



ROADBOOK

EUROPEAN CHAMPIONSHIP 2026



**SPORT EVENT
DENMARK**

KØBÆK STRAND
HOTEL & KONFERENCE



Rules

- The winner is the team that finds all Checkpoints the fastest.
- If you are short on time, you can skip one or more of the Checkpoints marked with an "o" for optional.
- It is possible to complete the race without optional Checkpoints, but you can not beat a team that has more optional Checkpoints and mandatory Checkpoints than your team, even though you reach the finish line faster.
- The classification of the race is determined as follows: Most mandatory CP's, then most Optional CPo's, then fastest time.
- All Checkpoints must be taken in numerical order unless otherwise stated.
- All team participants must always be within 100 meters of each other, unless otherwise stated.
- All members must punch all checkpoints. Except diving just 2.
- It is allowed to make purchases along the way.
- The traffic rules must be obeyed.
- Everyone is required to help each other in case of safety hazards or danger.
- Show respect and potentially slow down when you meet other guests.

Phone number to organization:

Route Lars Bukkehave: +45 26798421

ARWS Euroseries referee Petri Forsman: +358 503514587

Start: 09:00 - 28. August 2026

Important closing times:

TA 3 Køge Havn: 28. august 17:30

CP 58: 28. august 22:45

TA5 Stevnsfortet: 28. august 23:30

TA 6 Faxe Kalk: 29. august 06:00

TA 7 Sorø: 29. august 15:30

TA 8 Lundegaarden 29. august 20:00

TA 9 Skelby Canoe: 29. august 17:30 - After bike option

TA 10 Rådmanshaven: 30. august 01:00

TA 11 Bisserup: 30. august 06:00

Finishline close 08:00 - 30. august 2026

Opening Ceremony UNESCO World Heritage Site

Roskilde Cathedral is the burial church of the Danish royal family since the 12th century. It is one of Northern Europe's earliest Gothic brick cathedrals and more than 40 Danish kings and queens are buried here.

Walk from the bus into the cathedral. Please remain quiet as you walk around and take time to see some of the royal tombs. Show respect for the kings and queens buried here. When the music begins, take a seat on one of the benches. After the presentation, when the music starts again, walk outside to your national flag. One person from each country grabs their flag and follows the Flag Ceremony.

Stage 1: Viking attack

Start: Viking Ship Museum

Finish: TA1 Kattinge værk (Crew)

Map: 1 (1:25.000) & 2 (1:7.5000)



Line up at the beach. The race starts when the Viking blows in the horn. Swim to the reconstruction of Skuldelev Viking ship. **Only one team member** may approach the ship to **collect Maps 2.** DO NOT climb or grab the ship. Then swim to shore and exit the water on the other side of the museum marked with a beach flag.

The Skuldelev ships are full-scale reconstructions of original Viking ships discovered in Roskilde Fjord. Built using traditional Viking craftsmanship, they demonstrate how these vessels sailed and performed over 1,000 years ago.

CP 1: Trail bend (no punch just run by the flag)

CP 2: Thickness Southwest end (both on map 1&2)

Punch CP 3o then

Free order and optional: 3Ao, 3Bo, 3Co, 3Do, 3Eo

Finish back punch CP 3o

Control descriptions on maps



Stage 2: MTB-O - Skjoldunge dynasty

Start: TA1 Kattinge værk (Crew)

Finish: TA 2 Sagnlandet (Crew)

Map: 2 (1:7.5000) & 1,3 (1:25.000)

CP 5: Trail bend. Follow marked mountain bike track to CP 6 (mandatory)

CP 6: Mountain bike trail/ditch

CP 7: Trail junction

CP 8: Hilltop, Gydehøj: One of Denmark's largest shipwrecks from the Viking Age, known as the legend of the Skjoldungs.



Archaeological finds reveal one of Scandinavia's most important royal centres of the Iron and Viking Ages. Old Lejre was home to the Skjoldunge dynasty and King Hrothgar's great hall, made famous in Beowulf.

Stage 3: Run back in Time - Land of Legends

Start/finish: TA 2 Sagnlandet (Crew)

Map 4: Special map - Handdrawn

Water and WC available during the stage

Land of Legends (Sagnlandet), brings Denmark's history from earliest heritage to life.



