

ROADBOOK



September 1st – 5th 2021

Course:
Master - European Championship

General Rules

Please read and familiarize yourself with the general rules of Adventure Races held in Denmark under the national AR association DARU, as they may differ slightly from the rules of your home country.

The official DARU Rules count unless special rules apply for a specific stage, in which case it will be evident from the Stage Notes in this Roadbook.

On all stages:

- Bring mandatory team and personal race gear.
- The CPs have to be visited in ascending numerical order.
- All team members must visit the CPs together, meaning that everyone has to be within 5 meters of the CP before continuing.
- Beware of the forbidden areas indicated on the maps. In case a team by accident find themselves inside a forbidden zone, they must return by the same path and continue racing from the point where they entered the forbidden zone.
- Always follow traffic regulations, respect red lights, people, nature and animals.
- Front and rear lights must be worn on all biking stages after dark.

Symbology

Indicating stage activities and facilities at TAs, the following icons and abbreviations are used:



Trekking



Mountainbike



Kayak



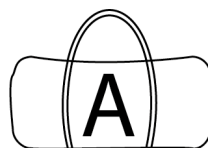
Canoe



Rope task



Swimming



Gear Bag



Life vests



Medical Kit



Shelter



Hot water available



Food is served



Trash Can



Power outlet



Toilet



Water supply

ST
SPECIAL TASK

CP
CHECK POINT

TA
TRANSITION AREA

N/A
Not Applicable

Mandatory Equipment

On all stages:

Team	First Aid kit, knife, Time keeping device, mobile phone (Sealed and must only be turned on for emergency), compass, waterproof pen, digital camera, 1 big headlamp, roadbook, GPS tracker from organizers,
Personal	Survival blanket, whistle, red and white light, windproof pants and waterproof jacket SportIdent card, Racebib

On swimming and swim-runstages

Personal	Life vest must be worn when in the water. Wet suit optional on S1 but can be mandatory on other stages. Swimming in the dark - glow-sticks visible!
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On MTB stages

Team	Repair kit
Personal	Bike, helmet, team number, front and rear lights

On paddling stages




Team	Parachute rocket, emergency flare, 4 extra glow sticks, <i>accessible</i> phone and GPS tracker
Personal	PFD / life vest, whistle accessible, 2 glowsticks

All equipment for rope tasks will be provided by organizer

Forbidden Equipment

- GPS-navigation equipment.
- Motorized vehicles
- Maps not provided by the race organization and extra sets of maps
- Wheels for canoe and kayak
- Sails for canoe and kayak

HAPPY RACING!

S0    PROLOGUE		
TIME		
90 minutes	Happy Racing	

CP	Description	Control	NOTE
START	Town Square		Master-start - stay behind bicycle
P1	CORNER	No clip	
P2	Wall	Clip	
P3	Bridge	Clip	
P4	Corner	Clip	
A	Climbing	Clip	
B	Tower-run	Clip	
C	Danish White Water	Clip	
D	Team-Work	Clip	
E	Tenting	Clip	
F	Mini Swim Run	Clip	
P12		Clip	
Finish	Town Square	Manual Timing	
STAGE NOTES	You only need to bring your GPS tracker and life vest on the prologue. No other mandatory equipment.		






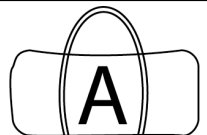

Facilities at START	     
Logistics at START	


S1**Lakeland in a Nutshell**

TIME / KM	Stage Notes	
5-8 hours 30 km	Use Map 2 and Map 3 for the CP's on these maps! Life vest must be worn on all water crossings longer than 10 meter.	




