



ROUTE 66 ULTRARUN
RACE RULES
2026

Honoring the History
and the Future of
Route 66

Race Directors
Heather and
Marshall Ulrich

The Route 66 UltraRun:

Complies with permitting requirements from the Arizona Department of Transportation (ADOT), Yavapai County, Mohave County, the City of Kingman and their law enforcement departments and other first responders **to keep everyone safe**. That includes runners, crew folks, volunteers, drivers, pedestrians, wildlife, business owners, Hualapai Tribe members, and the general public. We know you will follow all of the rules to ensure everyone's safety and the future of the event.



Is a **Certified Route 66 Centennial Event** because it aligns with the Route 66 Centennial Strategy to celebrate and commemorate the historic milestone of the 100th Anniversary of Route 66 – and leverages this certification to honor the road by helping the millions who live, work, and travel along it.

Is **partially funded by the Historic Route 66 Association of Arizona** through a Centennial Event Grant.



Benefits the Alzheimer's Association through donation of a percentage of race registration fees and additional fundraising in honor of Marshall's longtime friend and fellow Stray Dogs Adventure Racing founder and teammate, who passed away in June 2026, Mark 'Mace' Macy

Is a **U.S.A. Track and Field (USATF) Sanctioned Event**. We thank USAFT for their continuing support including providing required insurance for the event.

2026 ID number 162730



Is brought to you by **Dreams iN Action, LLC (DNA)** a Colorado limited liability company registered to do business in the State of Arizona. The event is organized by your Race Directors (RDs) Heather and Marshall Ulrich.

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WELCOME TO THE FUN!

During the Route 66 UltraRun event, both the 140-mile and 100-mile races, individual runners or relay teams cover either 140 or 100 miles of historic Americana on foot. Crewed runners (CR) for the 140- and 100-mile races must be supported by at least two and up to four dedicated crew. Journey runners (JR) are only in the 140-mile race and need to be self-sufficient for up to 20 miles at time, with water caches at specific locations and drop bags and limited aid at the four Time Stations (TS). Guidelines and equipment requirements for JRs are in ATTACHMENT 1: JOURNEY RUNNER-SPECIFIC INFORMATION.

Relay teams for the 140-mile race can be 3, 4, 5, or 6 people. Relay teams for the 100-mile race can be 3, 4, or 5 people.

All runners and crew members must thoroughly read, understand, and abide by the Route 66 UltraRun Race Rules. Your Race Directors (RDs) reserve the right to add to and adjust these rules at any time, and will use their best discretion regarding penalties for any violations.

Your RDs truly want this to be *A Race for Everyone*. In that spirit, the general rules are:

1. Have fun!
2. Remain calm, compassionate, and courteous at all times; in other words, be nice.
3. Stay safe and help others do the same.

**Savor and enjoy the history, beauty, and uniqueness
of this iconic piece of Americana.**

REGISTRATION, CHECK-IN, AND PRE-RACE MEETING

All runners, crew, and volunteers must register on UltraSignup, then check in the day before the race in Seligman, AZ and attend the pre-race meeting.

Registration on UltraSignup

Crewed runners, journey runners, each relay team member, all crew folks, and all race volunteers must register via UltraSignup before the established closing date on UltraSignup. Runners under 18 years old must have a parent or guardian sign for them. There is no race day registration. Registration requires full payment of the race fee and signing the waiver that includes general info as well as U.S.A. Track and Field (USATF) and Yavapai County specific requirements. You know, the legal stuff.



Route 66 UltraRun Race Rules

LABEL	PRICE YOU SET
Two Total Crew (included) - \$0.00	\$0.00
Three Total Crew - \$75.57	\$66.00
Four Total Crew - \$150.15	\$132.00

Costs for two crew are included in the registration fee for crewed runners on UltraSignup. If you have **three of four crew folks you must Add On [pay for]** either Three Total Crew or Four Total Crew during your registration, or before registration closes. The \$66 cost is taxed in UltraSignup. This **Add On cost also applies to any additional guests** you want to bring to the Awards Banquet, subject to approval from your RDs. If the fee for additional crew or guests is not paid through UltraSignup before registration closes, a **cash only late fee of \$75 per person must be paid at check-in** on November 13, 2026.

Check-In

Check-in starts at 2PM on **Friday**, November 13, 2026 at the **Seligman High School**.



Check-In Location
 Seligman High School
 54170 N Floyd St, Seligman, AZ 86337

All Route 66 UltraRun participants – individual runners, relay team members, crew, and volunteers – must come to race check-in and attend the pre-race meeting. If someone will not be able to attend please let us know before the meeting.

Check-In Forms and Requirements – What You Will Receive

You need to bring, and you will receive, the following items at check-in.

Bring These Things to Check-In	You Will Receive These Things at Check-In
Completed Vehicle Information Form	Race Bib
Completed Medical Information Forms	Tracker
Route 66 UltraRun Race Rules	Plastic Stake with Your Bib #
Route 66 UltraRun Route Description and Ressources	Swag Bag
Night gear for everyone	Access to Swag Sales
Required Signage ALREADY ON Vehicles(s) and photo PROOF - Two REFLECTIVE tape numbers and four name/number signage on the crew vehicle(s)	CAUTION RUNNERS ON ROAD signs Painters tape to secure CAUTION signs, if needed
Cash for additional people at the Awards Banquet, whether third or fourth crew, or guest(s) with prior approval from your RDs. Late fee cost \$75 per person	



Completed Vehicle Information Form

Each crewed runner, relay team, and volunteer must bring a completed copy of the Vehicle Information Form to check in and turn it in to race staff. See the Required Signage ALREADY ON Vehicles(s) and Photo PROOF section for detailed information regarding the required signage.

Completed Medical Information Form

Each crewed runner, journey runner, and relay team member, and volunteer must bring a completed Medical Information Form to show race staff. Must be a **hard copy** for **everyone**. Keep this form with you during the event.

Race Rules

Each crewed runner and relay team must show a print copy of these Race Rules to show race staff at check-in. Journey runners only may have a digital copy. Keep it with you during the event. The race organization provides volunteers with a copy of this document.

Course Description and Resources

Each crewed runner and relay team must bring a print copy of the Route 66 UltraRun Course Description and Resources to show race staff at check-in. Journey runners only may have a digital copy; we suggest a printed copy of the Turn Sheet for JRs. Keep it with you during the event. The race organization provides volunteers with a copy of this document.

Night Gear for Everyone

All runners are required to show the required night gear for themselves and each individual in your crew or on your relay team, including:

- Reflective vest
- Two each (JRs 3) red blinking LED lights
- LED headlamp or flashlight

Volunteers must bring two red blinking LED lights and an LED headlamp or flashlight; they are provided a branded reflective vest. See the Night Gear Requirements section for use of this gear during the event.