Park your bikes at TA 2 and run via the gate with the crew next to the normal entrance.

CP 9: Dyeing Workshop - Colours of Nature (Agricultural development 1850s)

CP 10: The Wild Walk - look down maybe you see wild boar

CP 11: Shed (Agricultural development Krikkebjerghuse 1850s)

CP 12: Fence animal house (Agricultural development 1850s)

CP 13: Northernmost Stone east side (Ship settings Viking Age 680 - 1066. Reconstruction of the stone ship at Gammel Lejre)

CP 14: Ertebølle huts (Stone Age 13,000 BC - 4000 BC)

CP 15: Sacrificial bog (Iron Age 500 BC - 800)

CP 16: Iron Age House Lethra (Iron Age 200 BC - 200)

CP 17: Iron Age Smilhy (Iron Age 500 BC - 800)

CP 18: Stone Age tomb - Long Dolmen "Langdysse"

(New Stone Age 4000-1700 BC)

CP 19: Dance Labyrinth Trojaborge (bronze age 3300-1200 BC)
Probably played a religious and ritual role. Remember! It brings bad luck to cheat and cross the stone walls.

CP 20: The Midgard Serpent "Midgårdssormen" is a gigantic sea serpent from Norse mythology, child of Loki and the giantess Angrboda. It circles the world beneath the ocean, biting its own tail, and is destined to fight Thor during Ragnarök, where both kill each other.

CP 21: Inside the reconstruction of The Royal Hall at Lejre (700-750). It was a political and ceremonial center for Danish kings during the Viking Age (550-950)

CP 22: Viking Farm House (680 - 1066)

CP 23: Odin was the chief god in Norse mythology, associated with wisdom, war, magic, and poetry. He sacrificed one of his eyes in exchange for knowledge.

Stage 4: MTB-O - Hunting heritage

Start: TA 2 Sagnlandet (Crew)

Finish: TA 3 Køge Havn (Crew)

Map: 3,7,8,9 (1:25.000) & 5,6 (1:10.000)



The orange "Skjoldungernes Trail" is a mandatory route choice from TA 2 (Sagnlandet) towards CP 24o.

CP 24o: Ditch/trail

CP 25o: Trail junction

CP 26o: Ditch/trail

CP 27: First trail bend on mountain bike track

Follow marked mountain bike track to next CP (mandatory)

CP 28: Hill top on mountain bike track

Follow marked mountain bike track to next CP (mandatory)

CP 29: Stone near mountain bike track

Follow marked mountain bike track to next CP (mandatory)

CP 30o: Trail bend on mountain bike track

Svenstrup Gods dates back to 1200. It was a royal estate after the Reformation and was a favourite hunting retreat of King Frederik II. Its vast forests attracted Danish kings for centuries, making Svenstrup Gods a symbol of Denmark's royal hunting heritage.

CP 31: Forrest road crossing

CP 32: Creek/trail crossing The orange "Køge Å stien" (bike trail) is mandatory route choice from CP 32 to the end of orange Køge Å stien (East side of map 8)"

CP 33: Southside of wooden bridge. Stay on the south side of the creek when leaving CP 33

Vikingeborgen Borgring is one of Denmark's five Viking ring fortresses, built around AD 980 during the reign of King Harald Bluetooth. Discovered near Køge in 2014, Borgring offers unique insight into Viking military engineering, royal power, and life during the Viking Age. The five ring fortresses are inscribed on the UNESCO World Heritage site.

CP 34: Leave your bikes with the crew at the parking lot in front of the museum Vikingeborgen Borgring and run east of the building and follow the wooden boardwalk. Punch CP 35o and CP 36o on foot and run back to your bikes. Make space for all other guests at the museum.

