



RUNNER'S MANUAL

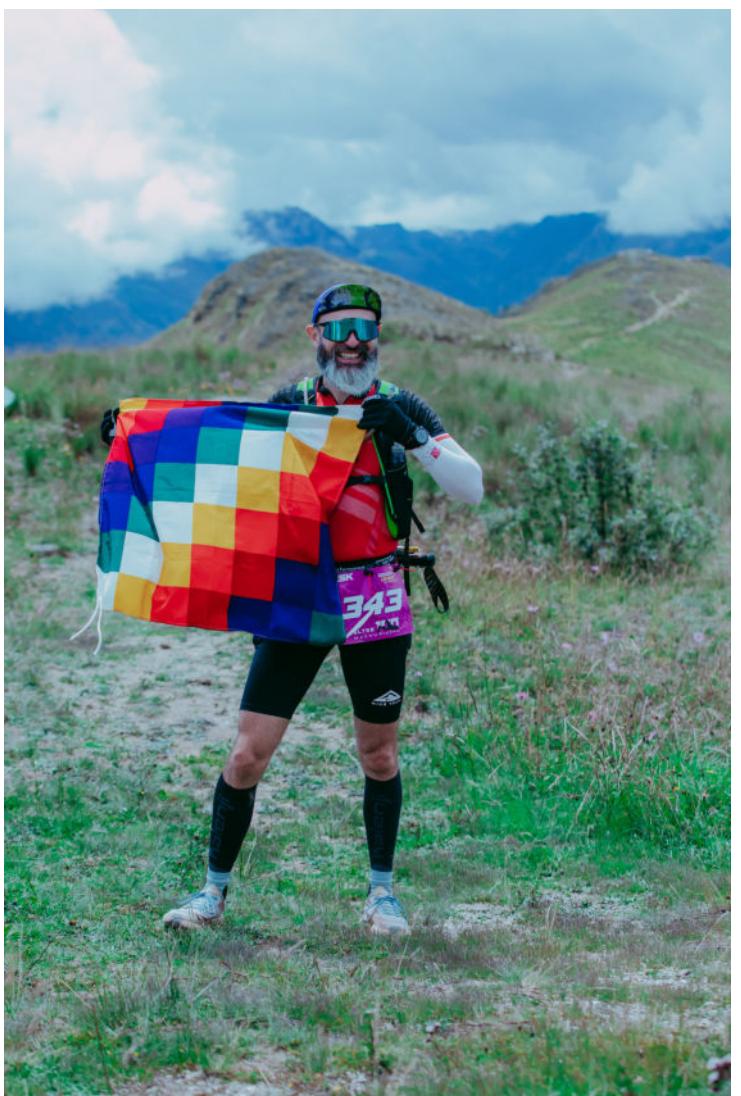
2026



WELCOME, RUNNERS.



Welcome to Ultra Machu Picchu 2026!



"THE POWER OF WILL"

ULTRA MACHUPICCHU 2026

THE MOST MYTHIC RACE IN THE WORLD

"THE POWER OF WILL"

On June 25, 26, 27, and 28, Cusco (Peru) will be the epicenter of a challenge that brings together runners determined to experience the mountains in their rawest form: altitude, history, and untamed nature.

Get ready to experience. THE MOST MYTHIC RACE IN THE WORLD!

Extreme Nature

At Ultra Machu Picchu by ITS, you will run Andean trails that hold a unique legacy: routes that were part of the great road system of the Inca Empire, known as the Qhapaq Ñan.

The world calls it the “Inca Trail” for a reason: it was the strategic network through which the Incas and their State moved to govern, connect territories, transport resources, and sustain their greatness. Within that system, there were also messenger runners (the chaskis), but the heart of the road was the same: the Inca and his civilization.

In the spirit of UM, we honor this ancestral context and present the Qhapaq Ñan as “The Path of Prosperity”: prosperity as discipline, strength, coherence, and honor.

“The Inca Trail Race” is a historical way many describe this kind of challenge: running the Inca Trail with a symbolic direction toward Machu Picchu.

Important: Due to restrictions and regulations from the authorities, UM does not finish inside the Machu Picchu Citadel. However, the route and the experience are designed to preserve the spirit: running toward Machu Picchu as a symbol of goal, history, and purpose. This environment will not only test your physical abilities: it will demand presence, respect, and smart decisions in a territory that does not forgive distraction.

The Mountain Sets the Rules: Altitude and Respect

Cusco is real altitude. The terrain is real mountain. The weather can change fast.