Required Signage ALREADY ON Vehicles(s) and Photo PROOF

All vehicles used during the race, including your main crew/relay team vehicle and shuttle vehicle if applicable, **must have the required signage on the vehicle(s) BEFORE coming to check-in. Bring pictures of your vehicle with all required signage to show at check-in.** [EXCEPT “Caution Runners on Road signs that will be given to you at check-in.] Vehicles may also be inspected for compliance. You will be given CAUTION RUNNERS ON ROAD signs for the vehicle(s) at check-in.

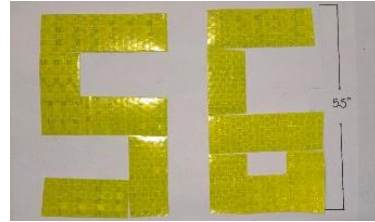


Route 66 UltraRun Race Rules

Vehicles must display **TWO REFLECTIVE BIB NUMBERS** on **the back, lower left rear window and the very back side window on the driver side**. These numbers must be at least **FIVE (5) INCHES TALL**. Acceptable reflective tapes include the following available from Amazon



Amazon option for reflective tape

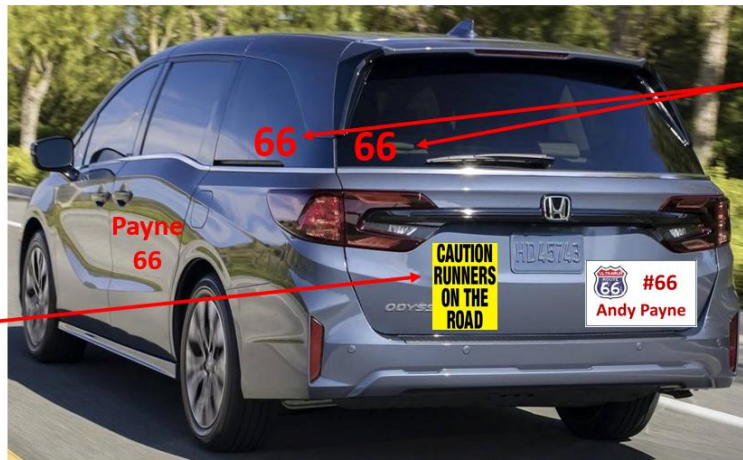


Reflective tape numbers must be at least five (5) inches tall

Vehicles must **also** display the runner's or relay team **NAME** and **BIB NUMBER** number at least **FIVE (5) INCHES TALL on all FOUR (4) sides of the vehicle**. Use home-made signs, letters made from contrasting removable tape, and/or magnetic professional signs ordered from your local sign shop or online. If you want to use the race logo let us know and we'll send it electronically. Grease pens/window crayons may be used to write the **NAME** and **NUMBER** on the side windows only.

Sample Vehicle Signage

Race organization will provide two
REQUIRED:
One on the back and one on the front



TWO REFLECTIVE BIB NUMBERS
FIVE inches tall
REQUIRED:
Back window and back driver's side back-side window

Any visible color ok

REQUIRED: NAME and NUMBER on all FOUR sides. At least FIVE (5) inches tall.
Home-made, contrasting removable tape, and/or magnetic professional signs ok
Grease pen/window crayon allowed as an option for side windows only

The only signage you do **NOT** have to have on your vehicle before check-in: Each crew vehicle must have **CAUTION RUNNERS ON ROAD** signs affixed to the front and back of the vehicle, but not on any window. These signs will be provided at check-in. **Bring painter's tape to mount these signs – or the race organization will provide.**

Route 66 UltraRun Race Rules

Especially if you have a rental crew vehicle for the race, **be sure you know how to turn off the headlights**, as it can be a difficult procedure requiring reading the vehicle manual or googling about the vehicle make and model. Learn the procedure before arriving at check-in. Be prepared to show us that you know how to operate the headlights of your crew vehicle(s).

We encourage you to decorate your vehicle with twinkling lights*, mascots, Route 66 (especially Centennial) pendants, logos, or flags, . . . whatever you can think of that doesn't block the driver's vision and won't distract or blind other drivers on the Route. Have fun out there!

***No Red or Blue Lights**

These colors are for law enforcement and first responders only.

Cash for Additional People at Awards Banquet, if Applicable

If you have not already paid for a third or possibly fourth crew member through UltraSignup, bring cash with you to check-in for a **late fee cost \$75** per person. With prior approval from your RDs, you may also pay for additional guests at the Awards Banquet for a **late fee cost \$75** per person.

Pre-Race Meeting

After check-in, everyone must stay for the pre-race meeting, starting at approximately 5PM and lasting about an hour. Your Race Directors will share valuable information about the event, introduce important people, and answer questions.

CODE OF CONDUCT

All runners, crew, and volunteers must display courtesy, good taste, decorum, and sportsmanship at all times. In other words, be nice! Nudity is specifically not allowed, especially in a snow or hail storm.

Everyone must take great care to properly discard all trash items and utilize proper actions to not damage the landscape or natural environment in any way.

No one may use or consume alcohol, illegal drugs, stimulants (other than caffeine), or dope of any kind at pre-race activities or during the race. Reasonable alcohol consumption is allowed at the post-race Awards Banquet at Topock66 in accordance with all Arizona laws. We encourage you to stay at the Topock66 hotel if rooms are available or have a designated driver to drive to your lodging in the area. Your safety and the safety and protection of the general public are our primary concerns.



RACE DAY

The Route 66 UltraRun always starts on the **second Saturday of November**.



Start Times and Places

The **140-mile race** starts at **7AM Saturday**, November 14, 2026 across the street from :

Angel and Vilma Delgadillo's Original Route 66 Gift Shop
22265 Historic Route 66, Seligman, AZ

Arrive by 6AM and absolutely no later than 6:20AM. Check in with race staff in front of Angel's Shop (Relay Teams: all members must check in TOGETHER) so we know you're there and you have your bib number and your tracker with you and it's turned on.

For the first mile, runners will follow (stay behind) the Seligman fire truck and classic 'pace cars' through town and must travel together as a pack. Runners and crew members from the 100-mile race may come to Seligman to participate in this rolling start, but it is not required. After the first mile, runners may proceed at their own pace with support from their crew/other relay team members, and may start using a pacer.

The **100-mile race** starts at 10AM, **Saturday**, November 14, 2026 in front of:

Hualapai Lodge
900 AZ-66, Peach Springs, AZ

Arrive by 9:20AM. Check in with race staff in front of the Lodge entrance (Relay Teams: all members must check in TOGETHER) so we know you're there and you have your bib number and tracker with you and it's turned on.