CP	Description	Control	NOTE
Start	Square		
1	Riverside N, out-hanging tree	131	
2	Hollow	132	
NOTE!	Teams MUST swim across the LAKE.		See mandatory crossing at map 2.
3	WWII Bunker. Inside. SW corner	32	
4	WWII Bunker. Inside. NW corner	31	
5	WWII Bunker. Inside	35	
6	Lakeside, outhanging tree	36	
7	WWII Bunker. Inside. NW corner	34	
8	Troll named "Stærke Storm"	Photo point	
9	Hilltop	133	
10	Fallen Tree	134	
11	Viewpoint	Photo point	
12	Spring	Photo point	Water is drinkable
13	Bog	135	
14	Rock	136	
NOTE!	Be aware not to go through private gardens! 😊		There will be orange flags guiding you the last part
15	Lakeside	137	
16	Island, highest point	138	Change to map 3
NOTE!	Teams must enter at the south coast at the forced transition area		See mandatory crossing at map!
17	Gully	139	
18	Rock	140	
19	Rock	141	
20	Rock	142	
21	Big Rock	Photo Point	
22	Rock	143	

23	Spur	144	
NOTE!	Be aware of private areas		
24	Hilltop - point 86	145	
25	Creek - can be dry	146	
26	Creek - upper	147	
27	Ditch	148	
28	Island - W-side	149	
NOTE!	Team must use bridge, when landing		See mandatory crossing at map!
29	Hilltop - point 61	150	
30	Hilltop	151	
31	Bridge	152	
NOTE!	Remember - gray areas are also forbidden - so no trespassing 😊		See mandatory crossing at map!
32	Viewpoint - Lovises Høj	Photo point	
33	Gully	39	
34	Gully	38	
35	Gully	37	
TA1	Nordisk	156	MAX TIME ½ HOUR
TEAM NOTES			

Facilities at TA1	    
Logistics at TA1	 

<div>S2 </div> <div>Quickie by the water</div>		
TIME / KM		
1 - 1½ hours 15 km	Respect forbidden areas! Remember to bring life vest and glow sticks for canoe	



CP	Description	Control	NOTE
TA1	Nordisk	156	Remember to check out
36	Trail junction	157	
37	Trail junction	158	
TA2	Gully / Gravel road	159	MAX TIME ½ HOUR
STAGE NOTES	Respect forbidden areas! Remember to bring life vest and glow sticks for canoe		


Facilities at TA 2	 		
Logistics at TA 2	<div>  All equipment for canoes will be provided. BRING your own life vest </div>		

S3**Sky Mountain and Beyond!**

TIME / KM			
3-4½ hours 20km	Use map 6 for CP 42 - 45	Please: Move like ninjas in urban areas ;)	
CP	Description	Control	NOTE
TA2	Gully / Gravel road	159	Remember to check out
38	Trainstation	Photo point	There is a good landing for the canoes, at the north east corner of the lake - behind the bridges. See map!
39	Creek - Gully	160	
40	Bridge	1Photo point	
41	Bridge	Photo point	
42	Fallen Tree	161	USE ORIENTEERING MAP (6)
43	Spring - Gully	162	
44	Tower	Photo point	
45	Gully	163	Canoe must be brought back to TA2/TA3
TA3	Gully / Gravel road	159	MAX.

STAGE NOTES	Use map 6 for CP 42 - 45
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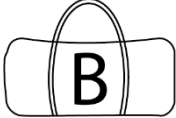
Facilities at TA 3	 
Logistics at TA 3	<p>Pick up team bikes and follow instructions for TA3 and CP 46 described below.</p> <p>Bring along canoe which is used for CP 46. (See CP 46 notes).</p> <p>Bring your life vest to TA7</p>






S4						Heading for the Old Kingdom	
TIME / KM							
5-8 hours 90 km		If bikes are off trail they must be carried. It is NOT allowed to push the bike in the terrain!					
		Be aware of the no bikes zones - here it is not allowed to bring the bike inside the zone!					

