








REV3 ADVENTURE SPRINT COURSE OVERVIEW



Total Dist. *		Description
		The adventure will start on April 22 nd , 2012 as teams congregate at Shenandoah River State Park in Bentonville, VA to receive high-quality maps and instructions. Racers will then have to figure out a race strategy. Swag will be flowing freely and team photographs will be taken.
		Teams will be provided with marked-up maps showing the location of checkpoints that will guide them on their adventure. A will race briefing will be conducted 30 minutes before the race starts and race staff will be answering question as teams check-in for the race.
2-3		After taking off from the starting line at 09:00 am sharp, teams will trek to pick up their passport during a 2-3 mile prologue. The passport will be located somewhere in the Shenandoah River State Park.
3-11		With passport in hand, teams will navigate to checkpoints along fire roads and mountain biking trails. Shenandoah River State Park has great spots for spectators to support their favorite racers. Teams will collect 3 to 5 checkpoints in the park on bikes. The mountain biking section is not very technical. There will be hills to climb but no logs, rock gardens, or streams to cross.
11-13		After completing the bike section, teams will head to the river. Teams will be provided PFDs, single-blade paddles, and identical boats. Teams of two and three will get a single canoe; soloists will get a kayak. This section will provide another great opportunity for pictures and encouragement by your dedicated supporters. With the swift Spring current, the fastest teams will pull into the transition in Shenandoah Rive State Park in 30 to 40 minutes; others will be arriving in less than an hour.
13-13		After unloading from the boats, teams will transition to the team challenge. This will be a great place for families and friends to encourage and watch as teams transition from their canoes and participate in a fun challenge that should provide lots of laughs for everyone involved.
13-17		After completing the team challenge, teams will collect 3 to 5 more checkpoints on foot. Teams will then return to Bentonville Landing to cross the finish line. The checkpoints will be easy to find if you can read a trail map. A compass could come in handy if you want to try to take a few shortcuts but compass skills are not needed for this race.
		The team with all mandatory checkpoints and the fastest time will be declared the race winner and granted full bragging rights. Teams will then spend the rest of the afternoon relaxing, enjoying good food and great atmosphere, receiving awards, and random drawings for prizes.

*Distances are approximate and will vary depending on route choice

Sprint Adventure Race 2012

More information can be found at www.rev3adventure.com