Finish Line: Time Cutoffs

From the start of your race, plan your pace to meet the final race cutoff. Both races finish at:

Topock66 Colorado River
14999 Historic Route 66 Topock, AZ



Route 66 UltraRun Race Rules

- **140-mile race** – With a 60-hour cutoff, runners must be at the finish line at Topock66 Colorado River by 7PM Monday, November 16.
- **100-mile race** – With a 48-hour cutoff, runners must be at the finish line at Topock66 Colorado River by 10AM Monday, November 16.
- Individual runners over 70 for both distances are granted one extra hour for each year of age over 70. The cutoff for 140-/100-mile races that are 71 years old (yo) is 61/49 hours; 75 yo = 65/53 hours; 79 yo= 69/57 hours; and so on. The RDs will coordinate with these runners regarding proceeding along the course after the normal cutoff times.

RUNNING THE RACE

The Route 66 UltraRun races are unique in many ways—scenery, history, and spirit. Here are information and rules to make the race successful and safe for all.

Race Miles (RM) vs Mile Posts (MP)

The mile post (MP) sign near the end of town in Seligman is mile 140, and the MP just before crossing the road to reach the finish line at Topock66 Colorado River is MP 1. For the 100-miler the MP sign at Peach Springs is 37, with the same finish line at Topock66, making the race **103 miles**. Because the MPs count down, the race miles (RM) are not the same as the MPs. These rules and the race information use the RMs to identify locations, although MPs are also provided in most cases. The RM standard is used so that the runner and their crew can track progress based on how far the runner has moved forward along the course.

Race Number Bibs

Race number bibs must be worn at all times on the **front** of the body where they are clearly visible. If you add or remove clothing your race number must remain visible at all times. Please announce your race number at each TS when checking in and when checking out.

Relay Teams

Relay teams will be 3, 4, 5, or 6 people for the 140-miler and 3, 4, or 5 people for the 100-miler. Everyone in the relay team vehicle at any time, whether driving or crewing, running, pacing, or resting is a member of the team. It's up to you how you split up duties on your team. Teams are assigned ONE race number/bib and ONE tracker.



Active Runner Must Wear Bib Number and Tracker.

When you transition runners be sure the new runner is wearing the Bib # in the front and the Tracker facing the sky.

Relay teams must have one main, dedicated team vehicle to crew from; you can have a second shuttle vehicle if you want. All vehicles must have all required signage. If you are a team of 5 or 6 people and everyone will stay on the Route the entire time, we suggest a full size (Sprinter or similar) van. There are no designated running legs and no specified transition areas. When you transition relay runners, park well off the road; ideally transition in large parking areas such as the Caverns, the Lodge in Peach Springs, Hackberry, business in Kingman, Cool Springs, etc.

Race Timing/Tracking, Time Stations, Continuous Clock

When the race starts the race clock runs continuously until the 60- or 48-hour cutoff for the 140- and 100-mile races, respectively. There are no intermediate cutoffs.

Satellite (Spot) Tracking by Track Leaders

Each runner and each relay team is issued a SPOT tracker from Track Leaders at pre-race check in on Friday. The tracker uses the GPS satellite system to determine where each runner/team is, then uses a commercial satellite communication system to send that information to Track Leaders, who combine the multiple trackers onto one map for the Route 66 UltraRun.

The tracking map for the Route 66 UltraRun will be available from <https://trackleaders.com/> and <https://trackleaders.com/route66ultrarun26> [note: as of 9/17/26 these links are not yet active] and may be available directly from the Route 66 UltraRun website (TBD). Share the tracking information with your fans, friends, and family so they can “dot watch” your race progress along the Route.

Always Wear the Tracker Facing the Sky.

Even though times will automatically be updated by Track Leaders at the TSs, runners/teams are required to check in at each TS to have your picture taken and time recorded on paper by the volunteers as a backup.

Time Stations

The Route 66 UltraRun does not provide aid stations for crewed runners and relay teams: each runner/team must have a support vehicle/crew with their own supplies. The race organization provides



Route 66 UltraRun Race Rules

limited aid and water for journey runners **only** at the TS, allows drop bags at the TS, and provides four water caches for JRs **only**. See ATTACHMENT 1: JOURNEY RUNNER-SPECIFIC INFORMATION for details.

There are four Time Stations (TS) along the Route, either on the left hand side (LHS) or right hand side (RHS) of the Route, at these locations:

Time Station (TS) Name	Description	140-Mile RM	100-Mile RM	MP
1. Peach Springs /Start of 100-Miler	Hualapai Lodge parking lot on the LHS	RM 37	Start	MP 103
2. Kingman	Visitor Center parking lot on the LHS	RM 87	RM 50	MP 53
3.SOS Donkey Haven	Between Kingman and Oatman, before Cool Springs on the LHS	RM 100	RM 63	MP 40
4. Oatman	Parking lot at town entrance on the RHS	RM 115	RM 78	MP 25

Continuous Clock

If you need to temporarily leave the course, follow the rules in the Staking Out: Temporarily Leaving the Course section. The race clock continues to run under all circumstances: when you're moving forward on the course, taking a break at or in your crew vehicle, getting attention from medical staff, taking a bathroom break at a facility, stopping at a TS, or when staked out to go to your hotel room to rest or maybe use a public restroom.

Running Under Own Power

Runners must physically take each and every step along the entire 140/100 miles of the race course. For teams, you will transition between different runners, but each and every inch along the Route must be taken on foot by a member of your team. Crew, pacers, or other team members may walk alongside the runner, possibly hold the runner's hand, hold an elbow, or wrap an arm around the runner's waist in the spirit of kindness, but must not physically support or enable the runner's forward motion. If you think what you're doing as a crew/pacer might not be allowed, you're probably right.

Runner must progress under their own power at all times.

Runners must **never** proceed forward on the course by riding in the crew/team – or any other – vehicle or by any other means than their own physical effort. Either you actually complete the race course, individually or as team, or you don't. There is no room for any ambiguity in this regard: none. The RDs



Route 66 UltraRun Race Rules

will use their discretion when reviewing abnormalities. If a runner or team is found to be guilty of cheating, they and their crew/team will be asked to leave the race immediately, may not attend the Awards Banquet, and all individuals will be banned from all future Route 66 UltraRun races and any other races organized by DNA, LLC. If cheating is discovered after the finish, the runner's or team's "finish" time will be removed from the race results and that runner, crew/team will be banned from future DNA, LLC events.

No Bikes, Etc.