UM demands preparation and good decisions: breathing, pacing, strategy, gear, and mindset.

This manual exists for one thing: your safety and the best possible experience. Read it carefully.

Weather: An Unexpected Main Character

In UM, the weather is an essential part of the challenge. Conditions can change quickly: cold at altitude, wind, fog, rain, and intense sun in exposed sections can all appear in a single day.

In the mountains, the perceived temperature changes with altitude and wind. That's why running here isn't just about “being strong”: it's about being aware, managing energy, and being prepared.

For example, you may start with cold at dawn, go through strong sun at midday, and finish with rain or fog in the afternoon. That contrast is part of what makes UM a serious race.

Read This Manual Carefully

This document is your essential guide to maximizing your experience and ensuring your safety. Here you will find key information about routes, mandatory gear, emergency measures, and recommendations to face the terrain, altitude, and weather.

UM is lived with a simple and firm philosophy:

Ama sua. Ama llulla. Ama quella.

You don't race with shortcuts, you don't race with lies, you don't race with laziness.

You race with responsibility, respect, and preparation.



TUPAC
ADVENTURES
THE POWER OF WILL
MAIN SPONSOR

ULTRA MACHUPICCHU 2026



COMFORT

"Take your passion for trail running to the next level. Enjoy premium stays, exclusive routes, and experiences designed for those who seek mountain thrills and total relaxation at the finish."



STANDARD

"Discover trail running with unprecedented ease: enjoy exceptional accommodations, exclusive tours, and unique adventures designed to seamlessly blend peak excitement with the deepest rest."



ACCLIMATIZE FIRST

4500 MSNM

TUPAC ADVENTURES

+51953807498

info@tupacadventures.com

ESSENTIAL

"Immerse yourself in nature as you explore breathtaking trails and enjoy an authentic, genuine experience, with essential accommodations that keep the spirit of the mountains alive."

MEET THE TEAM.



ULTRA MACHU PICCHU BY ITS CUSCO-PERU



WILLIAN
MOLINA



INDIRA
TICONA



IRVIN
LLACTA



YENNIFER
CALVO



CESAR
FERNANDEZ



NELLY
NINA



MILUSKA
JURADO



THE MOST
MYTHIC RACE IN
THE WORLD

A photograph of a runner from behind, wearing a dark cap, a light-colored long-sleeved shirt, dark shorts, and a dark vest with a hydration system. They are wearing dark socks and trail running shoes. The runner is carrying trekking poles. They are walking through a field of tall, dry grass and some low-lying flowers, with a misty mountain range in the background.

SCHEDULE

01

Thursday, June 25: Online Technical Briefings (Virtual)

18:00 - 19:00: UM 100K Technical Briefing

19:00 - 20:00: UM 50K Technical Briefing

20:00 - 21:00: UM 25K, 15K & UM 5K FAMILY TRAIL Technical Briefing

Friday, June 26: Accreditation and Ultra Machu Picchu 2026 Expo

10:00 - 21:00: Accreditation and UM Expo at Casa de la Cultura, Cusco.

Day Activities

11:00 - 13:00: UM Morning Run (Casa de la Cultura - Cusco).

16:00 - 16:40: Athletes / Guests Panel (Casa de la Cultura - Cusco).

17:00 - 19:00: UM & ITS Panel (Casa de la Cultura - Cusco).

SCHEDULE

01

Saturday, June 27: Race Day and Transfers (UM 100K)

Official Transfer (Cusco → Ollantaytambo / start area)

10:00: Bus departs from PLAZA SAN FRANCISCO to the start point at Ollantaytambo Plaza de Armas.

Arrive at least one hour early.

15:00: UM 100K Start.

Sunday, June 28: Races and Transfers

Transfers to the start points (by distance):

02:00: Bus for UM 50K (Urubamba).

06:00: Bus for UM 25K (Puka Pukara).

06:00: Bus for UM 15K (Puka Pukara).

07:00: Bus for UM 5K (Puka Pukara).

Arrive at least one hour before the start times.

Race Starts:

04:00: UM 50K Start

07:00: UM 25K Start

07:00: UM 15K Start

08:00: UM 5K Start

Awards Ceremony:

18:00: Awards Ceremony begins.

Location to be confirmed.

THE MOST MYTHIC RACE IN THE WORLD.

ACCREDITATION AND EXPO

02

Accreditation + Kit Pickup (all distances) and Ultra Machu Picchu by ITS (UM) Expo Accreditation for all distances and the UM Expo will take place at Casa de la Cultura, located at Calle San Bernardo s/n, one block from Plaza de Armas, Cusco.

