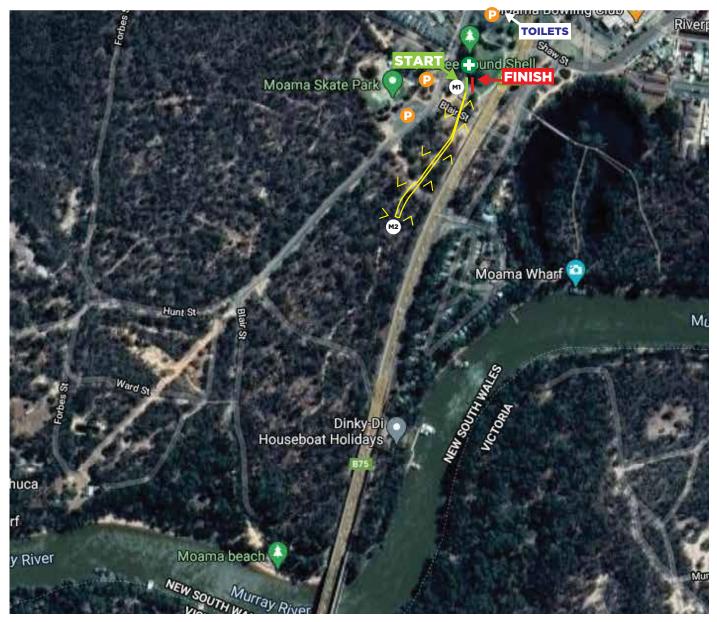
# **KIRRABEE SOUNDSHELL MOAMA - COURSE MAP 3**

# U6 500m





#### DISTANCES

U6 500m 1 x 500m loop

START TIME

Event briefing for marshals and volunteers at 8.45am Athlete marshling is 10 minutes prior to each race. First race commencing at 9.00am sharp.

## **BASIC RULES**

All athletes must wear appropriate footwear ie. XC waffles or sneakers/runners.

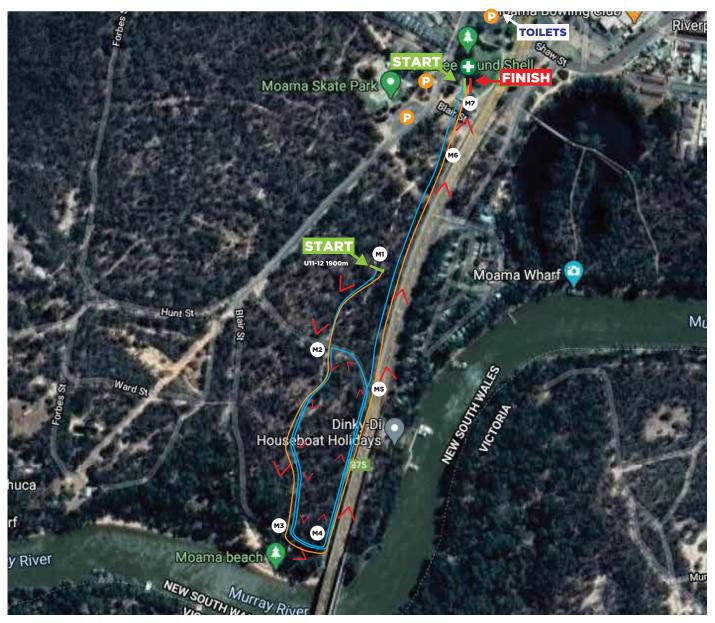
Stricly no pushing or barging. No elbows, pushing or blocking at finish line.

No athlete is to veer off or take a short cut from the course outlined. (penalties apply)

If an athlete is unsure of course while participating, ask a marshal or wait for back runner to direct you.

# **KIRRABEE SOUNDSHELL MOAMA - COURSE MAP 3**

# U7-U8 1000m U11-U12 1900m





## DISTANCES

U7-U8 1000m U11-U12 1900m 1 x 1000m loop 1 x 1900m loop

## **START TIME**

Event briefing for marshals and volunteers at 8.45am Athlete marshling is 10 minutes prior to each race. First race commencing at 9.00am sharp.

## **BASIC RULES**

All athletes must wear appropriate footwear ie. XC waffles or sneakers/runners.

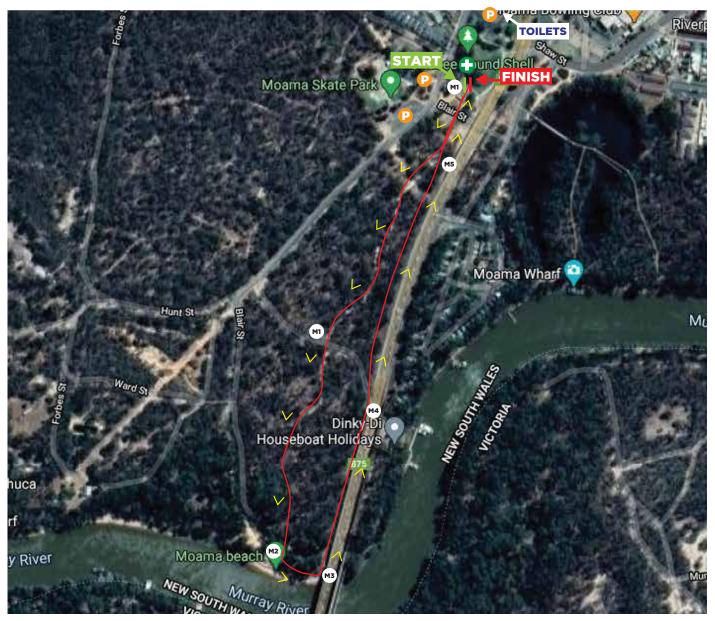
Stricly no pushing or barging. No elbows, pushing or blocking at finish line.

No athlete is to veer off or take a short cut from the course outlined. (penalties apply)

If an athlete is unsure of course while participating, ask a marshal or wait for back runner to direct you.

# **KIRRABEE SOUNDSHELL MOAMA - COURSE MAP 3**

# U9-U10 1300m U13-U16 2600m





#### DISTANCES

U9-U10 1300m U13-U16 2600m

1 x 1300m loop 2 x 1300m loop

## **START TIME**

Event briefing for marshals and volunteers at 8.45am Athlete marshling is 10 minutes prior to each race. First race commencing at 9.00am sharp.

## **BASIC RULES**

All athletes must wear appropriate footwear ie. XC waffles or sneakers/runners.

Stricly no pushing or barging. No elbows, pushing or blocking at finish line.

No athlete is to veer off or take a short cut from the course outlined. (penalties apply)

If an athlete is unsure of course while participating, ask a marshal or wait for back runner to direct you.