Crew/pacers, family, friends, or supporters that come to cheer for you must not use bikes, skates, skateboards, scooters, and the like at any time, under any circumstances. Anything that is not allowed by your crew is not allowed by anyone else.

Public Roadways, Strictly Follow the Course

Run ONLY where Route Description direct at all times. Almost all of the race course is on public roadways – Historic Route 66, also called Andy Devine Avenue in Kingman, and the Oatman Highway from outside Kingman through Oatman to the finish. The only exception is detailed below..

STAY ALERT

and aware of traffic at all times.

The race course is open to traffic at all times during the race.

Runners **MUST RUN ON THE LEFT-HAND (LHS) SIDE OF THE ROAD, FACING TRAFFIC** and stay to the left of the white line except where not physically possible. This applies **EXCEPT** about 4 miles in the City of Kingman where you run on the sidewalk on the right-hand side (RHS) of the road. This requirement applies to the 140- and the 100-mile races, including Journey Runners. Runners must obey all traffic lights and be aware of vehicle traffic at all times.

Run on the LEFT HAND SIDE of the Route facing traffic.

EXCEPT in Kingman where you run on the sidewalk on the right hand side of the road, traveling as a pedestrian.



Route 66 UltraRun Race Rules

Runners cross the Route at the following locations. See the ROUTE 66 ULTRARUN COURSE DESCRIPTION AND RESOURCES document for specifics.

- Entering Kingman
- Kingman Visitor Center TS 2
- To get to the finish line at Topock66

No One in the Oncoming Traffic Lane

If you meet another runner along the Route and decide to travel together for some miles, you and the other runner must always both be to the left of the white line/in the shoulder. Runners, crew, and pacers may never run alongside each other in a manner that places any person to the right of the white line, in the lane of oncoming traffic.

No runner, crew, fan, volunteer, or any human associated with the race in any way may ever proceed to the right of the white line, in the lane of on-coming traffic. See the PHOTOGRAPHY AND VIDEO GUIDELINES section for details about not posting to social media any photos or videos of people breaking the rules.

Pacers

Pacers are not allowed for the first mile of the 140-mile course, when runners are “paced” by the Seligman fire truck and classic cars through the town of Seligman. After the first mile, pacers may be used. For the 100-mile race, pacers can be used anytime.

If a member of your crew serves as a pacer, they can only run alongside you/two abreast if there is enough room to the left of the white line/on the shoulder to do so. Otherwise, pacers should generally be behind the runner, single file.

Night Gear Requirements

All runners, crew serving as a pacer, team members in the team vehicle, and crew in the crew vehicle even if you don’t plan to get out/cross the road (be ready, just in case), must follow these guidelines.

After 5:30 PM until 7AM each night of the race all runners, crew/pacer, team members, and crew must wear a vest or similar item with reflective material clearly visible from the front and back. Each person must also wear clearly visible **red blinking LED lights** facing front **and** rear. Reflective vests or similar reflective gear that incorporate blinking red lights front and rear are acceptable. Runners and crew/pacers must also wear an LED headlamp and/or may choose to also carry a flashlight.



Everyone must wear night gear
From 5:30PM until 7AM each night of the race.
No exceptions.

Your life and the lives of your crew/team members are at stake. Violations of these rules may also put the Route 66 UltraRun at risk. Please: stay safe out there.

Anyone not complying with these requirements may immediately be stopped and not allowed to continue. Violations by crew members can cause their runner to be pulled from the race.

Staking Out: Temporarily Leaving the Course

If you need to leave the course at any time, the clock continues to run, as described in the RACE TIMING section. Every inch of the course must be traveled by each runner or a team member. In the event of a routing error/wrong turn, the runner may be driven back to the exact original spot where they left the course and continue running from that location. No allowance is made for lost time or miles run in the wrong direction.

If a runner needs to temporarily leave the course his/her crew must physically mark the exact location by driving the stake, with the runner's or team's race number, that was provided a check-in into the ground. Make sure the stake is visible from the road in both directions. The runner/crew/team should make detailed notes of the stake's location, including approximate race mile (RM), closest mile post (MP), significant geographic features or buildings/businesses. Attaching a blinking light to the stake if available is strongly encouraged, especially at night.

Once the stake is placed, the runner may be driven in either direction in the crew/team vehicle to receive medical attention, go to their hotel room to rest, use a restroom facility along the Route, etc.

Call RD to notify her the runner is being taken off the course temporarily and provide this information:

1. Runner name and bib number
2. Reason for leaving the course, and if race medical assistance is requested
3. Location of the stake
4. Time the stake was placed/time the runner was taken off the course
5. Where the runner and crew will be during the break
6. Estimated length of the break



Route 66 UltraRun Race Rules

For a break off the course the runner/crew/team member must
CALL RD HEATHER at 720-320-2613.

Call RD Heather to notify her when taking the runner back onto the course and provide this information:

1. Runner name and bib number
2. Current condition of the runner
3. Estimated time the runner will continue forward along the course

After taking the temporary break the runner/crew/team member must
CALL RD HEATHER at 720-320-2613.

The runner must return to the exact place where they ceased their forward progress/where they staked out. The runner must then resume the race from that location along the Route where they left the course.

See the SAFETY AND MEDICAL section for information regarding getting first-aid type help from the race medical staff or process for withdrawing from the event.

Family, Friends, and Pets

We encourage runners and their crew to invite family and friends out to Route 66 to savor the race experience and all the amazing things that the Route offers. We trust that *Everyone* will fall in love with this amazing stretch of highway that is a piece of American history to be remembered, loved, and shared.

Family, friends, supporters and fans follow all race rules
and must not interfere with the race or impede traffic in any way.

See the Check-In section for information regarding Add On fee for any additional guests at the Awards Banquet, to be approved by the RDs.

Folks coming out to cheer you along the Route are welcome, but are in no way a part of the event, nor covered by event insurance. They are tourists visiting the Route. Please do encourage them to get rooms in Seligman; at the Hualapai Lodge in Peach Springs; hotels in Kingman; Dwell Lake Havasu RV Resort (actually Topock, AZ), or Airbnb options in Topock/Golden Shores; or hotels in Needles, CA or Lake Havasu City, AZ. They can visit, shop, and enjoy Grand Canyon Caverns, Keepers of the Wild,



Route 66 UltraRun Race Rules

Hackberry General Store, Antares, the Visitor Center and Route 66 Historic Association Museum and so much more in Kingman, Cool Springs, Oatman (watch out for thieving burros), and Topock66.

If your supporters choose to bring pets, they are responsible for these pets at all times, including keeping them on a leash, picking up pet waste and disposing of it properly, and ensuring they never interfere with runners, race operations, or the public.

