

Teanaway Weekend Orienteering

Doubleheader

The Classic is the first part in a double-header weekend in the Teanaway Valley. Join us on Saturday for the Classic, then stay for Sunday's Score-O. There's free camping at Teanaway Campground and a selection of hotels in Cle Elum.

Event Parking (both days)

Parking will be in the same location for both days. For Day 1 at Lick Creek, we're providing a shuttle to the event location (see details below).

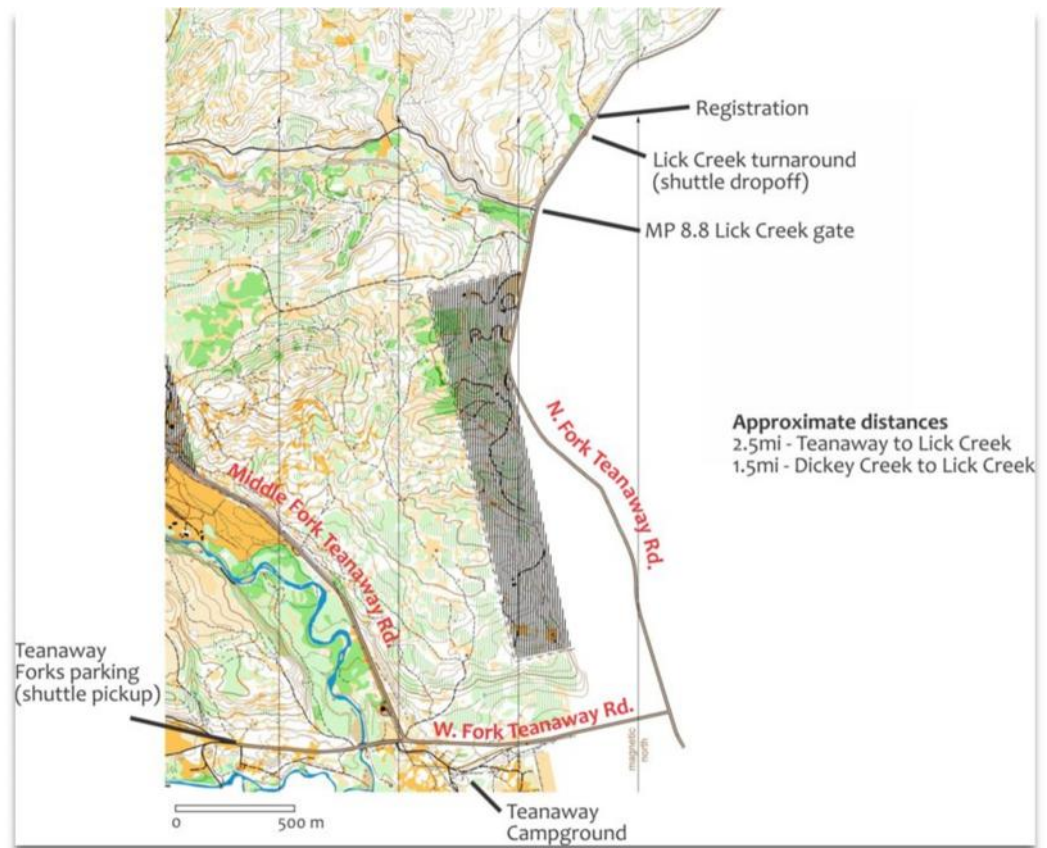
DISCOVER PASS

A Discover Pass is required to park at the Teanaway Forks Parking area (and anywhere in the Teanaway Forest), and there is no on-site pay station. purchase a Discover Pass online (<http://www.discoverpass.wa.gov/>) and print a temporary pass until your pass arrives in the mail. You can also purchase a pass in-person at various retail locations (<http://discoverpass.wa.gov/DocumentCenter/View/94>). One-day and annual passes are available.

