

# 2017 NAV-X Tahoe Sunday September 10 - Course and Event Notes

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Welcome to the fourth event of the 2017 NAV-X season! We look forward to seeing you! Weather forecast looks very good with highs in the mid-70s and mostly sunny. Here is some information to get you prepared. First of all, a schedule reminder:

## Event day schedule

|       |                                                       |
|-------|-------------------------------------------------------|
| 8:00  | Check-in & Registration Open                          |
| 8:15  | Maps Available                                        |
| 9:15  | Pre-Race Briefing for 6-Hour                          |
| 9:30  | 6-Hour Race Starts (Loop 1)                           |
| 9:30  | First timer clinic                                    |
| 10:15 | Pre-Race Briefing for 3-Hour                          |
| 10:30 | 3-Hour Race Starts                                    |
| 11:00 | Earliest time for 6-Hour participants to start Loop 2 |
| 1:30  | 3-Hour Race Deadline to Finish without point penalty  |
| 3:30  | 6-Hour Race Deadline to Finish without point penalty  |

## Clarification on the event format

- The mapped area supports a map trek up to about 3+ hrs. What this means is that the 6 hr course will do two loops through the same general area, using two separate maps with 34 different controls on each (for a total of 68 controls).
- Loop #1 will use Map #1. Loop #2 will use Map #2
- The 3 hr course will do only Loop #1 using Map #1, much like a regular map trek
- All course planning for both Map #1 (3 hr and 6 hr) and Map #2 (6 hr) is done before the start of Loop #1.
- Each loop will use a separate e-punch, meaning that 3 hr participants need only one e-punch while on the 6 hour course, participants will need two (the second of which will be provided by NAV-X)
- NAV-X will hold the 2nd e-punch at the event center during Loop #1, and 6 hr participants must hand over their Loop #1 e-punch before getting the 2nd e-punch to head out on Loop #2. You will receive your e-punch used for Loop #1 (if not rented) when you download Loop #2.

- All maps needed for the event will be handed out at check-in and will then be available during the whole event. If participants want to carry both maps during Loop #1 they can do so, but of course no controls on Map #2 can be punched during Loop #1, since they will not yet have their 2nd e-punch.
- For 6 hr participants, Loop #2 cannot begin until 90 minutes after the Start, and Loop #2 can be started any time after this time, or not at all. In other words, slower teams can elect to do just one loop. This will allow slower teams to get some of the remote high pointers.

## Event and Course Notes

### [Who else is running?](#)

The main assembly area, Start, and Finish are across hwy 89 from the OHV parking lot at Little Truckee Summit, north of Truckee.

GPS 39.50501, -120.28321

Parking is free, and there are vault toilets at the parking.

There is no potable water at the OHV staging. We will have some water available at the event center, but mainly for after event refreshments, so please bring water you might need before start.

The map will be printed at a **1:10,000 scale**. The contour interval is 5 meters.

The terrain is mostly open pine forest with little underbrush. There are some patches of deadfall in a few places, but almost all of it is old, low and easy to get over. The area has been logged extensively, so open fields are common, and narrow rides cut up and down the hillsides like a maze.

The main dirt roads throughout the map have some pickup and ATV traffic - it is not too frequent and you'll definitely hear them coming. Everyone I've seen is courteous and aware of runners, but keep your head up just in case.

Water will be available at the start, and at two remote locations along roads (not at controls). But it has been very hot and dry, and the map is high at 7000', so bringing a camelback with you is very recommended.

There are 34 and 68 checkpoints respectively for 3h and 6h courses, with varying point values between 30 and 110 points. The checkpoints will be a combination of all technical difficulties,

from very easy to advanced, in order to accommodate all abilities. In general, the controls closer to the Start are easier than the ones farther out and checkpoint point values will be based on distance from the Start and/or technical difficulty. There is a time limit! Teams will have 10 points deducted for every minute, or fraction of a minute, that you're late. **Teams that are over 30 min. late will be disqualified.**

## Make it a weekend!

Join Truckee Orienteering at the same place on Saturday afternoon (call it a prologue if you want!). This is a great way to get a feel for the terrain if you haven't been there before. More details [here](#).

## NAV-X 2017 marquee event coming up - NAV-X #5 Joe Grant 3/5/24 hr

Using a unique clover leaf format, this is a 24 hr event you can do solo. A great format to try 24 hr if you have wanted to, but felt a bit intimidated, or had trouble finding team mates.

Registration is up - this event is not to be missed, and so close to the bay area too. Get all the details [here](#).