Hours: From 10:00 to 21:00.

On accreditation day, make sure to bring:

- Valid ID card or passport.
- Proof of registration (ticket in printed or digital format).
- Mandatory medical certificate (if your distance requires it).
- Check the “Medical Requirements” section of the UM 2026 Annex.

A third person may pick up your race kit by presenting:

- A simple signed authorization letter, along with a photocopy of the runner’s ID card or passport.
- Proof of registration (ticket in printed or digital format).



The size selected during registration cannot be changed at kit pickup. Without accreditation and without a kit, you will not be allowed into the start area and your participation will not be authorized.

BRING YOUR DOCUMENTS READY. BE ON TIME. AVOID UNNECESSARY LINES.



Make the most of the UM Expo: news, activations, and info points throughout the day.

Ask and connect—this is the best time to get your questions answered by the staff and meet other runners.

UM is raced with one simple rule: discipline and truth.

Ama sua. Ama llulla. Ama qhella.

“THE POWER OF WILL”

OFFICIAL RACE SHIRT

03



ONLINE TECHNICAL BRIEFING

04

UM 100K TECHNICAL BRIEFING

18:00 – 19:00

UM 50K TECHNICAL BRIEFING

19:00 – 20:00

**CHARLA TÉCNICA UM 25K,
15K & UM FAMILY 5K**

20:00 – 21:00



THURSDAY, JUNE 25



The technical briefing will be streamed live and will be recorded for later viewing on our social media. It will also be sent by email.

“THE POWER OF WILL”

BUS DEPARTURES

05

**BUSES WILL DEPART FROM PLAZA SAN
FRANCISCO AT THE FOLLOWING TIMES:**

100k/ UM Saturday 10:00am

50k/ UM Sunday 02:00am

25k/ UM Sunday 06:00am

15k/ UM Sunday 06:00am

5k/ UM Sunday 07:00am



Bus Ticket – UM Official Transfers

All runners (and companions, if applicable) must purchase their bus ticket in advance.

Buses are scheduled based on the number of tickets purchased, so there will be no additional seats on event day.

How to buy your ticket (2 options)

Option 1: During your registration (recommended)

Log in to your race registration and select the “add-on” option.

Option 2: Registration + payment at kit pickup (subject to availability)

You may register via a form and pay when you pick up your kit.

Important: This option depends on actual ticket availability. If tickets sell out, no extra seats will be added.

Limited capacity

Only those with a valid, pre-purchased ticket will be allowed to board.

No access to buses without a ticket.

Punctuality (MANDATORY)

Arrive at least 15 minutes before departure time to ensure a smooth transfer.

“THE POWER OF WILL”

MANDATORY GEAR

06

100k/ UM

50k/ UM



BIB



TRAIL RUNNING
SHOES



TRAIL VEST/PACK



MOVIL

APP: Wikiloc



REUSABLE
GEAR



WATER
RESERVE

1.5L reserva

MANDATORY GEAR

06

100k/ UM

50k/ UM



THERMAL
BLANKET



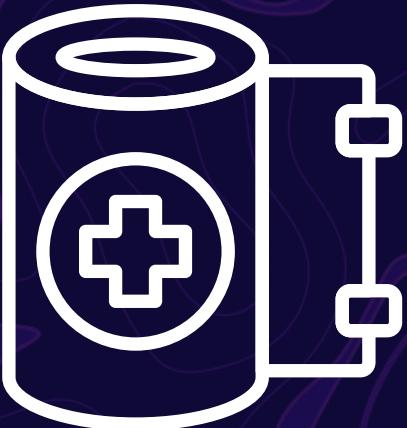
HEADLAMP



RED REAR
LIGHT



GELS &
ENERGY



ELASTIC
BANDAGE



WHISTLE

MANDATORY GEAR

06

100k/ UM

50k/ UM



LONG TIGHTS



SECOND
LAYER



RAIN JACKET



ID



HAT/BEANIE



THERMAL
GLOVES



PERSONAL FIRST-
AID KIT



CASH (PERUVIAN
SOLES)



Random gear checks at checkpoints (CPs); non-compliance is grounds for a penalty or disqualification.