AWARDS BANQUET AND UNIQUE CENTENNIAL AWARDS

Everyone is invited to the Awards Banquet on Monday, November 16 to celebrate with their fellow runners, crew folks, and volunteers. Happy hour and the live band starts at 6PM with food service starting at 7PM.



Bring your coolest 1950s to 1980s threads

to really join in the fun including dancing to a rockin' live band.

The Route 66 UltraRun offers the following once in a lifetime awards for finishers of the 140 -or 100-mile races for the Centennial Anniversary in 2026.

Once In A Lifetime Centennial Only Awards!

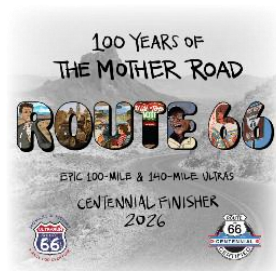
Belt buckles, finishers medal, finishers shirts, and place awards created from original artwork race artist by Karlee Iancino.

All **Crewed Runners, Journey Runners, and each member of a Relay Team** who *finish* either the 100-mile or 140-mile race will receive a unique Centennial **finishers medal and a finishers shirt**.



A unique Centennial **finishers** medal for all runners, including each member of relay teams.

A unique Centennial **finishers** shirt for all runners, including each member of relay teams.



Route 66 UltraRun Race Rules

Crewed or Journey Runners who finish the 140-mile race receive a **140-mile belt buckle**.



Crewed Runners that finish the 100-mile race receive a **100-mile belt buckle**

Route 66 Centennial Only BONUS

140-Mile Crewed and Journey Runners that reach the 100-mile mark at SOS Donkey Haven TS 3 will receive a 100-Mile Belt Buckle!
Plus a 140-Mile Belt Buckle if they finish at Topock66.

Place awards are presented to the following divisions.

- First, second, and third place 140- and 100-Mile Crewed Runner
- First, second, and third place 140-Mile Journey Runner
- First, second, and third place 140- and 100-Mile Relay Team



Two deserving individuals – whether runners, crew, or volunteers – will earn the:

- Mace Spirit Award
- Dr. Bob Suffering with Grace Award.

RD Heather will take nominations near the end of the races.



Route 66 UltraRun Race Rules

The ANDY PAYNE CUP is awarded to the fastest 140-mile finisher, whether a Crewed Runner or Journey Runner. They will keep the Cup for one year until being passed to the fastest finisher next year: ala the Stanley Cup.



Ultrarunning's ONLY Traveling Trophy

The ANDY PAYNE CUP

is awarded to the 140-mile Crewed or Journey Runner with the fastest time. They will have the honor to keep and care for the Cup until the next Route 66 UltraRun.

SUPPORT CREW

All support crew must follow all of these race rules for crewing at the Route 66 UltraRun and all the rules for runners such as night gear. When deciding how many crew members you need, please consider the following.

DROWSY DRIVING is as dangerous as drunk driving.

In controlled studies where researchers measured the amount of sleep deprivation, drunk and drowsy driving both result in a similar number of crashes. Do NOT put your crew, other drivers, pedestrians, yourself as a runner, or wildlife along the Route at risk.

Be smart. No amount of money saved will make a bit of difference if someone gets hurt. As a runner, it is your responsibility to keep your crew rested so they will be safe drivers on the road and functional to meet your needs.

Crew/Team Vehicles

Each runner and each team are allowed one crew/team vehicle on the Route at most times; typically, a minivan or SUV with all of your supplies. You may also have a shuttle vehicle to run errands, bring you supplies, and/or exchange crew or team members. All crew/team vehicles must meet the minimum requirements of property damage and personal injury liability automobile insurance for the State of Arizona. All vehicle drivers must be fully licensed.



Vehicle Size and Type Restrictions

The crew/team support vehicle may be a car, SUV, minivan, or full-size passenger van. Class B or B+ conversion vans/campers are allowed, as well as pick-up trucks up to ½ ton with two axles and “standard” wheels and tires. No receiver baskets or similar extensions may be used unless the combined length with vehicle is less than 25 feet. Trailers of any kind or size are prohibited.

If you are unsure about whether your vehicle will be okay, ask your RDs before the race. The decision of the RDs is final should any question arise about the acceptability of a support vehicle.

Crewing Vehicle Rules During the Race

Here are crew vehicle and crewing rules.

- Have all required signage. See Vehicle(s) With Appropriate Signage Already Put On subsection of the Check-In section above for details.
- Drive vehicles to "leapfrog" the runner along the race route. We suggest 2 to 4 miles between each stop.
- Do not drive a vehicle at the runner's speed to "shadow" the runner.
- Do not drive crew vehicles in a "caravan" at any speed.
- Provide all support by crew/team members on the ground; handing the runner supplies from the moving vehicle **not** allowed at any time.
- Vehicles may stop anywhere that is **safe** for fuel or food, take in the views, crew the runner, or exchange crew/team personnel.
- When crew vehicles pull on and off the road, do so conservatively, wait for an adequate opening and do not interrupt moving vehicles.
- Once on the road, drive at the speed of traffic – never slow down to encourage, talk to, or assist any runner while driving.
- When stopping to support a runner vehicles must be parked completely off the road surface That means that ALL FOUR TIRES of the vehicle must be completely off the roadway.
- **Be especially cautious on Sitgreaves Pass** when choosing where to stop as some areas may appear to be large enough to pull over but are not! If in doubt, keep driving to the next pullout; your runner can wait a few more minutes.
- NEVER block a driveway or park or enter onto private property uninvited.
- Do not open crew vehicle doors onto the road: open doors on the passenger side to exit the crew vehicle to support your runner.



Route 66 UltraRun Race Rules

- Vehicle headlights must always be on when **driving** on the course. When pulled over on the shoulder vehicles must turn OFF headlights and turn ON hazard flashers.

Headlights OFF and Flashers ON

for all crew, team, and volunteer vehicles **when pulled over during the race.**

- When you want to exchange/relieve crew/team members, make sure that the main crew vehicle and the shuttle vehicle can both safely pull onto the shoulder. Better yet, make such exchanges at, for example, the parking lot of the Hualapai Lodge in Peach Springs, Hackberry General Store, Antares, your hotel in Kingman, Cool Springs, Time Station parking lot in Oatman, etc. There are numerous safe places to resupply the crew van and/or exchange crew/team members.

Each runner, pacer/crew member is responsible for their own personal safety and must yield to vehicular traffic at all times. Violations of the rules will result in time penalties or disqualification (DQ) that are strictly enforced by your RDs.

