

YETI[®]
ADVENTURE
CHALLENGE
Silkeborg

ROADBOOK
Master course 2018



It is your teams responsibility to have read and understood the rules on the web page and in the info letter.

Below are some additional rules:

Forbidden areas:

Must be respected. If you enter a forbidden area, track back the exact same way you entered the area. Otherwise you will receive a penalty.

Penalty: 2 hours sit down first time - disqualification second time

Forbidden areas are shown in different ways on the map;

Grey areas (gardens)

Violet areas

Violet crosses

Forbidden areas are there for various reasons, e.g. some are for your safety, some are because we can not get permission to be there.

Mandatory gear:

Your team has to have the all-time *team* and all-time *personal* mandatory equipment with you at any time during the race.

Discipline specific mandatory equipment may be left behind for short periods of time when visiting CPs- that is, if e.g. a MTB-control is situated on a hill, you may leave your bikes on the path/road and run to the CP. The same applies for inlines, canoe and kayak.

TA Opening / Closing times:

Teams who have NOT visited all CPs, AND who arrives before opening time of the given TA, must wait until opening time before they can continue.

Teams who have visited all CPs in correct order, can continue even though they arrive before opening time.

Teams must be sure to leave the TA before closing time, if necessary they must skip CP's

Cut off:

See the section on closing times for TAs.

Closing times for TA's serve as cut off times through the race. Be aware that not all stages are equally easy to make shorter, if you need to make short cuts.

MTB:

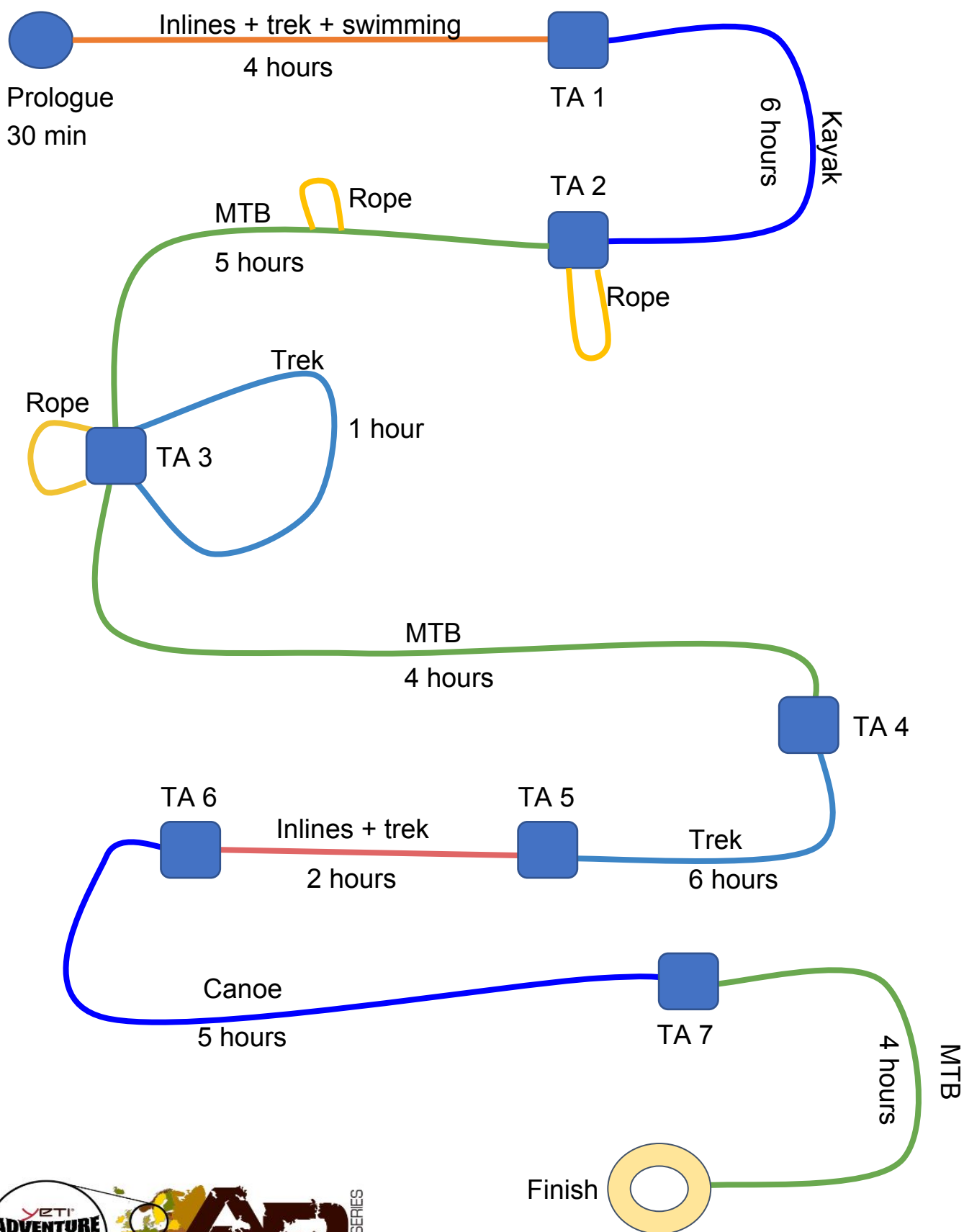
Bikes are only allowed on paths / roads shown on the maps you have been given by the race organization, unless otherwise specified in roadbook.