“THE POWER OF WILL”

RECOMMENDED GEAR

06

100k/ UM

50k/ UM



OFFICIAL RACE
SHIRT



WINDBREAKER



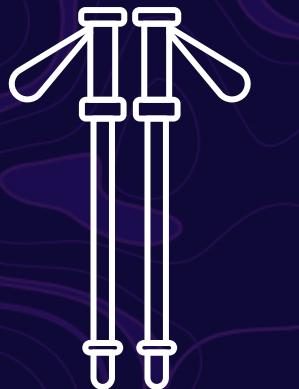
DROP-BAG
CLOTHES



GAITERS



GPS WATCH



POLES



SUNSCREEN



ANTI-CHAFING
CREAM



SUNGASSES,



BUFF

MANDATORY GEAR

07

25k / UM

15k / UM

5k / UM



BIB



TRAIL RUNNING
SHOES



RAIN JACKET



GELS &
ENERGY



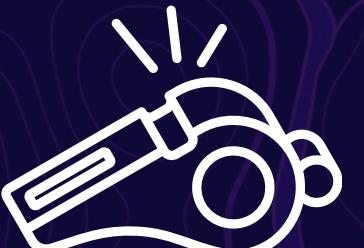
MOVIL
APP: Wikiloc



SECOND
LAYER



WATER
RESERVE
1.5L reserva



WHISTLE



ELASTIC
BANDAGE



HAT/BEANIE



THERMAL
BLANKET



ID

RECOMMENDED GEAR

07

25k / UM

15k / UM

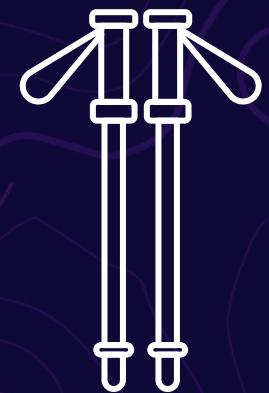
5k / UM



OFFICIAL RACE
SHIRT



WINDBREAKER



POLES



GAITERS



GPS WATCH



BUFF



FIRST-AID
KIT



SUNSCREEN



ANTI-CHAFING
CREAM



SUNGASSES



THERMAL
GLOVES



CASH
(PERUVIAN
SOLES)



Bring the gear you need—especially what you're already familiar with, your preferred brands/sizes, and anything else that works best for you.

“THE POWER OF WILL”



08

INSTRUCTIONS IN CASE OF ACCIDENTS

SUGGESTED STEPS IN CASE OF EMERGENCIES

Protect your immediate safety.

1. If you have an accident or must stop, pay attention to Andean conditions: in Cusco, early mornings can be very cold, and during the day the sun and wind can dehydrate you quickly.
2. Use your emergency thermal blanket immediately to retain body heat and prevent hypothermia, especially if you are in exposed or windy areas.
3. Avoid getting cold and dehydrated.
4. Even if you feel warm while running, once you stop your body cools down fast. Layer up, protect yourself from the wind, and stay hydrated.
5. During the day, prioritize UV protection (cap/hat, sunglasses, sunscreen) and drink fluids consistently.
6. Recognize signs of altitude sickness (important).
7. At altitude, symptoms such as severe headache, nausea, dizziness, extreme weakness, disorientation, or unusual shortness of breath are not something to “push through.” If they appear, slow down, seek assistance, and report it to the staff.
8. If symptoms worsen or you cannot continue safely, stop and ask for help.
9. Move forward if possible.
10. If you can walk safely, continue along the route until you reach the next aid point or find a staff member who can help you.
11. Stay in a safe place.
12. If you cannot walk, find a safe spot to wait for help, but never leave the marked route. Stay visible and conserve energy.

Ask other runners for help.

1. If you meet other runners before finding staff, ask them to notify the next checkpoint or aid station. In the mountains, cooperation saves races—and saves lives.
2. Emergency communication.
3. If you have signal, call the emergency number or send us your location via WhatsApp to facilitate rescue. Share clear references: nearest checkpoint, approximate kilometer, and how you feel.
4. Use your emergency whistle.
5. Blow your whistle to alert other runners, staff, or the emergency team to your situation.



08

INSTRUCTIONS IN CASE YOU GET LOST

SUGGESTED STEPS IF YOU GET LOST

Review your downloaded route.