Crewing Rules Regarding Crossing the Road to Crew Your Runner

Limit the number of people crossing Historic Route 66 to crew your runner. In general, only one crew member should cross the road from the right-hand shoulder where the crew vehicle is parked to the left-hand shoulder where the runner – and possibly also a crew member or second relay team member is serving as a pacer – is moving forward along the course.

When crossing Route 66 to crew your runner, ALWAYS wait for traffic to pass in both directions, then cross with extreme care.

Cross the road from the REAR of the vehicle.

Do not blindly step out onto the Route hidden by your vehicle.

Always stop, look both ways, and consciously think about what you're doing before you cross. Assume that vehicular traffic does not see you and will not yield to you!

When crewing you may feel that the runner urgently needs this stuff, RIGHT NOW. There is never anything so urgent that you can't proceed with caution. Be sure to get out of the "crewing bubble" thinking about your runner and forgetting that the traffic along the Route is proceeding without realizing the race is in progress, despite numerous race signs erected for your safety along the route. Always stop, think, and **in general act as if you're invisible**. You are responsible for your own safety at all times.



Route 66 UltraRun Race Rules

NEVER cause traffic to slow down or stop when crossing the highway. YOU MUST WAIT. Severe time penalties or DQ will be enforced with a zero-tolerance policy towards dangerous crossings or behavior on any roadway.

THINK before crossing.

Be aware of the 'CREW BUBBLE' and do not let it overwhelm your common sense and safety.

Road crossing rules apply to the runner when they need to cross the Route to meet and/or enter the crew vehicle for rest, footcare, change of clothing, etc. For safety, a crew member should escort the runner across the road to the vehicle and return the runner to the exact location where they left the course.

Crewing For Three Road Crossings

For specifics regarding the following three locations where runners cross the Route 66 race course see the separate ROUTE 66 ULTRARUN COURSE DESCRIPTION AND RESOURCES document:

1. Entering Kingman
2. At TS 2 at the Kingman Visitor Center
3. The Finish Line at Topock66

SAFETY AND MEDICAL

Safety is always the most important issue, and caution should be exercised at all times during the event. We are taking every step we can to keep everyone safe. Runners, crew, and crew serving as pacers are always responsible for your own personal safety.

Road Safety Signage

The Route 66 UltraRun is held on public roadways with no restrictions to everyday traffic. Safety measures are implemented to protect runners and crew, as well as the public. The signage locations were developed and approved by the Arizona Department of Transportation (ADOT) and are placed by the race organization. The road signage is for vehicles along the Route to help ensure runner's safety.

ADOT-approved Route 66 UltraRun signage includes:

- 48-inch reflective **CAUTION – RUNNERS ON ROAD** highway construction like signs, as well as traffic cones and flashing lights, on each side of Sitgreaves Pass to warn drivers on Route 66 that you are out there.



Route 66 UltraRun Race Rules

- Orange diamond-shaped construction 36-inch spring signs with **CAUTION RUNNERS ON ROAD** at each major interchange/road crossing the Route to alert drivers of the event.
- Orange diamond-shaped construction 36-inch spring signs with **CAUTION RUNNERS CROSSING ROAD** – two each at the three locations where runners cross Route 66.

Race directional signage for crew/relay team vehicles and runners are yard-type signs with glowsticks and/or red blinking lights at night indicating where runners cross the road or make a turn along the Route and where drivers need to make a turn. See the last page of the ROUTE DESCRIPTION AND RESOURCES document for the race TURNSHEET.

IVs and Supplemental Oxygen Prohibited

The use of intravenous fluids (IVs) by runners is explicitly prohibited in this race. If a runner receives an IV from anyone/any source, the runner will be automatically disqualified from the race and must withdraw and cease moving forward on the course.

The use of supplemental oxygen by runners is explicitly prohibited in this race. If a runner receives supplemental oxygen from anyone/any source, the runner will be automatically disqualified from the race and must withdraw and cease moving forward on the course.

Medical Staff and Resources

The Route 66 UltraRun has medical personnel on the course during the event with signage identifying them. The process to obtain medical assistance is provided in the ROUTE 66 ULTRARUN ROUTE DESCRIPTION AND RESOURCES document.

All of the fire departments/first responders along the Route are aware of the event and ready to help if needed. The race Medical Staff roams the course at the start and when they do not need to be at the Time Station/Medical Staff locations. The race will have hotel rooms at Peach Springs, an Airbnb home in Kingman and Oatman, and hotel rooms at Topock66 that the medical team will have access to if needed by a participant.

Runner, Crew, and Volunteer Medical Information Form

All runners, crew members, relay team members, and volunteers must fill out the MEDICAL INFORMATION FORM and bring them with them to check-in, then keep it with them during the event. While we hope no one will need first-aid type medical help from our medical team, or emergency medical response from first responders, we want those folks to have key medical information that may guide or



Route 66 UltraRun Race Rules

alter their treatment. To respect your medical data privacy, race staff do not hold the Medical Information Form: you will keep it with you at all times during the race to provide it to medical professionals responding to your needs.

Keep your Medical Information Form with you at all times during the race.

If race medical staff see a participant to provide care, but the participant refuses the advice or treatment offered and/or suggested, the participant is required to fill out and sign a *Refusal of Medical Advice Release/Waiver*.

All Emergency Medicine and/or Emergency Evacuation costs for participants, crew members, or staff are the responsibility of that person or their heirs. The race organizers are in no way liable or responsible for medical care or for emergency evacuation. We encourage every competitor to purchase a specific travel insurance policy to cover these costs.

Withdrawing From the Race

Your RDs, medical staff, and volunteers want every runner to safely complete the course, and we endeavor to make this happen. But a 100 percent race completion rate may not be attainable. If a runner decides the safest decision is to withdraw from the Route 66 UltraRun **call RD Heather at 720-320-2613** as soon as possible to notify her that the runner is withdrawing from the race and provide the following information:

1. Runner name and bib number
2. Reason for leaving the course, and if race medical assistance is requested
3. General location along the course, time of withdrawal, and miles completed
4. Where the runner and crew will stay until the post-race Awards Banquet

All runners, team members, and crew that make the difficult decisions to withdraw from the race are encouraged to come to back out along the course to cheer other participants along and/or come to the finish line at Topock66 to celebrate others' finishes. *Everyone* should stay for the Awards Banquet.

RULE ENFORCEMENT AND PENALTIES

These Route 66 UltraRun Race Rules ensure the safety of all participants – and everyone else – and are intended to provide a level playing field for all competitors. Complying with these rules also keeps the Route 66 UltraRun in compliance with authorities that grant the permits for this event and allows it to continue in the future. All rules regarding safety are strictly enforced.



