

Final details

Competition Center (CC), Bócsa, place behind the primary school, left the main road "54" at the "Flóra Vendéglő". Bus parking is on

parking, registration: both sides of the main road in front of the school.

See on the map

Organizers: Hegyisport Szentendre Egyesület and Kalocsai SE

Type of competition: 2 individual events with overall ranking

12 November 2016, Saturday Date: 13 November 2016, Sunday

Distances: Shortened long (classic) Long (classic) 9:30-11:00 am 8:30-9:30 am Registration: 10:00 am First start: 12:00 noon

Distance of Start

1700 m following blue tapes from the CC: 800 m following blue tapes

Price giving ceremony: At the Finish, at 1:30 pm

Map scales and size: Weatherproof Pretex paper Weatherproof Pretex paper A/4, 1:10 000: M21A, M21B, M21BR, M21C, W21C,

A/4, 1:10 000: M21A, M20, M18, W21A, W20, W18

A/4, 1:7 500: all others

Catering: **Bócsator**

Flóra vendéglő (400 m), Pipagyújtó csárda (200 m) At a control for M21A, M21B, M20, M18, M40, M50, Refreshment:

W21A classes

A/4, 1:7 500: all others

M20, M18, W21A, W21B, W20, W18, W16, M14

Distance of Finish from the CC:

0 m 0 m **Control descriptions:** On the map, and loose control descriptions at the start

Terrain: Sand dunes with open, semi open areas and juniper bushes like a labyrinth

SPORTident, SI card rental 300 HUF/day Punching:

Prizes: After the 2 races, certificate for the first three competitors of each class in the overall ranking, prizes for the

winners in M and W 21A classes

Gym accommodation: Gym hall of the school, open from 2:00 pm in Bócsa. Please take care about tidiness and clearness.

Both days 4200 HUF, one day 2200 HUF Entries at the venue:

M/W10D, 12D, 12C, 14, 16; W60, 70; M70; CP: both days 3200 HUF, one day 1700 HUF

Open beginners: 1000 HUF/day

Free start times for the classes OPEN and CP between 0 and 110 minutes Others:

Toilets are in the finish and at the school (150 m) Phone number of the finish: +36 30 636 1335

Everybody starts at the competition on his/her own risk!