

WAX RECOMMENDATION



49th ANNUAL GESCHMOSEL CLASSIC SKI RACE

Bretton Woods Nordic Center, Bretton Woods, NH -- Monday, Jan 19

10 A.M., 15k, Classic technique

Mass start, 7.5k lap

<https://nensa.net/event/48th-annual-geschmossel-classic-ski-race-2/>

Forecast/Conditions: Overnight low of 9F, 12 at start. Snow will be glazed in classic tracks. Mostly cloudy, high of 20. Trails are a mix of new and transformed snow, PistenBully groomed.

Glidewax: Apply HP Blue Hot Wax, scrape and brush, sprinkle on [Jet Powder](#) Blue, make two passes with iron at 180c, let cool, scrape and brush using the copper brush and polish with a merino wool roller. Then quickly (2 seconds) spray [Jet Liquid](#) Blue tail to tip, let sit for 10 minutes, go ski.

Gripwax: Roughen base with 150 grit sandpaper, apply Nordic Base Klister Green, heat and smooth. Then apply a layer of Nordic Klister Red, smooth, let cool. Then apply a thin cover of Nordic GripWax Red, cork lightly. These will likely be good conditions for skin skis. If using skin skis, treat skins with Eco Skin Proof. For best performance, apply Eco Skin Proof the day before the event.

Structure: A fine structure covered by one pass with the Blue Structurite tool after scraping and brushing the final Hot Wax or polishing the Jet Powder but before applying Jet Liquid will best suit these conditions.

Created by Stuart Kremzner, Toko Tech Team member since 2004

Racing-Service

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 (Blue, Red or Yellow), as the temperature ranges are the same. For a more economical option, omit Jet topcoats. All Race Wax Tips recommend ONLY fluorine-free products. To see optimal application procedures for both Glidewax and Gripwax, go to the [How To](#) link at TokoUS.com.