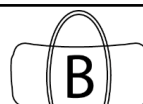
CP	Description	Control	NOTE
TA3	Gully - Gravel Road	159	Remember to check out. Team bring one canoe to CP 46 - 2 team members and 2 bikes must be carried in canoe. 2 team members bike to CP 46 and meet up with canoe.
46	Landing / Open grassy area	164	ST - Rivercrossing Use the canoe to transport team and bikes across. Leave the canoe by staff on landing site.
47	Hilltop	165	NO bike in the zone!
48	Hilltop	166	NO bike in the zone!
49	Trail Junction	43	
50	Riverside - North Side	58	Be aware of forbidden areas
51	Spur	60	NO biking in the terrain. Leave bikes and run the last little stretch! Use MAP 8 for this CP!
52	Gully	61	NO biking in the terrain. Leave bikes and run the last little stretch!
ST	Climbing Activity	62	Follow guidelines
53	Hilltop/Water reserve	Photo point	

54	Gravel pit	170	Use road down the pit for easy access - be aware of trucks in daytime!
55	TOWER	Photo point	Top floor of tower 😊
56	Barrow	171	Bikes must be left outside the zone!
57	Fence - corner	172	
58	Ditch	173	
59	Lakeside	174	NO biking in the terrain. Leave bikes and run the last little stretch!
60	MTB trail	175	
NOTE!	Blue MTB trail must be followed to CP 61	!!!!!!!	It is MANDATORY to follow the blue MTB-trail to CP 61
61	Trail junction	176	
62	Trail junction	177	
63	Barrow	178	NO biking in the terrain. Leave bikes and run the last little stretch!
64	Barrow	179	NO biking in the terrain. Leave bikes and run the last little stretch!
65	Barrow	Photo point	
66	Pit (next to trail)	180	
67	Barrow	Photo point	If bikes leave trails they must be carried NOT pushed!
68	Trail junction	181	If bikes leave trails they must be carried NOT pushed!

69	Trail	182	
TA4	Open area	183	Max. Time 1 hour
Team Notes			

Facilities at TA 4	Bikes must be put north east of TA4   		
Logistics at TA 4	 + wet suits (If not inside Bag B)		

S5			
 			
HALD: Writing History			
Time/km			
2-3 hours 15 km	Be aware that the last swim must be between the 2 forced transitions. If wetsuits are mandatory will be determined when teams arrive at TA4. If wetsuits are worn it is not mandatory to wear a life vest.		
CP	Description	Control	NOTE
TA 4	Open area	183	
70	Old fortress	184	
71	Tower (Old fortress) - top floor	Photo point	
72	Outhanging tree	185	(Willow Tree)
73	Swamp - South	186	
74	Pit	187	
75	Between houses	188	Fun Fact - you swim straight at the Baroque Axis that is 1 km long 😊
76	Trailend (diffuse)	189	
77	Beach	190	
78	Hummock	191	
79	Gully	192	
80	Spring	193	
81	Gravel Pit (Old and Small)	194	
82	Pit	195	
83	Gully	196	
	Teams must swim between the 2 forced transitions		
TA5	Open Area	183	MAX TIME 1 HOUR
TEAM NOTES			
Facilities at TA 5	  		

Logistics at
TA 5

REMEMBER! Bring your life vests and glow sticks to TA7

S6

Short'n Tricky
TIME
**1½-2½ hours
30 km**
Remember your life vests and glow sticks from TA5-TA6


CP	Description	Control	NOTE
TA 5		183	Remember to check out
84	Hummock	198	
85	MTB-TRAIL	199	WARNING: OLD MAP! Stay at Blue MTB Trail to find CP
86	Hilltop	200	No biking in the terrain
87	Hilltop	201	
88	Trail (Gully)	202	
89	Lakeside	203	
90	Barrow	204	
91	Trail	205	Teams must stay on trails!
92	Trail	206	Teams must stay on trails!
TA 6	Parking Area	207	MAX TIME ½ HOUR
TEAM NOTES			

Facilities at
TA 6Logistics at
TA 6

Leave MTB in TA 6. Crew will provide a plastic bag for helmet and bike shoes and bike specific equipment.