It is not allowed to carry the bike in terrain.

It is allowed to leave your bike on a path/road and run to a CP

Penalty for not obeying these rules are the same as for entering forbidden areas.

YACS 2018 Master course - overview



Stage Prologue

Disciplines	Running	
TA gear bags	--	
Fastest time	30 min	
Length	4 km	

Map and control description is handed out at the starting line

You only have to carry All time mandatory gear on the prologue. Swimming gear and inlines gear can be left at the starting line.

All teams has to return to the start area after the prologue, and hand in the prologue map to the organizers.

Remember to bring your inlines gear, swimming gear and trekking gear to the start line

Stage 1

Disciplines:	Inlines / Swimming / Trekking	
TA gear bags: --	Maps: 1, 2, 3	
Fastest time: 4 hours		
Length: 46 km		

Control no	Control code	Description	Info
Start		Square	
1	31	Bridge	
2	32	Forest corner	
3	33	Road junction	
4	34	Buoy	Life west is mandatory - swim to CP5
5	35	Buoy	Life west is mandatory
6	36	Path junction	
7	37	Road junction	
8	38	Path junction	
9	39	Inside mound	
10	40	Parking area - North part	
TA 1	Punch when leaving	Harbour	

Stage 2

Disciplines: Kayak

TA gear bags: 1, 2, 3

Maps: 4

Fastest time: 5 hours

Length: 38 km

Control no	Control code	Description	Info
TA 1	Punch when leaving	Harbour	
11	41	Point	
12	42	Bridge	
13	43	Gate	
14	44	Public WC	
TA 2		Grass field	

Stage 3

Disciplines: Rope

TA gear bags: 2, 3

Maps: 5

Fastest time: 30 min

Length: 1 km

Control no	Control code	Description	Info
TA 2	Punch when leaving	Grass field	
15	45	Tripod	Zip line
16	46	Top of tower	Climbing on wall
TA 2		Grass field	

Stage 4

Disciplines:	MTB + rope		
TA gear bags:	2, 3	Maps: 5, 6, 6A, 7, 8, 8A, 9	
Fastest time:	5 hours		
Length:	90 km		

