

Gear Drop & Starting Procedures

Please manage your time efficiently after leaving your bus because your personal starting time will seem to come quickly and the starting line is ~800 m away. To get to the start, you first go, counter-intuitively, SOUTH on the trail a short way and then turn down east and go ~500 m adjacent to the highway to get to the northbound CDT that crosses the highway.

When you are ready to strip down to your running outfit, **fill your gear bag with your excess belongings and then place your bag in one of the well marked "gear trucks"** which will be parked where the CDT crosses the hwy. That is also where the two final 'honey buckets' will be. The gear trucks will transport all bags back to the finish area, and your bag should easily beat you there.

Proceed north up the CDT ~300 m to the starting line. Make sure your **race number is pinned visibly on your front of your outermost garment throughout the race** and do not pin your number's tear-tag hole.

Our volunteers will start and time Wulfman's CDT-14K using a time-trial format to help avoid crowding and bumping on the narrow trail. Each of you will be seeded for a starting time based on (at Race Directors' discretion) your self-predicted finish time. "Hares" go off first and "porcupines" later in order to minimize the need for passing and being passed.

Your race number will double as your identification number and your starting time. The first runner to start will have the number "9:00:00" and that person will set off at exactly 9 a.m. Another runner will start every 10 seconds thereafter as seeded. If your bib reads "9:18:40" it means that your race time will start ticking at exactly 18 minutes and 40 seconds after 9 a.m, whether or not you are physically in the starting chute at that time. If you miss your start time, you may start as soon as you can safely access the trail.

There will be volunteers to help you coordinate your start. You will be instructed to **line up in order by race numbers**. It will all happen *very* quickly, so please be nearby, with eyes and ears wide open. Borrowing baseball terms to illustrate, you will go from "in the hole" to "on deck" to "at bat" all within 20 seconds. A large number of individuals must be started in a short period, with to-the-second timing. One of our previous starting line "sorters" reported that most of the runners already knew how to line up in order without his help. He said he spent most of his time there giving 10-second counseling sessions to the many anxious runners who expressed self-doubt as they were poised to start -- behavior that the Wulfman would have labeled "pissing and or moaning." (O:

At the starting line you will be cued by a display clock that will be counting off the time of day, and at the same moment when your start time shows on the clock, your official start signal will be produced by an automated device that beeps and flashes green.

If, after you start, you find that your seeding has placed you ahead of someone who is ready to pass you, please **use good judgment and courtesy** to let him or her safely by. If you feel an unrelenting desire to listen to a personal music device while touring through the CDT's tranquility, then please keep a watchful eye peeled rearward to scan for would-be passers.

Seeded starting times and corresponding bussing assignments will be posted here a few days prior to the race. The same lists will be posted on the bulletin board in Homestake's NORTH parking lot on race morning.

You may view all race locations on detailed aerial [photomaps](#).

For those new to Wulfman's CDT-14K informational postings, please study the highlighted sections (at least) of previous links below.