Rules Enforcement

Violations of race rules may result in a time penalty of up to 1 hour for each infraction at the discretion of your RDs. Depending on the severity of the violation and other factors, including but not limited to flagrancy of the violation and safety considerations, violators may be disqualified from the race at any time at the discretion of your RDs. Your RDs and volunteers monitor the course throughout the race for runner health and safety and rules compliance. Violations can include breaking crewing rules, such as crewing a runner from the vehicle in the traffic lane, shadowing your runner, or impeding traffic; running in the traffic lane; not wearing night gear; or not following code of conduct guidelines.

Any rule infraction by a runner, team member, or crew/pacer that constitutes cheating will result in immediate disqualification and being banned from any/all future DNA events. One example of cheating is moving forward in a vehicle or not under your own power in any manner.

Your RDs have the authority, at any time, to overrule any rule or create a new rule based on extenuating, unforeseen, and/or unusual circumstances and/or to maintain the integrity and fair play necessary for the successful completion, and continuation, of the race. Your RDs have ultimate authority in regard to all rules, their interpretation, and their enforcement. There are no appeals. All entrants in the race, their crew/pacers, family and friends, and any media-related folks (see PHOTOGRAPHY AND VIDEO GUIDELINES) willingly acknowledge this fact, as well as all other race rules, by participating or attending the race in any capacity.

Your RDs and Volunteers

Your RDs and volunteers are on the Route to assist runners and teams in any reasonable way, including monitoring compliance with race rules. They report any infractions to your RDs who levy penalties, including disqualification. Your RDs and regular volunteers are NOT authorized to provide medical support, but will advise you to get first aid-type assistance from race medical staff at the designated locations, or encourage participants to dial 9-1-1 when warranted.

PHOTOGRAPHY AND VIDEO GUIDELINES

The Route 66 UltraRun will have media volunteers focusing on photography and social media. We are thrilled with our volunteer Dream Team! They are incredibly good at what they do, and they are amazing people that we are honored to have as a part of the Route 66 UltraRun staff.

We support and encourage everyone to share the history of the Route, the beauty of the area, the incredible people along the Route keeping that history alive, the spirit and endurance of our runners, the kind and loving support of the crew folks, support of our amazing race staff and volunteers,



Route 66 UltraRun Race Rules

encouragement from your family and friends. We appreciate the cooperation and permitting from so many others that make the Route 66 UltraRun a reality.

Runners and their crew, and family and friends that may come out to cheer you on, are welcome to take photos and videos **for your personal use only**. Please, take photos and videos and share them on social media and with your friends. We want people to know about this amazing section of Route 66 and the efforts and accomplishments of our runners and crew.

As detailed in these Rules, no runner, crew, fan, volunteer, or any human associated with the race in any way may ever proceed to the right of the white line. Everyone must abide by the following rule regarding sharing images and video on social media or any public platform.

NO IMAGES BREAKING THE RULES

Do not post photos or video to social media or any public platform showing any runner, crew, volunteer, family, friend, or supporter(s) traveling or standing in the traffic lane.

Our amazing friends at the permitting agencies will be watching. So, if you post anything with people breaking the rules you put the entire race at risk and you may be penalized.

Be aware of the potential implications of images you share. We greatly appreciate it. Thank you! And, as always, have fun out there and stay safe.

Independent media/photo/video coverage must be approved PRIOR to the race.

Submit your proposal in writing to the RDs on or before October 14, 2026.

Your request may NOT be approved, depending on permitting requirements and restrictions on filming, in particular on the Hualapai Reservation.

Drone use is restricted or prohibited in some areas.

If any runner wishes to have independent media/photographer/videographer follow them during the race, submit a WRITTEN PROPOSAL to the RDs at least THIRTY (30) DAYS prior to the event. Detail your plan and the personnel you propose having out on the Route. Approval of your request depends on permitting requirements and restrictions on filming, in particular on the Hualapai Reservation. If approved, these people must comply with all relevant race rules, and never cause disruption to the race in general, or to any competitor, crew/pacer, or race staff. Violations of these rules will accrue to the runner. Choose your professionals carefully and be certain they understand their responsibilities and related permitting-authority rules. Ask your RDs for guidelines regarding drones before employing the same, as drone use is restricted or prohibited in some areas.



ATTACHMENT 1: JOURNEY RUNNER-SPECIFIC INFORMATION

The Route 66 Journey Runner (JR) division are runners who can remain food and water self-reliant for up to 20 miles with no crew.

Updated September 2026

Please review each section THOROUGHLY for any/all changes and
let the RDs know your questions or concerns.

Shuttle, Drop Bag Management and Luggage

Here's info about the shuttle, drop bag management, and your luggage.

- The race organization will provide a shuttle from Topock66 at **noon Friday, November 13** to take JRs to Seligman for race check in and the pre-race meeting. Using this shuttle, you can leave your vehicle **parked across the street from Topock66** so it is there when you finish the race and attend the Awards Banquet. Do **not** park in the Topock66 restaurant or hotel lots. If you are not able to meet the shuttle at this time/location you are responsible for making your own plans.
- The race organization will take your four **marked** drop bags from Seligman to the designated Time Stations (TSs) for use during the race.
- The race organization will take your luggage from Seligman to the finish at Topock66, and will bring your (used) drop bags from the TSs to the finish at the end of the race.



Rules and Mandatory Equipment

You must follow all Route 66 UltraRun Race Rules, including running on the left hand side of the road facing traffic; except in the City of Kingman, where you run on the sidewalk on the right-hand side and proceed as a pedestrian. You must also abide by the following rules and **always** carry the mandatory equipment. Stay safe out there!

JR-Specific Rules

You may:

- Run along with another runner, including another JR, CR, or a member of a RT for company, moral support, and FUN.
- Accept aid from other runners and their crews/teams if they are willing.



Route 66 UltraRun Race Rules

- Accept aid from any road angels – people that stop and offer food or drinks.
- Buy items at stores and restaurants along the way. Support the local economy!
- Sleep/rest/take a break at the TSs, in the vehicles of other runners/teams if they're willing and are **not** moving forward, or at any safe location you might choose, including hotels.
- Pick up items like trekking poles, more food and supplies, or clothing from your drop bag at the TSs.
- Drop items **that are not mandatory gear** at the TSs that fit in or are attached to your drop bags.
- If you think you might run out of water during the race call RD Heather 720-320-2613 **an hour BEFORE** you anticipate running out to allow time for a volunteer to be dispatched to your location.
- If you want to drop out of the race (other than at a TS) call RD Heather 720-320-2613 so we can arrange transportation to a TS, and eventually the finish.
- If you have a problem or need race medical support, call RD Heather 720-320-2613 immediately so the race organization can respond.

