











REV3 ADVENTURE EPIC COURSE OVERVIEW



Total Dist. *		Description
		The adventure will start on April 20 th as teams congregate at Appalachian Outfitters in Luray, VA to check in, return forms, and receive high-quality maps and instructions for the following day. Teams will be provided with marked-up maps showing the location of checkpoints that will guide them on their journey. Swag will be flowing freely and team photographs will be taken. Snacks will be served.
		April 21 th is race day. After teams park and stage their equipment at Downriver Canoe Company in Bentonville they will be transported 19 miles up river to the start line. Teams will align on the Shenandoah River in provided boats. At 9am the race will start. Teams will begin their 26-hour adventure, starting with paddling downstream.
0-30	 	During the paddle teams will have the option to leave their boats and collect checkpoints via foot. They will also have to take part in various challenges as they travel down the river. Optional points collected during this early stage may make the difference between winning and losing. Try to get too many and you will run out of time later in the day. Don't get enough and you will lose on points. Strategy will be a big component throughout the entire race. For first-time racers, getting mandatory checkpoints will be the order of the day.
30-45		After arriving back in Bentonville, teams will transition to mountain bikes and take to the excellent trails in Shenandoah River State Park. Two mandatory points must be collected, but there are also optional checkpoints up for grabs.
45-55		Back at the main transition area (TA) teams will drop their bikes, take off on foot, and head back into the park to collect more checkpoints before heading back to the TA. Mandatory points will be marked on the map, but optional checkpoints will need to be plotted at this point using UTM coordinates.
55-85	 	By this time in the race light will be beginning to fade and teams will be spread out across the course. Heading out into George Washington National Forest from TA1 on bikes both optional and mandatory points can be snagged along the way to the second TA. At this point teams will be allowed to drop bikes and collect points by foot if necessary. The first cutoff of the race will require teams to check in at the second TA by midnight.
85-95		At the second TA teams will be provided with an additional map and coordinates and then head into the forest to collect as many checkpoints on foot as they can muster. Fatigue will be setting in and many will want to quit. (That won't be you because you and your teammates will have planned wisely and will be keen to go on to cross the finish line in glory.)
95-110		After completing the foot orienteering course teams will check back into the second TA, pick up their bikes, and head back to the finish line at Bentonville. Along their way back they can continue to pick up optional checkpoints.
		For teams not wanting to lose valuable points they have worked so hard to obtain, timing and strategy will be critical. Crossing the finish line after the 26-hour cutoff will cost teams dearly because points will be deducted at an alarming rate. The team with all mandatory checkpoints, the most optional checkpoints, and the fastest time will be declared the race winner and granted full bragging rights. Teams will then spend the rest of the day relaxing, enjoying good food and great atmosphere, receiving awards, and entering random drawings for prizes.

*Distances are approximate and will vary depending on route choice. Course subject to change and is for illustrative purposes only.