

Route Overview



Whitney Primmo Route

The Gambler's Challenge

Extending over 300 miles, this route will take you in a meandering loop through a range of desert terrain, varying from dirt roads and trails, to dry lakes, stone fields, and sand washes. With elevations from 250ft to 5400ft, you'll traverse the hot lowlands of Death Valley all the way to mountains overlooking the Primm Nevada Casinos. Passing through the halfway point at Primm, keep in mind there's no time for off-course gambling in this adventure. There are still several hours to go, and the blazing noon sun should be a glaring reminder that daylight is half gone, so cautious haste should be the order of the day. Those who avoid the pitfalls of this long and varied route will be rewarded with a Northerly liaison, and an icy cold drink that awaits at the Little Dumont Dunes bivouac where this adventure began.

Whitney Primm Route












Notes:

Total Length: Approximately 310 miles (500km).
 Total pavement: 46 miles (15%), 37 miles of it on Hwy 127.
 Longest pavement sections 8.7mi at start and 8.8mi at end.
 Total Dirt: 264 miles
 Gas stations are available at Primm and Baker.
 Sunrise (September 23): 06h40
 Sunset (September 23): 18h50

	Liaison	Special (SS)		Liaison
	Departure	Dep. SS	Arr. SS	Arrival
Moto	07h00	07h15	15h45	16h00
Auto	07h20	07h30	17h00	17h15

Assistance Points	
Point Name	Route Mile
V35	32.51
Y3	40.65
EX0	85.60
Y27	110.23
Y37	119.62
P13	147.30
P26	153.68
P60	173.16
Y41	185.54
Y66	205.40
Y87	216.18
Y129	243.02
Y137	251.33
SL18	281.68
W10	288.46
OM3	301.63

Check Points

CP #	Point Name	Route Mile
CP1	 Y16	64.66
CP2	 Y27	110.23
CP3	 P12	146.66
CP4	 P31	159.72
CP5	 P60	173.16
CP6	 Y66	205.40
CP7	 Y87	216.18
CP8	 Y129	243.02
CP9	 W2	282.36



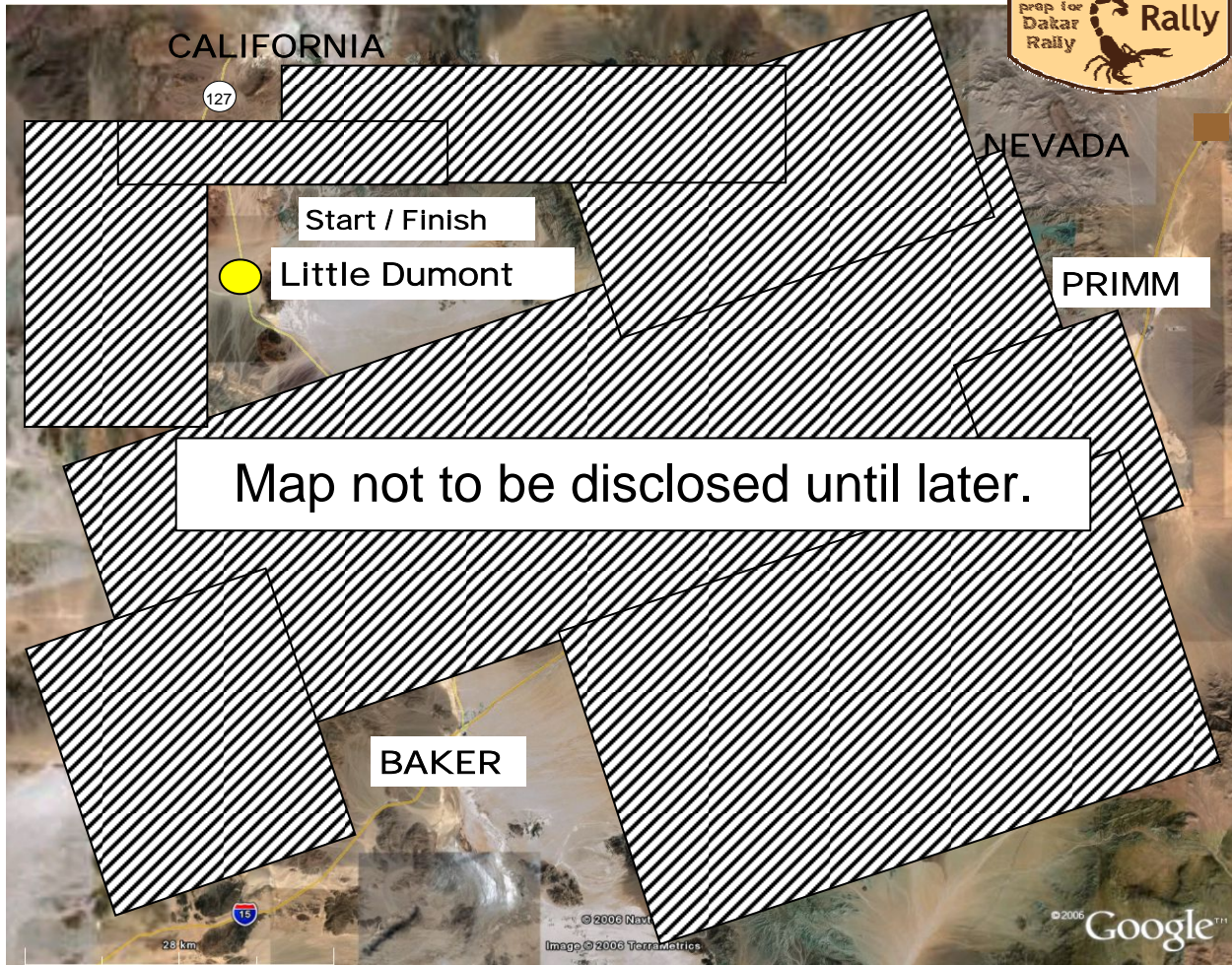
Check Points

At Check Points (CP1-CP9), a small light-blue plastic box is placed nearby, often under a bush. Prior to beginning this route you should be given a handfull of small paper tags with your name on each. At each CP, you should stop and place one of your tags into the box. Be sure the box lid is closed when you leave. This task is primarily for your own good, so others can determine where you have passed in case you have problems and don't make it to the finish. This may be the only clue your crew has to help find you. If for some reason you decide to abandon the route, it may be helpful to leave a note in one of the CP boxes describing your new plan.

Assistance Points

Assistance points are locations along the route where access via paved or otherwise good roads provide easy access by assistance vehicles. It is probably not possible for an assistance vehicle following highways and major roads to keep up with a rider at every assistance point listed. Those listed in bold may be a good selection to aim for. If bike gas range is a problem, an assistance gas stop at Y3 may be a good choice.

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Mile	Terrain
0	Pavement - Liaison
8	SS - Dirt / Gravel / Wash
33	Pavement
41	Dirt / Gravel / Wash
71	Wash
83	Dirt Road
108	Pavement
110	Trail
120	Mountain Road
130	Trail
135	Dirt Road
147	Pavement
148	Dry Lake
154	Dirt Road / Trail
172	Pavement
174	Dirt Road
210	Wash
214	Dirt Road
215	Pavement
216	Dirt Road
220	Pavement
222	Dirt Road

Mile	Terrain
224	Trail
226	Dirt Road
229	Pavement
230	Dirt Road
233	Trail / Wash
238	Dirt Road
251	Pavement
258	Dry Lake
260	Dirt Road
281	Pavement
282	Dirt Road / Wash / Trail
285	Wash / Dry Lake
288	Pavement
292	Rocky Road
301	Pavement - Liaison
310	Finish