

WAX RECOMMENDATION **TOKO**[®]

Noquemanon Ski Marathon

Al Quaal Recreation Area, Ishpeming to Marquette, MI

Saturday, January 22

9 A.M. 51K Classic, 9:55 A.M. 51K Freestyle

11:45 A.M. 24K Classic, 12:30 P.M. 24K Freestyle

All point-point courses, 10 minute wave starts

<http://noquemanon.com/>

Forecast/Conditions: Friday night 50 percent chance of snow showers after 1 A.M. with a low around 5F. Saturday an 80 percent chance of snow showers before 1pm and air temperature 12-18 and winds 10 mph. Expect new falling snow on top of tilled and machine-packed base.

Glidewax: Apply High Performance Blue Hot Wax, scrape and brush. Apply a second layer of HP Blue Hot Wax, scrape and brush. Due to the likelihood of snow during the event and the point-to-point course (snow won't get as skied in compared to a multi loop course), we are recommending only HP Hot wax and no HP LP.

Gripwax: Roughen base with 150 grit sandpaper, iron in Nordic Base Wax Green, cork smooth, let cool. Then apply 3-5 layers of Nordic GripWax Blue, corking between layers. Latest starters consider adding a penultimate layer of GripWax Red covered by Blue.

Structure: A fine structure covered by one pass with the Blue Structurite tool after scraping and brushing HP Hot Wax will best suit these conditions.

Created by Michael Young, Toko Tech Team member since 2005.

Check the [Wax Tips](#) page at TokoUS.com before all of your races for the latest waxing information. Toko Race Wax Tips offer racers precise waxing advice on how to make skis perform optimally for a given event. If you do not have High Performance wax, substitute Performance or Base Performance wax of the same color (Yellow, Red or Blue), as the temperature ranges are the same. All Race Wax Tips recommend ONLY fluorine-free products. Older HP or P Toko waxes (Liquid or Hot Wax) contain fluorine. New labels look very similar but all say PFC Free. To see optimal application procedures for both Glidewax and Gripwax, go to the [How To](#) link at TokoUS.com.

Racing - Service