CP 35o: Vikingeborgen Borgring East gate

CP 36o: Vikingeborgen Borgring West gate

After picking up bikes go back west for 650 meters to continue north on mandatory route (Køge Å stien)

Stage 5: FB Gruppen - Urban development

Start / Finish: TA 3 Køge Havn (Crew)

Water at TA3

Map: 10 (1:4.000)

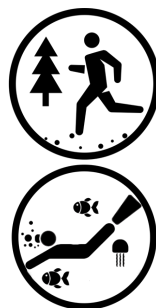
Cutoff: Depart TA 3, start Stage 6 no later than 17:30

FB Gruppen is developing a new waterfront district in Køge. A striking contrast to the prehistoric sites you just visited.

Park your bike in the area marked by Crew

Unload your SI pin with Crew at arrival of TA3

The crew at TA 3 will decide the order in which teams complete the stages: 5A Køge City Run & Swim or 5B



Køge Harbor dive. Return to TA 3 after each stage.
Both stages will use punch and a punch card (No SI)

Stage 5A Køge City Run & Swim:

Be aware: Every end August, Køge Festuge(celebration week) transforms the town with a week of concerts, cultural events, street performances, and activities for all ages.



CP 37o: Corner fence of Lions Club Køge

CP 38o: Witch Burning Memorial Plaque 1608-1615

The witch trials remain a dark chapter in Danish history. Between the 16th and 18th centuries, hundreds of people—most of them women—were accused of witchcraft, with many executed by burning after unfair trials driven by fear and superstition.

CP 39o: Køge Church - Sct. Nicolai from 1325

Køge's oldest landmark, dating back to 1325, and has stood at the heart of the town for over 700 years.

CP 40o: Agnes og Rødes House from TV-Series Matador

Køge provided location for Denmark's iconic TV drama *Matador*. The historic house of Agnes and Røde, together with several streets and landmarks, helped bring Denmark's most beloved TV series to life.

CP 41o: Richters Ølstue (Beer taverns) from 1644

One of Køge's most atmospheric beer taverns, offering a taste of Danish history alongside local and international craft beers.

CP 42o: The Green House Visit Køge - Change to Swim

From CP 42o to CP 43o Swim in Køge Å (river) follows the blue line. Climb the boat bridge at the end of the blue line and punch CP 43o.

You cannot punch 42o & 43o if you do not follow swimroute

CP 43o: Swim Exit - boat bridge

From CP 43o return to TA 3 via Plan A or Plan B marked on the map. You will have that information before you leave TA 3.

Depending if there is a ship in the harbour or not.

Stage 5B Køge Harbor dive:

2 people on the water surface and 2 people dive

Swimming mask recommended

CP 44: Dive CP underwater

CP 45o: Dive CP underwater

CP 46o: Dive CP underwater



Stage 6: MTB-O - Wild Forest Paths

Start: TA 3 Køge Havn (Crew)

Finish: TA 4 Bøgeskov Havn (Crew)

Map: 9,11 (1:25.000) & 12 (1:20.000)



Gjorslev Gods was founded in 1396 by Bishop Peder Jensen Lodehat and is one of Denmark's best-preserved houses from the High Middle Ages 1000-1500.

For over 600 years, it has played an important role in Danish history, farming, and estate management.

CP 47: Bridge over river

CP 48: Trail bend

CP 49: Long barrows, Stone Age (4000 BC)

CP 50o: South of burial mound, Stone Age (4000 BC)

CP 51: Fruerhøj Burial Mounds – From Early Iron Age by Denmark's first farming communities (1000-500 BC)

CP 52o: Road ditch

Stage 7: Coasteering Stevns Klint

UNESCO World Heritage Site

Start: TA 4 Bøgeskov Havn (Crew)

Finish: TA 5 Stevnfortet (Crew)

Water and WC available at TA5

Map: 12,13 (1:25.000) 14 (1:3.000) 15 (unknown)



Cutoff: Depart TA 5, start Stage 8 no later than 23:30
Start the underground run CP 58 no later than 22:45
Mandatory: Bike helmet must be worn when following the beach below the cliff and running underground in Stevns Fortet.

Stevns Klint UNESCO World Heritage Site reveals the thin black clay layer that marks the asteroid impact which ended the age of the dinosaurs 66 million years ago. You are passing one of the world's clearest records of the day the dinosaurs disappeared.