Parking Directions

Parking at Teanaway Forks
(shuttle pickup for Saturday,
event location for Sunday)

-) From I-90 take exit 85 in Cle Elum
-) Go north across the freeway and head east on highway 970
-) At junction with Highway 10, keep left and continue on 970 to Teanaway Road
-) Turn left onto Teanaway Road
-) After 7 miles, turn left onto West Fork Teanaway Road
-) Continue on West Fork Teanaway Rd to the pavement end and follow signs to parking



Ultimate Orienteer #6 – Classic (Pig War) - Saturday, May 13 – Lick Creek



The Ultimate Orienteer series is the sampler pack of orienteering: each event gives you the opportunity to try a different flavor! The sixth event in the series is: THE CLASSIC!

Before the specialties of sprint, middle, and long were developed, there was just the *classic*. Long in length and an all-around test of skills. Elite men may finish a classic in as “little” as 70-80 minutes, but mere mortals should plan on at least twice that time or more and carry a hydration pack and a snack.

This event will include the 2017 [Pig War Challenge](#).

Schedule

Registration: 8:30-11:15am

Starts: 9:00-11:30am

Shuttle: 8:15am-3:00pm

Course closure: 2:30pm (report to the finish by this time to avoid disqualification)

Newcomer instruction: 9:15-10:15am

Ultimate Categories

-) Juniors (<21) and Masters (50+): Short Advanced
-) Open (any age): Long Advanced

Shuttle (Saturday, May 13)

We are providing a shuttle to transport everyone to and from the registration/check-in area on Day 1. The shuttle will run as-needed from approximately 8:15am to 3:00pm. Please figure shuttle ride time into your schedule.

-) Shuttle pick-up location: Teanaway Forks parking area
-) Shuttle drop-off location: Lick Creek turnaround area

Shuttle Schedule

-) 8:15am – First shuttle departs Teanaway Forks parking
-) 3:00pm – Last shuttle departs Lick Creek turnaround

Approximate round-trip time: 15 minutes

Alternatives

You might also consider parking at Teanaway Forks and riding a bike the approximately 2.5 miles to Lick Creek.

There is also a small parking area 1.5 miles north of Lick Creek gate, from which you could park and bike. We do not recommend walking along North Fork Teanaway Road, as there is not much of a shoulder and vehicles sometimes drive fast.

Course Notes

Peter Golde, Course Designer

Map: scale **1:10,000**; contours interval **5m**

Course	Controls	Length	Climb
Beginner	9	2.0 km	30 m
Intermediate	12	2.9 km	95 m
Short Advanced	12	3.9 km	155 m
Long Advanced	17	6.2 km	265 m

Courses close at **2:30pm**. Please check in at the finish before that time to avoid disqualification.

I hope you will enjoy this beautiful and challenging area. This is my favorite orienteering area in Washington State, with a great combination of challenging contour navigation, open forest running, and not too much climb.

Please note that Short Advanced and Long Advanced are set to the same technical difficulty level, and differ only in length. You should only attempt one of the advanced courses if you

are comfortable map reading and navigating via contour lines only. No matter what course you choose, it is crucial that you keep track of where you are on the map at all times; relocating in this area is *very difficult* if you make a mistake.

Safety Bearing: If you do get hopelessly lost or otherwise need to head in, head south-east until you reach the main paved highway, following other roads either south or east.

The map was last updated in 2009, but is still very usable if you keep that in mind. Rootstocks (brown X) and logging piles (brown circle with dot) should be ignored. Solid green areas are still roughly correct and useful to avoid, although some of the smaller green areas are gone. You will probably find it difficult to discern the difference between the forest (white) and open land with scattered trees (checked yellow/white). Many of the clearings or open land with scattered trees now have a significant new forest of young trees. *Contours*, rocks/cliffs, and the larger trails and roads are your best bet for navigation. Due to the recent snow melt, streams are running high and marshes are more like ponds.