All equipment for canoes will be provided.
Use your own life vests + glow sticks


<div> <div>S7</div> <div>  </div> <div>Rivers and Fiords</div> </div>		
Time / KM		
3-4 hours 20 km		


CP	Description	Control	NOTE
TA 6	Public parking area	207	Remember to check out
93	Church Yard NE Entrance	Photo point	Leave canoes at harbour
94	Hilltop, memorial stone	Photo point	It is allowed to go through the trail at the camping ground
95	Canoe Landing Area	No control (Control by tracker).	we will check this point by your tracker - so no control or photo here! Canoes + All Equipment, must be carried to TA7
TA7	School - South Side- Look for flags	208	MAX TIME 1 HOUR

Facilities at TA 7	      
Logistics at TA 7	 <div>Leave life vest in TA 7</div>



S8		<div>Wonderful Denmark!</div> <div>Fjordklyngen</div>
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TIME / KM		
4-7 hours / 65 km	<p>Take care when planning your route - be aware of mandatory crossings and private areas!</p> <p>TA8 - teams must first visit the TA8 area - where they will be served potatoes, can have a rest in outdoor shelter. After this they will do a loop around a small mtb-trail with some small technical challenges. After doing the mtb-loop teams cannot enter the TA8 again!</p>	
	TA8 Closes its serving of local potatoes at midnight Thursday	MTB LOOP at TA8 takes 5-10 minutes

CP	Description	Control	NOTE
TA 7	School	208	
96	MTB-Trail, (trailbend, open area)	209	
97	MTB-Trail (on a hill - diffuse!)	210	
98	Shelter	Photo point	
99	Old Bridge	Photo point	
100	Hilltop - point 42	211	
101	Hilltop - point 43	212	
102	Gate - Fence	213	
103	Hilltop	214	
104	Hilltop	215	
105	Cliff	216	
106	Hilltop	217	Leave bikes at beach
107	"Tanghuset" (House of Seaweed) 	Photo point	1 teammember stay at Tanghuset with the bikes, while 3 teammembers go to CP 108 on foot It is allowed to stay inside.
108	Marens Patter (Maren's Titties)	218	Sorry - but that is the name of these barrows! 😊 CP placed at Barrow to east. Circle at map is placed a little wrong!
109	Fishing Shelter	Photo point	
110		219	Ditch /Overgrown MTB-trail. Be aware that the trail is outside the ditches and not inside as drawn at the map!


111	Shelter/Tower	Photo point	
112	Barrow (point 40)	220	See Mandatory Crossing at map! NB! just after CP 112 - the trail goes to the west of the natural fence for 100 meters before crossing through the natural fence
TA 8	Community House 	221	MTB Single trail and local potatoes No Max Time, but remember to catch the Bus! AFTER MTB LOOP YOU DO NOT RETURN TO TA8
TEAM NOTES			





Facilities at TA8	      
Logistics at TA8	NONE - continue on MTB


<div>S9</div> <div>   </div> <div>Heading for the Crown</div>		
TIME		
2-3 hours / 27 km	MAP 23. Use the old Railway down for CP 113 - but remember to switch to MAP 24 in time!	
	No carrying of bikes in this stage. Bikes must stay on trails!	
	Do not enter forbidden areas!	
	CP117 - Can be taken before or after the Historic City Sprint (S10) - officials will decide this for each team.	

CP	Description	Control	NOTE
TA 8	Community House	221	First go to TA and after that TEAMS must do the MTB-loop!
113	Pit	222	
114	MTB-trail	223	Be Careful of not entering forbidden areas!
115	Trail	224	
116	Gully - next to trail	225	Be Careful of not entering forbidden areas!
TA9	Parking Basement	226	Leave bikes here. Bring helmets to CP 117 NO MAX. TIME - BUT REMEMBER THE BUS :)
117	 Rope-activity	258	Follow instructions on site. See stage notes below. Bring Helmets
STAGE NOTES	MAP 23. Use the old Railway down for CP 113 - but remember to switch to MAP 24 in time!		
	No carrying of bikes in this stage. Bikes must stay on trails!		
	Do not enter forbidden areas!		
	CP117 - Can be taken before or after the Historic City Sprint (S10) - officials will decide this for each team.		