Follow the beach between TA4 - CP 55o coastering
CP 53: Beach, corner of limequary
CP 54: Beach, corner of limequary
CP 55o: Beach, fallen tree
Leave the beach and follow "Trampesti" (blue line) to Højerup Kirke and run back down the stairs to the beach and find CP56o
CP 56o: Beach, under overhanging lime blocks
CP 57: Beach, lime blocks
Run back up and follow "Trampesti" (blue line) to Stevnsfortet CP58

Stevnsfortet was an underground military fortress built during the Cold War 1953-1989. It was equipped with coastal guns, radar systems, and underground command facilities to help defend NATO's eastern flank.



NB. It's not safe to drink the water underground.

CP 58: Entry of the underground Stevnsfortet - No flag just sign in at Crew. Start the underground run no later than 22:45
Drop your backpacks at the crew before you run underground.
It will be hard to climb out of the narrow gun turret at the exit of the underground with a backpack. Mandatory: Bike Helmet

Entry point not marked on underground map 15

Free-Order Orienteering - take CP 59o-73o in any order

CP 59o: Fuel tunnel

CP 60o: Lunch Table

CP 61o: Red Line - Between NATO and the Warsaw Pact

CP 62o: Operations room

CP 63o: Sleeping Room

CP 64o: Meeting Room

CP 65o: Corner of open space

CP 66o: At the Beach (exit the door)

The polish special forces "Wojska Specjalne" placed there metal emblem just above this Checkpoint

CP 67o: Ammunition storage room

CP 68o: Ammunition storage room

CP 69o: Exit of the underground - Finish here -> Climb the ladder -> CP is half way up. Watch your head on the way out, it's very narrow!! Some parts are marked with pink ribbon.

CP 70o: Duty room

CP 71o: Operations room - Preparation of an attack from east

CP 72o: Tunnel end: Legend says a Soviet vodka bottle were once found here - a silent reminder that the Russians were always watching

CP 73o: Look up the ladder

Exit: Climb the ladder at CP 69o via a coastal gun turret back to the surface. Punch CP 69o along the way out. You will exit at a Gneisenau Gun turret at the surface. Exit point not marked on surface map 14. Continue from here to CP 74o. Pick up your packs at CP 58.

CP 74o: Bench with a view - By locals called "the wedding bed"

10

CP 75: Inside J-box

CP 76o: Tickness

CP 77: A semi-mobile surveillance radar system, part of NATO's early warning and coastal defense network during the Cold War

CP 78o: a Semi-Mobile searchlights scanned for enemy aircraft

CP 79o: Underground bunker - Enter at the stairs to the east of Checkpoint

CP 80: The Saab 35 Draken — a Swedish-built Cold War fighter jet operated by the Royal Danish Air Force from the 1970s until 1993

Stage 8: MTB - Ghosts along the beach

Start: TA 5 Stevnsfortet (Crew)

Finish: TA 6 Faxe Kalk Lhoist (Crew)

Water and WC available at TA 5 & TA 6

Map: 13 (1:20.000) & 16 (1:25.000)

Vemmetofte Kloster was founded as a monastery in the 12th century and became a home for unmarried noblewomen in 1735. Local legend says that if you see a lone woman walking in the forest by night, she may be one of the noble ladies who never truly left Vemmetofte kloster.



CP 81: Trail stream

Stage 9: Lhoist Faxe Kalk Lime Plant

Start & Finish: TA 6 Faxe Kalk Lhoist (Crew)

Water available at TA 6

Unload your SI pin with Crew at arrival to TA 6

Cutoff: Depart TA 6, start Stage 10 no later than 29. august 06:00

Mandatory gear: Helmet on Stage 9A, B, C

Safety glasses only on Stage 9A and 9B.

Safety glasses will be handed out in TA6



Don't eat the lime or get it in your eyes. Hand washing is available after this stage at the Folkehus next to TA 6. Eye wash / flushing fluid will be available at both TA 6 and CP 84A&B.

Faxe Limestone Quarry is one of the largest open limestone quarries in Denmark. The limestone was formed about 63 million years ago, and many beautiful fossils have been found here, including corals, sharks, and crocodiles. At **Lhoist Faxe Kalk**, the limestone is processed, and some of it is heated in large kilns to make quicklime. Quicklime is used in construction, environmental projects, and many different industries.

