WIAA SECTIONAL CROSS COUNTRY CHAMPIONSHIPS

Saturday, October 25, 2014 **SITE:** UW-Parkside

Course Address: 4400 Petrifying Springs Road, Kenosha, WI 53144

COURSE CHANGES

Due to the duration and amount of rainfall that occurred in Kenosha Thursday afternoon and evening (far more rain and for longer period of time than forecasted), meet management made the decision this morning to run the alternate UWP route for Sectionals. It is basically the same course and distance, only rerouting the course from mile 1 1/4 to 1 3/4 down the starting straightaway. It will be clearly defined with 100+ pylons.

TIME SCHEDULE:

DI Site Access	8:00	D3 Site Access	10:15
D1 Coaches Meeting	8:30 (finish line building)	D3 Course Open	10:45
D1 Course Open	8:30	D3 Coaches Meeting	11:00 (finish line building)
D1 Boys Race	9:30	D3 Boys Race	11:45
D1 Girls Race	10:15	D3 Girls Race	12:30
D1 Awards	11:00 (north fence line)	D3 Awards	1:15 (north fence line)

PARKING: Please park in the UW-Parkside Physical Education or Communication Arts parking lots located off of

Hwy JR. We may not utilize any Petrifying Springs County Park lots - violators will be ticketed. We

recommend that you take Hwy E to Hwy JR and turn north on Hwy JR to the UWP lots.

UW-PARKSIDE: The UW-Parkside Sports & Activities Center is off limits to our group.

WIAA tournament rules prohibit dogs at the meet site.

There will be a concession stand run by UW-Parkside on the course throughout the day

There will be an admission fee of \$5.00 for adult spectators (seniors excluded).

TEAM TENTS: No teams are allowed to set up camps in Petrifying Springs Park. You MUST headquarter on the

UW-Parkside course – D1 will be on the south side of the finish line chutes – D3 on the north side.

Only runners with race numbers, coaches and managers are allowed in the tent area.

STATE OUALIFIERS: The top two teams and top 5 individuals whom are not members of those teams qualify for the WIAA State

Champions.

T-SHIRTS: Long sleeve sectional t-shirts will be sold for \$13.00.