Facilities at TA9	   
Logistics at TA9	Leave bikes in TA9

S10		BONUS STAGE Citytouring Viborg Denmark's Original Capital
Bonus: Optional Stage - teams that finish the stage will get a time bonus of 1 hour and 30 minutes.		
4 km $\frac{3}{4}$ -1½ Hours		Remember, you have a bus to catch

CP	Description	Control	NOTE
TA 9	Parking Basement	226	Remember to check out Register at control 226 - when leaving for rope-activity and for city-photo-orienteeing and for TA 11
TA 10	Parking Basement	226	
Notes for S10	Free Order Pair numbers and photos. In order to finish the stage team must pair 14 photos and CP's correct.		
Facilities at TA 10	   		
Logistics at TA 10	Pick up bikes, where you left them ;)		

<div> <div>S11</div> <div></div> <div>Catching the bus</div> </div>		
TIME	Opening Hours	
1/2 Hour 2,5 km		

CP	Description	Control	NOTE
TA 10	Parking Basement	226	Remember to check out
TA 11	Parking lot	227	<p>Bikes must be packed in bikes boxes on arrival to TA11 and teams can start S12 when bikes are packed.</p> <p>If you miss the bus - you're out of the race....</p> <p>BUS LEAVES AT 03.30</p> <p>IF you are not at the bus, with bikes packed at this time - unfortunately your race ends here....</p>

Facilities at TA 11	   
Logistics at TA 11	 <p>Bike boxes. Bikes must be packed on arrival to TA11 and ready for transport no later than Friday 03.25 am</p> <p>Bring Bag C on the bus and leave it before starting S13.</p> <p>Photos and SI units will be read and you will receive a new GPS tracker in TA11</p>

S12**Bonus Stage:
For the Wicked****Bonus:**

Optional Stage - teams that finish the stage before cut-off at 3 AM will get a 3½ hour time bonus.
Expected time for S12 is 2-2½ hours.


If a team finishes the stage at 02.30 AM Friday BONUS of 3½ hours will result in a registered finish time at 11.00 PM Thursday for the first 11 stages. If a team chooses not to do the bonus stage their time will be stopped in TA 11, when bikes are packed and ready for transport.


TIME	Opening Hours	
10 km 2-2½ hours	Must be finished before 3.00 AM otherwise the team will get no bonus! Bus leaves at 3.30 AM	

CP	Description	Control	Note
TA11	Parking Area	227	Remember to check out when you have packed your bikes for transport
118	Swamp	228	
119	Pit	229	
120	Trailjunction	230	
121	Pit	231	
122	Ditch	232	
123	Pit	233	
124	Fallen Tree	234	







125	Hollow	235	
126	Rock	236	
127	Sattel	237	
128	Rocks	238	
129	Pit	239	
130	Rocks	240	
131	Pit	241	
TA 11	Parking Lot	228	
Notes for S12	NB: You have to finish the whole stage - otherwise it will count as if you didn't start the bonus stage :)		


BUS  **BUS**  **BUS**  **BUS**  **BUS** 

<div> <div>S13</div> <div>  </div> <div>Tirsbæk Castle Sprint</div> </div>		
TIME	Opening Hours	Info
½ hour		<p>Get the 6 CP's in the given order. Be aware of mandatory crossings NO SI - but teams collect numbers and add them to find a sum (+)</p>
Start S13	Castle Square	When the sum is approved continue to S14
S2 1-6	See Map	








<div> <div>S14</div> <div>  </div> <div>Evil East Coast...</div> </div>		
TIME		
42 km 7-11 hours	Rules of S 14 are printed on the map! They MUST be followed - strictly for fairplay and for permissions to race here!	High tide 09:29


CP	Description	Control	NOTE
START2	Castle - Tirsbæk	242	Follow the rules of this stage very carefully. See map! Penalty will be disqualification. There will be x - numbers of CP's along the way that teams will easily find, if they play by the rules. These must be punched by all members like ordinary CP's.
132	Light Tower	Photo point	
133	Junction of Ditches	243	
134	Playground - top of slide	Photo point	You must climb to get to this place :)
135	Mirror Sculpture	Photo point	Use only designated trails in the park
136	The floor of and old mill	Photo point	
TA12	Old Barn / former chicken coop	244	Remember to check out MAX. TIME 1 HOUR




