Tamarancho is a very popular mountain biking area. The further you are from the Start/Finish area, the more likely you are to encounter bikers on the trails as they are typically around the outside edges of the map. They can move very quietly and very quickly, and on twisty forest trails you may not see them coming. Please use caution!

Tamarancho has moderate slopes in the central area but is very steep on the outer edges of the map. The course covers the entire mapped area, with some checkpoints right on the edge of the map. Shoes with good traction are recommended as the course will traverse grassland and many steep hillsides. The usual Bay Area wildlife is present. There are no cattle within the park.

Course Details

The event format is a Map Trek where you plan your own race and gain as many points possible in a 2-hour or 4-hour time frame. The penalty for each 1-minute (or fraction) delay in finishing will be 10 points. Over 30 min late results in automatic disqualification.

Checkpoint values are 30, 40, 50, 60, 70, 80, 90, or 100 points. There are 44 checkpoints with a total of 2500 points possible. Points correspond to the level of difficulty, either physical or technical, of the checkpoint location. To get all the checkpoints will require a straight-line distance of approx. 14km with about 1100m of elevation gain (~8%).

Water

Water will not be provided on the course. It is expected that participants will carry a water bottle or hydration pack. However, there are several Boy Scout camp sites in the central area of the map that have water spigots. Generally speaking, any blue x on the map in a camp area has potable water and usually even a water fountain. Blue x's in the forest tend to be small water troughs/tanks.

Map

The map is at 1:7500 scale with 5-meter contours.

The map accuracy is generally good. The map has been updated for this event where there have been big changes in either the trails or vegetation. In general, the vegetation has grown up a bit since the original mapping, and undergrowth in the woods may be a little thicker than mapped in some places. This is a heavily-used location, so casual trails tend to come and go, especially in grassy areas, so don't be too surprised if you find small casual trails that are unmapped or conversely to find mapped trails are now indistinct.

One area in the far northwest of the map has been heavily altered with very twisty downhill mountain bike trails. This area is shown on the map outlined in purple and labeled "new mountain bike trails". If you are in this area, these trails have a definite smooth and banked appearance and have complex turns. You can cross, but please be very careful of downhill mountain bikers as the sight lines for them are limited.

Dark green on the map is usually either chaparral or Scotch Broom, which is spreading rapidly. Prominent dead standing trees in the woods are marked with a green **X** and distinct live trees are indicated by the typical green **O**.

The black **X** symbol indicates man-made objects such as signs, picnic tables, or a cluster of picnic tables. There tends to be a lot of these around the camp sites, and they can sometimes move, so it is possible not all are mapped in the correct location. The blue **X** symbol indicates manmade water objects such as faucets and water troughs. The black **O** symbols denotes special man-made items, including totem poles, carvings, and, in one case, an aircraft engine!

Hazards

Poison oak is present in many places off trail, but generally easy to avoid. Take the usual precautions if you are going off trail. It is currently very vibrant and green due to all the recent rain. Generally, any green area of the map will have significant poison oak and white areas will have light patches.

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