Control no	Control code	Description	Info
TA 2	Punch when leaving	Grass field	
17	47	Parking area	
18	48	Bridge	
19	49	Path bend	
20	50	Building - south side	Leave your bikes here
21	51	Door	Map 6A
22	52	Cave	Map 6A
23	53	Cave	Map 6A
24	54	Top of hill	
25	55	Hill	
26	56	Hill	
27	57	Lake (dry)	
28	58	Path bend	
29	59	Hill	
30	60	Lake - south end	
31	61	Lake - west side	
32	62	Bunker	
33	63	Bridge	
34	64	Forest corner	
35	65	Bridge	Ascending and abseil
36	67	Path junction	
37	69	Gully	
38	70	Path junction	
39	71	Forest corner	
TA 3		Building - south side	

Stage 5

Disciplines: Rope + Trekking

TA gear bags: --

Maps: 10

Fastest time: 1 hour

Length: 5 km

Control no	Control code	Description	Info
TA 3	Punch when leaving	Building - south side	
40	72	Wall - top of	Climbing on wall
41	73	Small hill	
42	74	Spur - on top	
43	75	Gully	
44	76	Spur - on top	
45	77	Path junction	
TA 3		Building - south side	

Stage 6

Disciplines: MTB

TA gear bags: --

Maps: 11, 12, 13, 14

Fastest time: 3 hours

Length: 60 km

Control no	Control code	Description	Info
TA 3	Punch when leaving	Building - south side	
46	78	Path junction	
47	79	Path junction	
48	80	Small hut	
49	81	Forest corner	
50	82	Path junction	
51	83	Path bend	
52	84	Path bend	
53	85	Group of stones	
54	87	Lake - west side	
55	88	Path junction	
56	90	Lake - north side	
57	91	Forest corner	
TA 4		Shelter	

Stage 7

Disciplines:	Trekking		
TA gear bags:	1	Maps: 15, 16	
Fastest time:	6 hours		
Length:	38 km	Life vest is NOT mandatory, but water depth can be up to 2 meters	

Control no	Control code	Description	Info
TA 4	Punch when leaving	Shelter	
58	92	Hill	
59	93	Small island	Water depth varies - up to 2 meter on short sections
60	94	Hill	
61	95	Marsh - west side	
62	96	Gully	
63	97	Gully	
64	100	Gully	
65	101	Marsh - south side	
66	102	Lake - north side	
67	103	Tower	
68	104	Monument	
69	105	Hill	
70	106	Forest corner	
TA 5		Parking area	It is allowed to run on the grey marked area the last 100 meters

Stage 8

Disciplines:	Inlines / Trekking		
TA gear bags:	3 - Take it with you to next TA		
Fastest time:	2 hours	Maps: 17, 18	
Length:	22 km		

Control no	Control code	Description	Info
TA 5	Punch when leaving	Parking area	
71	107	Stream	
72	108	Hill	
73	109	Hill	
74	110	Bunker - south east corner inside	
TA 6		Gras area	

Stage 9

Disciplines: Canoe

TA gear bags: 2

Maps: 18, 19, 20

Fastest time: 6 hours

Length: 33 km

Control no	Control code	Description	Info
TA 6	Punch when leaving	Gras area	Water at public bathing area 1 km into stage
75	111	Bridge	
76	112	Forest corner	
77	113	Path junction	
TA 7		Gras area	

Stage 10

Disciplines: MTB

TA gear bags: 1, 2

Maps: 20, 21, 22, 23

Fastest time: 4 hours

Length: 65 km

Control no	Control code	Description	Info
TA 7	Punch when leaving	Gras area	
78	114	Shelter	
79	115	Path-stream junction	
80	116	Road-stream junction	
81	117	Forest corner	
82	118	Road junction	
83	119	Stone	
84	120	Path bend	
85	121	Lake - north west corner	
86	122	Road-stream junction	
87	123	View point	
88	124	Bunker - north east corner inside	
89	125	Path bend	
90	126	Path bend	Follow mandatory route to finish line - marked with dashed line on map
Finish		Square	