The intermittent trails (double dashed lines) may exist faintly but are often totally gone. All other trails should exist. The next smallest size trail (narrowest dashed line) may be hard to see until you are right on it but can be followed once you see it.

You will very likely see or hear deer and birds nesting on the ground, which can be startling but are harmless. There is a very slim chance you may encounter a bear. If you do, speak calmly to it so it knows you are human, retreat slowly, and do not run.

Ultimate Orienteer #7 – Score-O – Sunday, May 14, Teanaway Forks



The Ultimate Orienteer series is the sampler pack of orienteering: each event gives you the opportunity to try a different flavor!

The seventh event in the series is: SCORE-O!

At a score-o, you can find controls in any order and earn points for each control you find within the time limit. Controls are assigned points based on navigational difficulty and distance: easy controls might be worth 10 or 20 points, while difficult controls could be worth 100 points. The challenge is to decide which controls you can visit within the time limit that will earn the most points. You'll lose points if you return late, so keep an eye on your watch!

While the terrain is rugged and navigationally challenging, the format of a score-o is beginner-friendly since you control (pun intended) the difficulty of every control simply by choosing which to find. And, if you have trouble finding a control, you can skip it and move on!

Schedule

Registration: 8:15-10:00am

Map Handout: 10:20am

Mass start: 10:30am

Course closure: 1:30pm

Newcomer instruction: 9:00-10:00am

Ultimate Categories

-) Juniors (<21) and Masters (50+): 2 hours
-) Open (any age): 3 hours

Courses

Course	Controls	Time limit	Max points	Map scale
Short	30	1 hour or 2 hours	1330	1:10,000
Long	30	3 hours	1490	1:15,000

There will be two different courses (see table above). Some controls will be common to both maps but each map will also have some controls unique to that map. If you punch a control not on your map, those points won't count towards your total. Make sure you get the correct map at the start!

Course Notes

Course designer: Eric Jones

Careful course planning, keeping your eye on the clock, and staying located are all key to success in the Teanaway Forks Score O. Even experts will have trouble visiting every control in the given time limit. Pick a route that best uses your time: maybe that means maximizing points in a short distance, or maybe you want to explore a new area and visit some controls along the way, it's up to you!

Most controls are shared across the two courses, but you may find controls not marked on your map. There will be some water out on the course, but please carry what you need.

Vegetation coloring on the map can be used as general guidelines but has changed enough that your navigation should rely on contours, major trails, and rocky features. With the wet winter, most marshy areas are more like lakes, and many water courses are much more swollen than the map may lead you to believe. Trails in flat and/or low areas also sometimes have large patches of water, expect to get your feet wet a couple times, but you'll dry quickly in the Central Washington sun. Be careful of footing in areas with scattered trees: old fallen logs may be soft or firm and can hide holes. You may also encounter an area with recent thinning (freshly cut smaller trees) that can be navigated through without too much trouble.

Brush piles (brown circle with dot) are mostly to be ignored although some do still exist and some can be more accurately identified as knolls. Smaller trails may be hard to spy unless you're standing right on them, especially the trails marked as indistinct (two dashes with a larger gap). When venturing cross-country, you may find a few un-mapped trails. Do your best to keep track of distance, or take a bearing to verify if the trail you've found points the direction you expect.

Course Close and late penalty: Wear a watch and come back within the time limit you've chosen! If you finish after the time limit, 20 points per minute (or portion thereof) will be deducted from your score. If you return more than 30 minutes late, you will lose ALL your points. Please return to the download tent near registration by 1:30pm.

Safety Bearing: if you are unable to relocate, head **south** to a gravel road or the river, then **east**, or downstream, to get back to the start/finish area.

I hope you enjoy exploring the Teanaway!

Mass start. This is a mass start event. We will hand out maps and have a quick briefing starting at 10:20. You will have a short amount of time to begin planning your course before the mass start, but expect to do some planning on course as well. All courses close at 1:30, 3 hours after the mass start. Everyone must visit the download tent before leaving.