Facilities at TA 12	  		
Logistics at TA 12	   <div>Bring all items on S15</div>		

S15  The Water Calls... You're the Answer		
TIME		
50 km 7-10hours		







CP	Description	Control	NOTE
TA 12	Palsgård: Barn / Old Chicken Coop	244	Remember to check out
137	Trailhead / Garbage bin	Photo point	
138	Junction of Ditches	245	Land kayak at mandatory crossing
139	Beach / Harbour/ Red house	Photo point	
140	Head	Photo point	You must almost land it!
141	3 Rocks	Get so close, that the tracker catches the coordinates	You must be able to touch the rocks with your paddles
TA13	Public Beach	246	
Notes for S15	Bring life vest along to be used at CP 146 for a water crossing		


Facilities at TA 13	  		
Logistics at TA 13	    <p>Bike boxes available. Leave Bag D and paddles Bring Life vests on S16</p>		

S16  Back to the Highlands		
TIME	Opening Hours	Short Course
65 km 6-12 hours	Bring life vest along to be used at CP 146 for a water crossing	






CP	Description	Control	NOTE
TA 13	Beach	246	Remember to check out
142	Memorial	Photo point	Steen Steensen Blicher (again! :)).
143	Old community parliament	Photo point	Follow trail with yellow arrows
144	Old Viaduct	Photo point	Go “down under” to find it 
145	Hilltop	247	
ST	 	260	<p>Time difference will be executed here. Teams will sit down the time difference to the fastest teams at TA 11 before continuing.</p> <p>Referee Jury will decide how many teams that will have to do the sitdown.</p> <p>Bring Bag E and life vests for CP 146</p> <p>MAX. TIME For teams not doing the sitdown is 2 hours.</p> <p>Teams that will not do the sit-down will still be getting the correct time</p>


			at the ranking.
146	Lakeside	248	Water crossing. Leave Bag E, your life vests and floatable at after water crossing. WATER Crossing closes 13.00 Saturday - after this hour teams must bike around and will get ½ hour extra at their time!
147	Island (highest point)	249	
148	WWII Bunker (inside)	250	
149	Trail	251	
150	MTB-Trail - / (turn)	252	
151	MTB-Trail - / (turn)	253	
NOTE	Teams must follow the mandatory route marked on the map		
152	Tower - Ejer Bavnehøj	Photo point	Denmark's second highest natural point 170,35 meters high
NOTE	Go quiet in the field - cows grazing!		
153	Møgelhøj	254	169,50 meters above sealevel
154	Møllehøj	Photo point	Highest Point in DK Impressive 170,86 meters!
155	Barrow - Yding Skovhøj	254	Highest point in DK But not natural! 172,54 meters!

156	Old Barn - Open 	Photo point	1 team member stays in the barn with the bikes. 3 team members goes on foot to cp 157 - 161
NOTE	Swap to map 39 for CP 157 - 161		
157	Pit	131	
158	Rock	132	
159	Gully	133	
160	Viewpoint	134	
161	Hilltop	135	
162	Birdwatching Tower - inside	Photo point	
163	Spur, upon	136	
TA14	Housegarden	169	MAX TIME 1 HOUR
Notes for S16			
Facilities at TA 14	    		
Logistics at TA 14	Leave MTB in TA 14. Crew will provide a plastic bag for helmet and bike shoes and bike specific equipment.		

<div> S17  Pure Green Grit </div>		
TIME		
18 km 2½-5 hours		

CP	Description	Control	NOTE
TA 14	Housegarden	169	Remember to check out
164	Barrow	137	
165	Hollow (Robbers Nest)	138	Be carefull
166	March	139	
167	Hilltop (point 101 Gravensberg)	140	
168	Spur	141	Swap to map 41
169	Spring / vanished trail	142	
170	Hollow	143	
171	Trail-end (bench)	144	
172	Hilltop	145	

173	Clearing	146	
174	Gully / Creek	147	
175	Viewpoint	148	Name: Velling Kalv
176	Dyke	149	
177	Hilltop - Tower	Photo point	
178	Corner of Fence - outside	150	
179	Riverside	151	Take care! It is placed in a very steep place!
180	Riverside	152	
181	Small Gully	153	
182	Viewpoint	154 + photo point	Bøgelund Banke
183	Gully	155	
184	Rock	156	
185	Ditch - Lakeside	157	
TA15	Open Area - old railway station	168	MAX. TIME ½ HOUR
Facilities at TA 15	   		
Logistics at TA 15	 Pick up bikes		