1. Check the track previously downloaded on your watch or phone (offline mode) to verify your position and the correct route. Don't wait to "see if the markings show up"—act early.
2. Stop and assess (don't keep moving blindly).
3. In the mountains, moving forward without confirmation only takes you farther away. Find a safe spot, breathe, add layers if there is wind/cold, and check the track.
4. Backtrack along the same path you came from until you find the last tape/marking you saw.
5. Never take unmarked roads or trails, even if they look "clearer."
6. Confirm the distance.
7. Once you find the markings, make sure they match the distance you are running to avoid detours (shared intersections between distances can be confusing).
8. If you can't find markings, communicate.
9. If you cannot get back on route:
10. Call the emergency number or send your location via WhatsApp to the organizing team.
11. If you have no signal, use your emergency whistle to alert other runners or staff.
12. Conserve energy and avoid getting cold.
13. If you need to wait, protect your body temperature: add layers, use the thermal blanket if necessary, and stay visible. On course, early-morning cold can be extreme and wind accelerates heat loss. During the day, avoid sun exposure without hydration and UV protection.

IMPORTANT

1. Make sure you have the emergency numbers saved on your phone before race day.
2. Emergency Phone: +51984350044
3. Emergency WhatsApp: +51972702245



09

BIB NUMBERS

Wear your bib correctly

- The bib must always be worn on the front, either on your shirt or on a bib belt, and it must remain fully visible throughout the race.
- It must be placed over any outer layer (windbreaker, thermal top, etc.) and must never be attached to your backpack or worn on your back.

Why the bib matters

Your bib is your access pass to:

- Aid Stations and First Aid Posts (PAS).
- Post-race areas and services (recovery / assistance, depending on your distance).
- On-course checkpoints and verification points (CP).

It is also a key safety element for runner tracking and location control in the mountains.

Bib removal

- In case of voluntary withdrawal or an accident, your bib may be removed as a safety and internal control measure.
- If a runner does not comply with the regulations, does not carry mandatory gear, or disobeys staff instructions, they may be disqualified and their bib will be removed.

REMEMBER

Wearing your bib correctly not only gives you access to services—it also helps ensure your safety during the race.





10 CHECKPOINTS (CP)

Along the course you will find various Checkpoints (CP), both automatic and manual. For this reason, it is essential that your bib is always visible, allowing staff to record your passage efficiently.

These records are essential to:

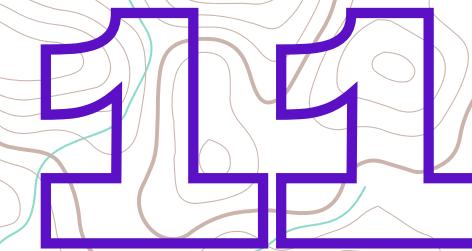
- Keep accurate control of each runner's location.
- Ensure greater safety during the race.
- Verify that each participant completes the official course.
-

In the mountains, checkpoints are not a formality—they are part of the safety system. If there is a sudden weather change, an accident, or a medical emergency (including altitude sickness), your recorded passage helps activate protocols and guides the assistance team with real information about where you were last seen.

In addition, checkpoints protect the integrity of the competition. They prevent shortcuts, detours, or route mistakes and ensure fair conditions for everyone. Therefore, always follow official markings, keep your bib visible, and cooperate with staff when they request confirmation or verification.

Checkpoint rules

If a runner is not recorded at any of these points, they will be disqualified, as this indicates they did not follow the full course (or took an unauthorized route).



COURSE MARKING

The official course marking system for Ultra Machu Picchu by ITS (UM) 2026 is essential to help you stay on the correct route in the Andes of Cusco—especially in technical sections, low-visibility areas, or when weather changes suddenly. Below is how it is organized:

Distance between markers

- In general, markers are placed approximately 20 meters apart.
- In sections where the direction is obvious, the distance between markers may extend to 100 meters.

If you lose the markers

- If at any point you stop seeing the markings, stop and backtrack along the same path until you find the last marker you saw.
- Do not take alternative trails or “shortcuts”: in Cusco, a detour can quickly take you far from the official route.

Familiarize yourself with the system

- It is essential that you become familiar with the marking system, which will be explained in detail during the UM 2026 Technical Briefing.
- This is part of racing responsibly in a high-altitude trail running event.

Marker features (UM 2026)

Official marking will include:

- Purple or green flags (main marking).
- Signs on posts at key points (crossings, direction changes, decision zones).
- Chalk markings on the ground in specific sectors where extra visual reinforcement is needed.

All distances will follow the same base marking system, with additional indications when there are distance-specific splits.

Night / low-light marking

In pre-dawn sections or low visibility (cold, fog, or shade), markings will be reinforced to make navigation easier. Always follow official signage and stay alert.

Open areas or low vegetation

Reflective tape markings will be used in required zones.

REMEMBER

Familiarizing yourself with the Ultra Machu Picchu by ITS (UM) 2026 marking system is key to enjoying the course safely and confidently.