The crew at TA 6 will decide the order in which teams complete the stages:

- 9A *Complex facility* (CP82 & 83)
- 9B Rappeling (CP84A or 84B)
- 9C Bike in Faxe Kalk (CP 85-87).

Return to TA 6 after each stage.

Map: 17A (1:1.000) Safety plan drawing

Map: 17B (1:1.000) Airphoto 2024

Faxe Kalk Lhoist is a complex facility, therefore we made 2 different maps of the same area and marked suggested route choices. Please slow down and navigate very carefully.

Stage 9A Complex facility:

TA 6 -> CP 82: You can follow the blue line

CP 82: Top of Silo

CP 82 -> 83: You can follow the yellow line

CP 83: Top of Silo

CP 83 -> TA 6: You can follow the green line

Stage 9B Rappelling:

Bring 1 Harness, 1 ATC, 1 Prusik and 2 locking carabiners pr. person from crew at TA6.

Penalty if the equipment is dragged or put on the ground. All gear has to be handed back attached together to Crew.



TA6 -> CP CP84A or 84B: You can follow the red line

CP:84A or 84B: Start of rappel(Crew). A&B are the same CP

Stage 9C Bike in Faxe kalk:

Map: 17C (1:7.500)

There is no need of Safety glasses for this stage.

CP 85: Stone

CP 86: Reentrant

CP 87: View point over Faxe Kalk

Stage 10: MTB

Start: TA 6 Faxe Kalk Lhoist (Crew)

Finish: TA 7 Sorø Broby vester (Crew)

Map: 18,19,20,21 (1:25.000)



CP 88: Blåbæk Wind Mill. *Long before electricity & steam Denmark ran on water and wind. For centuries, watermills like Blåbæk Mill powered local communities by grinding grain into flour or sawed timber.*

Follow the mandatory orange trail "Gisselfeld Kloster" through Denerup Vænge and Nygårdsvænge

Hidden in the forests around Sorø and Glumsø are ancient Stone Age tombs including Dolmen tomb, passage graves and long barrows.

Built more than 5,000 years ago, these monuments still remain as landmarks in the landscape. According to legends , Dolmen tomb are built by giants, not humans, because no ordinary people could lift such massive stones.

CP 89: Dolmen tomb (Herlufille By Runddysse)

CP 90: The Hobbit Hole of Janus Høhne Pibefar –

Drinking water available at the CP 90

CP 91: Dolmen tomb

Follow the mandatory orange trail “Næstbyholm Gods” in Glumsø Vestskov

Næsbyholm Gods become home to Steen Brahe in 1585, brother of the world-famous astronomer Tycho Brahe. As Tycho explored the heavens, Steen built his legacy Næsbyholm, managing estates and serving as one of Denmark's leading noblemen.

CP 92o: Long barrows - Broby Vesterskov Langdysse 1:
A 90m long Stone Age monument with 159 kerbstones. It was built more than 5,000 years ago. Long before the Danes ever dreamed of Viking ships.

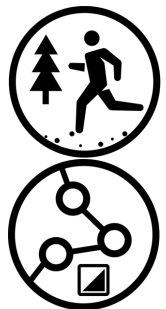
Cp 93o: Barrows - Broby Vesterskov dysse

Stage 11: Orienteering Run

Start & Finish: TA 7 Sorø Broby vester (Crew)

Map: 22 & 23 (1:10.000)

Cutoff: Depart TA 7, start Stage 12 no later than 29. august 15:30



Founded as **Sorø Monastery** in 1161, it became the burial place of Kings Valdemar the Great, Valdemar Atterdag and Queen Margrethe I. Later Queen Margrethe was reburied in Roskilde Cathedral, it marked the beginning of Denmark's royal burial tradition there.

King Christian IV transformed Sorø into a Royal Academy in 1623. Since then, **Stiftelsen Sorø Academy** has educated nobles, scholars and future leaders, continuing nearly 900 years of history on the same site.

Control description on maps

After cp 100 optional CP is written 00o on the map.

So cp 102o is written 02o

Stage 12: MTB

Start: TA 7 Sorø Broby vester (Crew)

Finish: TA 8 Lundegaarden (Crew)

Map: 21 (1:25.000)



Very very Steep downhill just before CP 120!!