S18  Take the Railway - GoGreen		
TIME		
15 km 1-2 hours		








CP	Description	Control	NOTE
TA 15	Old Railway Station	N/A	Remember to check out
NB	Leave bikes with officials at official bikeparking		If arriving later than 21.00 Saturday - bring bikes to the finish! 😊
186	Road Crossing	73	
187	Road Barrier	74	The LAST CP!!!!!!
FINISH	Congratulations!		Last Finish Sunday 05:00
Facilities at Finish	      		
Logistics at Finish	None		

Photo Point Descriptions:

CP8



Stærke Storm— a troll that moved to the forest of Silkeborg, where he does the best he can—to protect the nature.

Storm is part of a big troll-family spread around Denmark—you can find more trolls at trollmap.com

CP11



Frederik d. VII's høj.

Photo of team on the bench

123 m high with a beautiful view to the valley of Funder. The hills you will meet along the way is all created during the last ice age 12000 years ago.

CP12



Spring

The water is drinkable

CP21



Det halve franskbrød "The Half Loaf of Bread"

Photo of team in front of rocks

The big rock came here transported by the ice during the last ice -age from southern Sweden.

It has been tried broken down for buildings in the old days—but it seems like the Stone Mason gave up...

CP32



Lovise's Høj.

Photo of team with the memorial stone.

Named after Grevinden Danner (Louise Danner) in 1852—married to the King Frederik VII—who gave the power to the parliament.

CP38



Laven

Photo of team in front of the gate to the railway

Laven is a very popular town with a trainstation and a good view of Himmelbjerget.

It has 397 inhabitants

CP40

**Bridge 62**

Take a team photo where it is visible, that the team is at Bridge 62.

The lake district is now for its good fishing waters—but most boats here are mostly used just to escape into nature—turn of the engine

CP41

**Bridge 52**

Take a team photo where it is visible, that the team is at Bridge 52.

The lake district is now for its good fishing waters—but most boats here are mostly used just to escape into nature—turn of the engine

CP44

**Himmelbjerget "Sky-Mountain".**

Take a team photo at **the entrance** door to the tower.

The tower was build to honour Frederik VII who gave the constitutional rights to the people of Denmark in 1849. The tower was also raised in 1875 to a protest against the Danish landowners who at that time had diminished democracy in DK.

Picture shows how we danes think about the "sky-mountain" :)

CP53

**Water Reservoir**

Take a team photo in front of the little house there

CP55

**Viewpoint Tower**

Take a team photo at the top-floor with this construction in the back.

CP65

**Lyshøj**

Take a team photo in front of the memorial stone.

Lysgård was where the famous danish poet Steen Steensen Blicher was raised. Steen Steensen Blicher held some of the first "gatherings" at the Sky-Mountain that led to the constitution of Denmark

CP67

**Memorial of Balloon landing!**

Take a team photo in front of the Stone Sculpture

No—it is not old! It is a memorial for scientific research during 1902-1903 where balloons were set up—to make surveys of wind-patterns.

CP71

**Hald Ruin**

Take a team photo from the top—platform of the tower

Hald has 5 old castles which played an important role for 800 years in Danish history and explains why Viborg was the very first capital of Denmark.

CP93

**Kvols Kirke**

Take a team photo at the NE entrance to the church

Kvols Kirke was built in around year 1200—The tower was built app. 300 years later.

CP94

**Vorde Bavnehøj**

Take a team photo at the back of the viewpoint shelter.

Enjoy the view. The old "bavne-høje" was a string of signposts that could warn against intruding enemies

CP98

**Nyholm Shelter**

Take a team photo in front of Shelter

CP99

**Jens Andersens bro—Simested å**

Take a team photo at the south side of the bridge. (Be careful—it is old). Only 1 person pass at a time.

