

PROGRAM

Monday, 10th August

Arrival and Registration
Terrain preview, Free Start

Tuesday, 11th August

Arrival and Registration
Terrain preview, Free Start
Team Leaders' Meeting

Wednesday, 12th August

Sprint Competition
Opening Ceremony
Announcement of Results
Forester's Forum

Thursday, 13th August

Middle-distance Competition
Announcement of Results
Banquet

Friday, 14th August

Excursions
EFOL Annual Meeting

Saturday, 15th August

Relay Race
Announcement of Results
Closing Ceremony



LOCATION OF THE EVENT CENTER:
H-7677 Orfű, Széchenyi Square 1.
(GPS 46.148162,18.147044)

INFORMATION: www.efol.eu/2015
efol@mecsekerdo.hu



**EFOL- 22ND EUROPEAN
FORESTERS'
ORIENTEERING
CHAMPIONSHIP**

**10 - 15 AUGUST, 2015
HUNGARY, PÉCS-ORFU**

EVENT CENTER

H-7677 Orfű Széchenyi tér 1.
(GPS 46.148162,18.147044)

In 2015, **EFOL** is going to take place in **Hungary**, in the settlement of **Orfű** situated in the heart of Mountain Mecsek, only 15 km from **Pécs**. The charm of the settlement lays mainly in its natural potentials. The three artificial lakes called Lake Orfű, Lake Pécs and Lake Ottó Hermann surrounded by mountains assure a perfect location for the lovers of water sports, fishing, hunting, horse-and bike riding and spelunking. Additionally bathing, an Aqua Park, tradition-keeping programs and music festivals make the experience of this beautiful settlement complete.

The city of Pécs with its special Mediterranean microclimate is only a 20 minutes drive by car. The more than 2000 years old city with its marks of several folk groups became the European capital of Culture in 2010. It is well known of its rich, sparkling cultural-technological life, its university, museums and monuments which are part of the UNESCO World Heritage. Its festivals, various open-air programs and the buzzing crowd on the streets of the city center provide a real Mediterranean feeling.

ARRIVAL by car: from Budapest to Pécs on Motorway M6/M60, then on Highway 6 until the junction to Orfű and 14 km through Mountain Mecsek
by public transport: from Budapest to Pécs by bus or train and from Pécs to Orfű by coach commuting several times a day.



INFORMATION ABOUT THE COMPETITION

TERRAINS OF THE COMPETITION

Sprint Competition, Pécs

The race takes place within the old city walls of Pécs. This is a typical urban terrain with moderate slopes. This is the location where in 2011 WMOC was organized.

Middle-distance, Orfű-Abaliget

This is one of the famous terrains of Mountain Mecsek. The terrain is located between 220m and 410m above sea level. There are many pits and dolines, some of them may be 25m deep. The mainly mix beech and oak forests provide good conditions for running. Map: Szuadó.

Relay race, Pécs-Árpádtető

The competition terrain is typical of the Mountain Mecsek, located between 300m and 430m above sea level. The deciduous forests provide middle and good conditions for running.

CATEGORIES

Sprint and middle distance: F/N12, F/N14, F/N16, F/N18, F/N20, F/N 21, F/N35, F/N40, F/N45, F/N50, F/N55, F/N60, F/N65, F/N70, F75 and open category

Relay race: F/N12, F/N14, F/N16, F/N18, F/N20, F/N 21, F/N35, F/N40, F/N45, F/N50, F/N55, F/N60, F/N65 and open category



REGISTRATION

EURO	Adult	Children under age 14
Participation fee	53*	free
Banquet	20	16
Excursion	20	12

*includes EFOL fee

Registration must be made by: **31st May 2015**
Payment must be made by: **30th June 2015**

ACCOMODATION

Feel free to choose from the various possibilities of accommodation in Orfű such as our camp site or well-equipped 3- star apartment and experience the hospitality of the local people, the high level of their services and visit us again!

Book your accommodation at a discounted price at: www.efol.eu/2015

EXCURSIONS

1. Historical roaming in nature at Mountain Jakab
2. Continual watching of the forest overlay in the East-Mecsek
3. The Hills of Zselic
4. Pécs and the Zsolnay Cultural Tour

ORGANISERS:



Mecsekerdő LTD., the host of the event

MECSEKERDŐ
természetvédelem



National Forestry Association



Orienteering Association - Pécs