CP 120: Trail junction

CP 121: Dolmen tomb

CP 122: Trail bend

Stage 13: Vertical Orienteering

Start/Finish: TA 8 Lundegaarden (Crew)

Water & hot water available at TA8 Map: 24 (1:750)

Cutoff: Depart TA 8, start Stage 14 no later than 29. august 20:00

Park your bike as marked on the map here you will also find TA bag B Climbing and run to TA8 marked with triangle on the map

Unload your SI pin with Crew at arrival of TA 8



Free order and optional checkpoints, all are 5-20m up in the trees, they have to be reached by climbing.

There are 16 climbing CP's. Each team can maximum score 11 CPs in this stage. So you are allowed to skip 5 CP and still score maximum points.

Only one person per team has to punch the checkpoint, but each member needs to climb 2 times if you go for maximum points.

Mandatory equipment: Bike helmet

The team will get 2 climbing harnesses, 3 carabines, 1 grigri, 1 ascender, 1 foot loop and 1 ATC brake.

Penalty if the equipment is dragged or put on the ground. All gear has to be handed back attached together at TA8.

A 1o, 2o	Ascending A1o, A2o has 2 ropes each, so space for 2 teams at a time
R 1o,2o,3o, 4o,5o,6o, 7o	Climbing with Rope R6o, R7o has 3 ropes each, so space for 3 teams at a time
F 1o,2o,3o, 4o,5o,6o	FreeSolo climbing without rope. Max 4 meters over the ground.
D 1o	Dry tooling (Crew) There are 2 ropes, so space for 2 teams at a time. Climbing with ice climbing gear on a wooden pillar attached to a tree. Crampons and Ice Axes are handed out by crew

NB: A10 and R50 are in the same tree, so only one circle for both CPs on the map.

Stage 14: MTB

Start: TA 8 Lundegaarden (Crew)

Finish: TA 9 Skelby canoe put in (Crew)

Map: 21,25 (1:25.000)



CP 123: East of road junction

Stage 15: Canoe

Start: TA 9 Skelby canoe put in (Crew)

Finish: TA 10 Rådmandshaven (Crew)

TA 9 opens at 06:00 Saturday 29. august

Cutoff: Depart TA 9, start Stage 15 no later than 17:30 and be off the water by 20:45

After 17:30 bike from 123 to TA 10 via mandatory red route and skip CP124 (if teams get late and have to bike they will lose one mandatory checkpoint)

Map: 25 (1:25.000)

Each team get 2 canoes - bring the bikes in the canoes



Canoe portage at Holløsebro displayed on the map. Show respect to other canoe paddlers. Wait in line if there is a bottle neck. It is important to show our best version of the sport.

CP 124: Slusehuset - Get out of the canoe here. Help the crew load the trailer and run to T10 (TA10).

Herlufsholm was founded in 1565 and is Denmark's oldest boarding school. Generations of leaders, scholars, and members of the Danish royal family have studied here.

Slusehuset marks one of the most historic locations along the Suså River, Denmark's longest river. For centuries Suså was one of Zealand's most important transport routes, carrying timber, grain, peat and other goods between inland communities and the trading town of Næstved. The lock regulated the river's water level, enabling boats to navigate the waterway and supporting trade long before the arrival of railways and modern roads.

Stage 16: City Orienteering & Labyrinth

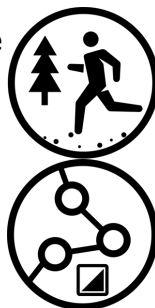
Start & Finish: TA 10 Rådmandshaven (Crew)

Cutoff: Depart TA 10, start Stage 17 no later than Sunday 30. August 01:00

Crew at TA10 decides what order the teams complete the stages: 16A City Orienteering or 16B Labyrinth.
Return to TA 10 after each stage.