THE MOST MYTHIC RACE IN THE WORLD.



12

START / FINISH

Starts and Finish – Ultra Machu Picchu by ITS (UM) 2026

Starts

- UM 100K: Ollantaytambo → Cusco
- UM 50K: Urubamba → Cusco
- UM 25K / 15K / 5K: Puka Pukara (Huayllarcocha) → Cusco

Finish (all distances)

- Plaza de Armas, Cusco

Before the start

- Start corral: Line up behind the arch 15 minutes before your start time.
- Checks: Random mandatory-gear inspections may take place; arrive 1 hour early.
- Cusco is altitude: cold early mornings and high daytime sun/UV.

Aid stations (Food/Fluids)

- UM 100K: food points every 25 km → Km 25 / Km 50 / Km 75
- UM 50K: food point → Km 25

Drop Bag (personal bags)

- UM 100K: CP1 SOCMA Km 23 and CP03 UMASBAMBA Km 75
- UM 50K: CP3 UMASBAMBA Km 25

SERVICES AT THE START AND FINISH AREAS

Operations Center (UM staff)

- Overall race coordination and control.
- Timing and communications.

Participant services

- First aid.
- Restrooms.
- Cloakroom / bag drop (subject to availability).
- Post-race food for runners (depending on distance/time).

Local vendors

- Sale of products and food for runners and companions.

THE MOST MYTHIC RACE IN THE WORLD.



13

DROP BAG / EXTERNAL ASSISTANCE

Drop Bag / External Assistance

Drop Bag delivery

Runners may drop off their drop bags up to 45 minutes before their corresponding start time, at the drop-off point indicated by the organization (to be confirmed during the Technical Briefing).

Drop Bag locations by distance

- UM 100K: Drop Bag at Km 23 and Km 75
- UM 50K: Drop Bag at Km 25

What is a Drop Bag?

A personal bag where you can store spare clothing, gear, and food you may need when you pass the designated point.

Identification

All bags must be clearly labeled with the runner's bib number to ensure correct placement.

Restrictions

Electronic items, fragile items, or high-value items are not allowed. The organization is not responsible for loss of these items. Poles are also not allowed.

Drop Bag return

Drop bags will be returned at the end of the race. As each runner finishes, they may go to the drop bag area to collect their bag.

Special conditions (weather / Andes logistics)

In case of unfavorable weather or logistical conditions, the organization may enable other drop bag drop-off points. This will be announced in advance and explained in detail during the Technical Briefing.

External Assistance (Crew)

UM 100K and UM 50K

- Each runner may have a maximum of 1 accredited crew member.
- Crew accreditation must be completed when picking up the race kit.
- Crew members may assist only at the points designated by the organization and must remain in the indicated areas while the runner is present.
- Prohibited: any assistance outside authorized points will result in immediate disqualification.

Other distances (UM 25K / 15K / 5K)

- External assistance is not allowed.

THE MOST MYTHIC RACE IN THE WORLD.

14

THE COURSE: TECHNICAL INFORMATION

Ultra Machu Picchu by ITS (UM) 2026 | Cusco, Peru – a high-altitude trail running ultramarathon in the Andes, over sections of the Qhapaq Ñan (Inca Trail / Camino Inca). Highly complex courses due to altitude, changing terrain, and weather exposure.

WEATHER CONDITIONS (Cusco – June)

Temperatures (reference): In June, Cusco typically sees daytime highs of ~18-20°C and nighttime lows near 0°C, and it can drop to -7°C at dawn / in exposed areas.

High UV radiation: average peak UV in June reaches ~10 (very high).

Andean variability: with wind, the wind chill drops fast; with direct sun, exposure intensifies.

TIPS: plan for layers (cold dawn + dry day), and use UV protection (cap/hat, sunglasses, sunscreen).

ALTITUDE DATA (Cusco + Sacred Valley)

UM is run at real altitude. Area references:

- Cusco: ~3,400 m a.s.l.
- Ollantaytambo: ~2,792 m a.s.l.
- Umasbamba: ~3,754 m a.s.l.
- Sacred Valley: approx. 2,050-3,000 m a.s.l.

UM technical note: the “difficulty” comes from running and climbing steadily above 3,500 m (and sections near 4,200+ m), plus Cusco’s June cold/UV.

