

Mountains Marathon – 27 Games



Do you have what it takes to compete in this very unique event? Join us to find out!

Dates, Times and Cost

- Saturday, October 23 and Sunday October 24
- Registration opens at 11.30am on Saturday
- Play commences at midday Saturday and finishes at midday Sunday
- \$50 for ASPA Members
- \$60 for Non Members

Format and Prizes

- 27 Rated Games
- 22 Minutes Per Person Per Game
- One Division
- Australian Draw – Resets @ Rounds 10 and 19
- Clocks Compulsory
- First and Second Prizes
- High Game and High Word Prizes
- Under 1200 Rating Band Prize

Schedule

- Registrations from 11.30am
- Games 1 - 5: Midday-4.10pm
- Games 6 - 8: 4.25pm-6.55pm
- Games 9 - 13: 7.25pm-11.35pm
- Games 14 - 17: 11.50pm-3.10am
- Games 18 - 22: 3.25 am-7.35am
- Games 23 - 27: 8.05 am-Midday
- Presentations

Food and Beverages

All of the following is included in the entry fee.

- Dinner: BBQ with salad and bread
- Breakfast: BBQ Bacon and Egg Rolls and Cereal
- Tea and Coffee All Night
- Fruit and Snacks All Night

Registrations and Info

- Mark Smith
- Phone: 0408 461 807
- Email: clabbers@gmail.com

Registrations Close

**Wednesday 20
October**

Venue and Directions

- Warrimoo Public School
- Florabella Street, Warrimoo
- Visit this URL for an online map: <http://tinyurl.com/warrimoo>

See the reverse of this notice for a map.

Directions by train and walking (Should take 10 – 15 minutes)

- Catch the Blue Mountains Line train from Central to Warrimoo – Approx 1 hour and 15 minutes.
- When exiting Warrimoo station turn right at the top of the stairs and walk over the highway.
- Continue west along the Great Western Highway and turn left into the Boulevarde.
- Walk to the end of the Boulevarde and turn right into Arthur and the left into Florabella Street.
- The school is about 200 meters down Florabella street.