Stage 16A City Orienteering:

Map: 26 (1:4.000) Combi map between sprint orienteering and old handdrawn from 1897



CP 125: Holy Spirit House was built in the 15th century as part of a Middle Ages hospital and monastery. Today, it is one of Denmark's best-preserved Middle Ages buildings

CP 126: North of Sct. Mortens Church: Standing watch over Næstved for more than 800 years

CP 127o: On top of Tower

Amtmandsstien is an award-winning residential development overlooking Næstved.

CP 128o: Wooden bench and fence

CP 129: Apostle House (Riddergade 5A) – One of Denmark's best-known half-timbered houses, built around 1500. It is

famous for its wooden carvings and the twelve apostle figures on the front of the building.

CP 130: St. Peter's Church (Sankt Peders Kirkeplads 10) – One of Næstved's oldest churches, dating back to the early 13th century. Built in the Gothic style, it is home to remarkable wall paintings from the Middle Ages.

CP 131: Næstved's Old Town Hall, built around 1450, is located at Sankt Peders Kirkeplads 5. Situated in the heart of the city, it is the only preserved middle age town hall in Denmark.

CP 132: Since the late Middle Ages, Axeltorv has been the heart of trade in Næstved. The square was built on the ruins of a former Franciscan monastery and is named after the axle carts used by farmers to transport their goods to market.

CP 133: open area on small island near Susåen

Stage 16B Labyrinth:

Map: A,B,C,D is handed out at the start of the stage

Each team receives four different routes through the labyrinth. Every team member must only complete one route. Teams may split up and complete their routes simultaneously.

The SI control number for each checkpoint is shown on the map in () after cp number.

Follow your assigned route and punch all checkpoints in the correct order.

Please return all maps after completing the stage.



Sprint Challenge: A prize will be awarded to the team with the fastest combined time on this stage. So hurry up—but keep a cool head!

Stage 17: Bike - Beach vacation

Start: TA 10 Rådmandshaven (Crew)

Finish: TA 11 Bisserup havn (Crew)



Map: 27,28,29 (1:25.000)

Parts of the stage follows "Lagunestien" marked with orange, these parts are mandatory route choice

CP 134: Electricity pylon - Climb up 2 meters

Diving at Enø strand(beach)

One person stays on the beach with your bikes.

Three people swim to the buoy and one dives while the other 2 are safety at the water surface.



CP 135 & CP 136: Yellow buoys - CP's are 3 meters below the surface. Punch in Map (No SI).

CP 137: Trail top of slope

Cp 138: Trail junction

Stage 18: Kayak - The lagoon

Start/finish: TA 11 Bisserup havn (Crew)

Map: 29 (1:25.000)

Water and WC available at TA10

Cutoff: Depart TA 11, start Stage 19 no later than 29. august 06:00

Any penalties for top 10 teams will be served in this TA.



Each person get one kayak

Mandatory gear: Life vest and glow sticks attached to the boat and lifevest during the night.

CP 139: North side of island "Birdhill"

CP 140o: South East side of island "Sandy Islet"

CP 141o: Inside building, hunters house

CP 142o: In tree near beach - look up

Stage 19: Bike - Conquer the castle

Start: TA 11 Bisserup havn (Crew)

Finish Line: Kobæk Strand hotel (Crew)

Map: 29, 30 (1:25.000)



CP 143: Church path

CP 144o: Beach trail - Follow orange marked Lagunestien if you want to punch 142o. Or skip and follow the way around

CP 145: Inside castle yard at Borreby Herreborg

CP 146: Beach / trail - follow the beach direct to 147

CP 147: grab your flag and run or bike to the finish

No punch, no orienteering flag, just nation flags :)

In case of sprint finish this CP is the official finishline

*Push finish and unload your SI pin with Crew at finishline
Enjoy the finish line buffet !*

Basnæs Gods dates back to the 15th century. But is mostly known for the retreat of Hans Christian Andersen, where it was believed to have inspired parts of *The Ugly Duckling*. Basnæs Gods also became known for holding the Danish rights to Coca-Cola and Fanta.

Borreby Herreborg was rebuilt as a fortified Renaissance castle in 1556 by Chancellor Johan Friis, one of Denmark's most powerful noblemen. As you drive into the courtyard, you pass through the same gateway that once guarded one of Denmark's most formidable noble residences. It was built to impress friends—and discourage enemies. Today it host Borreby theater