Simested Å is wellknown for great fishing and alot of Otters

CP107

**Tanghuset**

Take a team Photo from the inside

Seaweed used to be an important local source

CP109

**Put'n Take shelter**

Take a team photo at the back of the shelter

CP111

**Kærby bakke**

Take a team photo at the Tower.

Private people have put this nice place up for everybody to use! We like this alot! :)

CP132



Træskohagefyr

Climb the stairs up the lighthouse and take team photo there.

The lighthouse was in function until 1986. It was put up in 1904 by the Harbour of Vejle.

The lighthouse was pretty worn down—but luckily locals gather and made sure, that the tower was not torn down—but is kept as a nice viewpoint and cultural memorial.

CP134



Juelsminde nature playground

Climb up the "Fence-tube" Take a team-photo where the team is ready to take the tube-slide!

Go down the tube :)

Juelsminde Nature Playground was finished this summer—supported by local companies, and people.

CP134



PALSGÅRD PARK

Take a team-selfie in "mirror" at the Sculpture made by Danish Artist Erik A. Frandsen. (You are allowed to go close to the sculpture).

The sculpture was placed in the park in 2013.

The Park is open to public, and also host a yearly outdoor play.



Palsgård—the old mill

Take a team photo in front of the mill.

Palsgård is dated back to the year 1275. Now it is owned by the Fond A/S Schou-Palsgård

CP 137

**Hjarnø**

Take a team photo in front of the bin

Hjarnø has seen a growth in population the last decade. But still kids have to go to the mainland for school—or get home school. It has 117 inhabitants—20 children under 14 years.

CP 139

**Sondrup Strand**

Take a team photo in front of the little red house

A very nice village, where fishing in the old days was the main occupation. Now it is more for recreational

Reasons that people live her.

The old houses on the main street here is like going back into history—so enjoy!

CP 140

**Kalsenakke**

Take a team photo with 3 teammembers standing at Kalsenakke

During the war with England 1807-1814 we did put up a fortress here—it is now almost vanished

CP 140

**Trillinge-stenen**

Do NOT take a team photo here—but just continue.

We will check the tracker—so teams has to go so close they can touch the rocks

CP 142

**Randlev Præstegård**

Take a team photo in front of memorial stone

Steen Steensen Blicher has his youthhood in the priest house—the farm is from 1749.

The priest house before that, was burned down in an arson, which later was described by St. Steensen Blicher

CP 143



Oldemandslauget

Take a team photo in front of the memorial stone

Dont try to carry the stone—it ways 5000 kg—and is a memory of the old community assembly, where the farmers met and discussed and planned different subjects and problems. Oldemanden, was the

CP 144



Old Viaduct

Take a team photo in front of the Viaduct—you have to go all the way down to find it!

The old railway connected Odder and Horsens between 1904 og 1967 now it is just a thin recreational public line running trough private land belonging to one of the biggest land owners in Denmark.

Åkjær Gods

CP 152



Ejer Bavnehøj

Go to the top and take a Team Photo at the flagpole there

Untill 2005 we believed it was the highest natural point in Denmark. Untill 1847 we thought it was the Sky Mountain, that was the highest. But in 2005 we found out that Møllehøj is actually 51 cm higher.... The tower was put up as a memorial for the reunion of Denmark in 1920

CP 154



Møllehøj

Take a team photo in front of the old Mill Wheel

Highest natural point in Denmark 170,86 m since a big survey in 2005—but as the farmer said afterwards... I knew it was higher—but nobody ever asked me ;)

CP 156

**Old Barn**

Take a team photo at the fireplace in the back of the barn

CP 162

**Old cardboard-factory— now bird watching tower**

Take a team photo of the view to the north-east

Original the mill made power for Voer Monestary—but in 1847 the power was used to make cardboard—and the building is made for drying-proces.

CP 177

**Hunting Tower #1**

take a team photo and make sure we can see the number 1 at your photo :)

Because you're No 1 no matter what!!!!

Way to go!

CP 177

**Bøgelund Banke 94 m.o.h.**

Punch the SI-unit and take the last team photo!
It should be a selfie with the whole team for good memories and it is mandatory to take this picture—but it is the last picture on this adventure :)