TERRAIN CHARACTERISTICS (Cusco – Andes)

- Gravel, hardpack, and dirt tracks (pace changes).
- Stone, rock, and technical sections (precise footing).
- Asphalt in specific connectors (impact and control).
- Grasslands and high-altitude scrub (sun/wind exposure).
- Cobblestone Inca road (Qhapaq Ñan): uneven stone and sections that demand constant attention.

THE MOST MYTHIC RACE IN THE WORLD.

15 KEY MAP



FRUITS & SNACKS



ISOTONIC DRINK & WATER



TIME CHECK



SOLID FOOD + HYDRATION



REST AREA



MEDICAL AND RESCUE POINT



TRANSPORT AND REPATRIATION



CUT-OFF AND TIME CHECK



RELAY POINT

THE MOST MYTHIC RACE IN THE WORLD



EXTREMO 100K PACHAKUM



ULTRA
MACHU PICCHU
BY UTS

BY UTS

Intipunku
9.2km/5.7M

Pukaccasa
16km/9.9M

Socma
24.2km/15M

Kallarakay
32.2km/19.9M

Maras
41.1km/25.5M

Urubamba
52km/32.9M

Urquillos
62.5km/42.3M

Umasbamba
75.7km/51.5M

Kellococha
88.7km/55M

Puka Pukara
97km/60.9M

4420m/14.500ft

4000m/13.123ft

3500m/11.480ft

3000m/9.840ft

D+ 5250

D- 4690

T: 25H

PARTIDA 03PM

Ollantaytambo



PC 1

PC 2

PC 3

PC 4

102.2km/63.5M

META

4PM

Cusco



TRAIL SERIES

INCA TRAIL SERIES

TIEMPO MAX 12Hrs.
HORA DE CORTE 3AM

TIEMPO MAX 19Hrs.
HORA DE CORTE 10AM

TIEMPO MAX 24Hrs.
HORA DE CORTE 3PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM

META

TIEMPO MAX 6Hrs.
HORA DE CORTE 9PM



IMPORTANT INFORMATION

DISTANCE	ELEVATION PROFILE	START
102.2KM / 63.5M	D+ 5250 D- 4690	27 JUN / 15:00 HRS PLAZA OLLANTAYTAMBO
PAS 10	PC 04	DROP BAG 2 PC1 KM25 / PC3 KM75