For life threatening EMERGENCIES dial 9-1-1.

JR Mandatory Gear

As a JR you must have/carry these items at all times throughout the race.

- Tracker supplied by race management
- Race number (bib) worn outside all clothing/visible from the front
- Cell phone provided by the runner
- An emergency blanket or bag
- A **reflective class three** vest, headlamp, and 3 red blinking lights (one for facing the front, one for facing the rear, and one for a spare)
- Preferred food, electrolytes, drink mixes, and supplements for up to 20 miles
- Two, 2-liter capacity bladders or a combination of containers; that is, you must have a minimum **capacity** of 4 liters. How much fluid you carry is up to you; ensure you have enough fluid for up to 20 miles on your own based on conditions.
- Personal medical supplies
- Wind/water resistant jacket*
- Head covering/hat, shorts, pants, short and long sleeve shirts, sunglasses, socks, and footwear either on your body or in your pack



Route 66 UltraRun Race Rules

* Ensure you have appropriate clothing and supplies for temperatures from 35 degrees (like additional layers, warm hats, gloves or mittens) to 80 degrees (like sun hat, sunscreen) at appropriate times. **CHECK THE WEATHER** and wear/carry what you need at the start (it will likely be cold) and what you will need along the course. Pack your drop bags accordingly.

What's Provided, Where

Race management will provide **LIMITED aid at the TSs** and water caches at key locations. TSs are at Peach Springs RM 37, Kingman Visitor Center RM 87, Donkey Haven RM 100, and Oatman RM 115 as shown on the table below. The specific locations of the water caches, including GPS coordinates, are also included in the table.

Pack **AND LABEL** your drop bags for each of the four TSs with **everything you might want to eat and drink while at the TS, and all supplies you need to sustain you for up to the next 20 miles**, including food, drink mixes/electrolytes, and extra clothing and/or gear.

At the TSs the race organization will provide the following **LIMITED aid**:

- Hot water – to cook/rehydrate food **you** have in your drop bag
- Cold water – for use at the aid station and refilling your bottles
- Instant coffee, hot chocolate, and tea
- Cup of soup or ramen
- Reusable coffee/hot drink cups, plasticware
- Place for you to rest: hotel room in Peach Springs TS 1, cot and blanket at Kingman TS 2 (moved into the Visitor Center), SOS Donkey Haven TS 3 (you may possibly also sleep in a travel trailer used by volunteers), and Oatman TS 3.

The race organization will provide water caches (WCs) at least every 20 miles in between the TSs. All water caches are on the LHS of the Route at MP markers so they are easy to find. The water is in labeled, tan, Plano, latched storage containers that are labeled as shown here.



Water cache storage containers



Spray painted labels on storage containers



Route 66 UltraRun Race Rules

The specific locations of the start line, TSs, water caches, and finish – including RM, MP, and GPS coordinates along the Route – are shown on the following table.

Starting Lines, Time Stations, Water Caches, and Finish Line Locations				
Point	Description	140 RM [100]	MP	GPS Coordinates
140 Start	Seligman, Angel's Gift Shop	0	Before 140	35.326412, -112.873548
 WC 1	Before Grand Canyon Caverns	19 [NA]	121	35.485220, -113.148755
 TS 1/100-Start	Peach Springs Hualapai Lodge	37 [0]	103	35.529055, -113.425280
 WC 2	Just past Keepers of the Wild	54 [NA]	86	35.396177, -113.654997
 WC 3	Just Before Valle Vista	70 [NA]	70	35.369060, -113.865212
 TS 2	Kingman Visitor Center	87 [50]	After 52	35.189452, -114.058487
 TS 3	SOS Donkey Haven	100 [63]	40	35.077195, -114.204454
 TS 4	Oatman NW Parking Lot	115 [78]	After 26	35.027081, -114.384948
 WC 4	Before Golden Shores	128 [NA]	12	34.867676, -114.441024
Finish	Topock66 Colorado River	140 [103]	After 1	34.718968, -114.484017

We strongly recommend you carry **a hard copy of the Turn Sheet with you during the race**. The Turn Sheet is included on the next page for your convenience (this Turn Sheet is also included in the Route Description and Resources document). As a reminder, you **must** have a downloaded digital copy of the Route Description and Resources document and these Race Rules on your phone and show both of them to race staff at check-in.

This area intentionally left blank.



ROUTE 66 ULTRARUN TURNSHEET

For most of the Route 66 UltraRun runners and crew vehicles simply proceed along Historic Route 66 from Seligman to Topock66. Except in the City of Kingman, runners proceed on the LHS of the road, facing traffic, staying to the left of the white line/on the shoulder where possible. There are a few places where runners must CROSS THE ROAD and a few places where runners and crew/team vehicles have to MAKE A TURN. Here are those locations of crossings/turns.

ENTERING KINGMAN: RUNNERS CROSS ROAD TO RIGHT

At RM 83/46 use the signals at Airway Way Avenue to cross the Route/Andy Devine to your RIGHT. This is *before* you go across Airway Avenue. Do **NOT** continue across Airway Ave to get to the Maverick station.

Then cross Airway Avenue to your LEFT to get to the Chevron station.

Continue through Kingman as a pedestrian on the sidewalk on the RHS of the road, obeying all traffic lights.

KINGMAN VISITOR CENTER/TS 2: RUNNERS CROSS ROAD TO LEFT

Pass Mickey D's Diner and cross 1st Street.

At the **TRAFFIC SIGNAL** at RM 87/50 at Locomotive Park cross the Route/Andy Devine to the Visitor Center to the left.

Check in at TS 2.

After TS 2 proceed on the LHS of the road, facing traffic until the finish.

JUST AFTER TS 2: RUNNERS **TURN LEFT**

A few hundred feet past TS 2, **TURN LEFT** to stay on Historic Route 66. This turn is BEFORE the next traffic lights; that is, if you get to the lights you've gone too far. MPs will be off on this section.

OUTSIDE OF KINGMAN: RUNNERS **TURN RIGHT**

At RM 92.5/55.5 **TURN RIGHT** to go under I-40.

HEADING TO TS 3: RUNNERS **TURN LEFT**

At RM 93/56 **TURN LEFT** onto the Route, which is now called the Oatman Highway.

The MPs will be correct again for Historic Route 66.

AFTER OATMAN: RUNNERS STAY STRAIGHT

At RM 118/81 at the fork, runners go straight (which is the left-hand fork) to stay on Route 66.

FINISH AT TOPOCK66: RUNNERS CROSS ROAD TO RIGHT

At RM 140/103 cross the Route to the right to get the FINISH.

There is NO signal or crosswalk here, so use EXTREME CAUTION.