ESTIMATED TIMES

FAST	AVERAGE	SLOWER
17 hours 8AM	21 hours 12M	25 hours 4PM

CUT-OFF 1
SOCMA

km 23.2
9pm

CUT-OFF 2
URUBAMBA

km 52
3am

CUT-OFF 3
UMASBAMBA

km 75.7
10am

CUT-OFF 4
PUKA
PUKARA

km 97
3pm

RELEVOS 100K PACHAKUM

LEG 1
3pm

23.2 km

D+ 1760
D- 1400

3pm
Ollantaytambo

LEG 2
9pm

28 km

D+ 950
D- 1300

9pm
Socma

LEG 3
4am

23 km

D+ 1290
D- 400

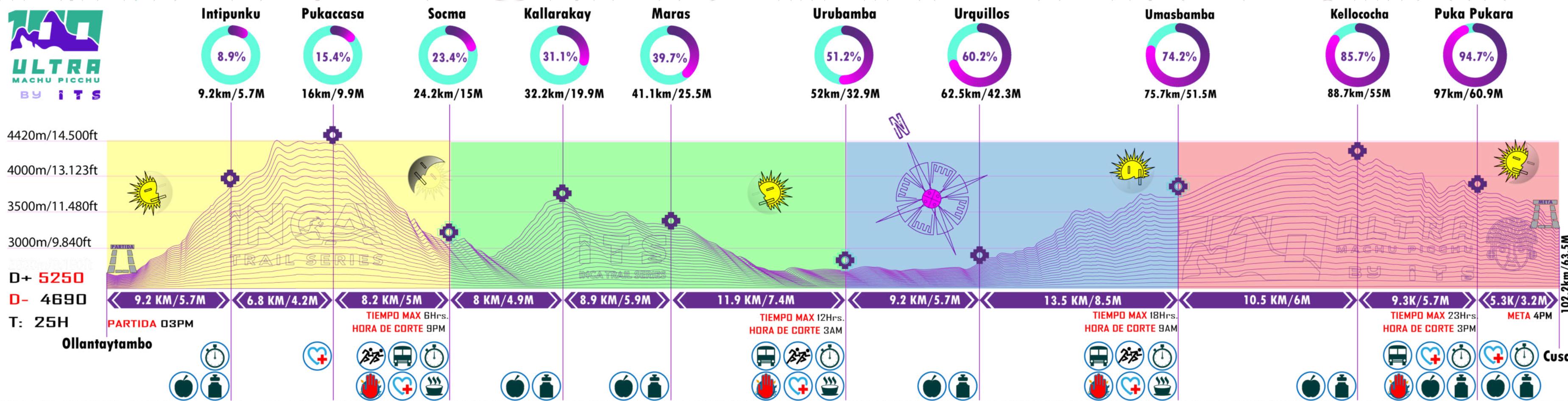
4am
Urubamba

LEG 4
10am

23.4 km

D+ 1760
D- 1400

10am
Umasbamba



RELAYS

FIRST

LEG



4420m/14.500ft

TRAMO
UNO

Intipunku
38%

Pukaccasa
65%
16km/9.9M

4000m/13.123ft

3500m/11.480ft

3000m/9.840ft

D+ 1760

D- 1400

T: 6H

Ollantaytambo

PARTIDA 03PM

TIEMPO MAX 6Hrs.

HORA DE CORTE 9PM

9.2 KM/5.7M

6.8 KM/4.2M

8.2 KM/5M

23.4km/14.5M

TIEMPO MAX 6Hrs.

HORA DE CORTE 9PM

17.3km/10.7M

11.9 KM/7.4M

28.6km/17.7M

TIEMPO MAX 6Hrs.

HORA DE CORTE 03AM

17.7M

RELAYS THIRD LEG



**TRAMO
TRES**

4000m/13.123ft

3500m/11.480ft

3000m/9.840ft

D+ 1290

D- 400

T: 6H PARTIDA 4AM

Urubamba



Urquillos
58.3%
9.6km/6M



INGA
TRAIL SERIES
23km/14.3M

TIEMPO MAX 6Hrs.
HORA DE CORTE 10AM



**TRAMO
CUATRO**

4310m/14.500ft

4000m/13.123ft

3400m/9.840ft

D+ 1760

D- 1400

T: 6H PARTIDA 10AM

Umasbamba



Kellococha
39.9%
10.5km/6M



Puka Pukara
73.4%
19.8km/13M



INGA
TRAIL SERIES
23.4km/14.5M

TIEMPO MAX 6Hrs.
HORA DE CORTE 4PM

Cusco



EXTREMO 50K PISKA CHUNKA UM



4310m/14.140ft
BY ITS

4000m/13.123ft

3500m/11.480ft

3000m/9.840ft

2860m/9.180ft

D+ 2535

D- 1990

T: 12H

Urubamba

PARTIDA

9.2KM/5.7M

PARTIDA 04AM

Urquillos

19%

9.2km/5.7M



Umasbamba

46%

22.8km/14.2M

PC 1



Kellococha

64.9%

32.1km/19.9M

PC 2



Puka Pukara

90.8%

44.9km/27.9M

PC 2



49.5km/30.8.2M

Cusco

13.5 KM/8.5M
TIEMPO MAX 5Hrs.
HORA DE CORTE 9AM



9.3 KM/5.7M

TIEMPO MAX 11Hrs.
HORA DE CORTE 3PM



9.3KM/5.7M

TIEMPO MAX 11Hrs.
HORA DE CORTE 3PM



Cusco





EXTREMO 50K PISKA CHUNKA UM

CUT-OFF 1
UMASBAMBA

km 22.8
9am

CUT-OFF 2
PUKA
PUKARA

km 44.9
3pm

IMPORTANT INFORMATION

DISTANCE	ELEVATION PROFILE	START
49.5KM/30.8M	D+ 2535 D- 1990	28 JUN / 04:00 HRS COLISE URUBAMBA
PAS 04	PC 02	DROP BAG 1 PC1 KM22.8

ESTIMATED TIMES

FAST	AVERAGE	SLOWER
6 hours 10AM	10 hours 2 PM	12 hours 4PM



EXTREMO 25K ISKAY CHUNKA PISKAYUK



4310m/14.140ft

4000m/13.123ft

3760m/12.340ft

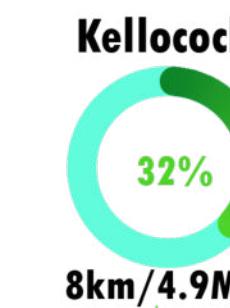
3500m/11.480ft

3000m/9.840ft

D+ 1097

D- 1450

T: 7H PARTIDA 7.30AM Puka Pukara



Cusco



8KM/4.9M

6KM/3.7M

6KM/3.7M

5.3KM/3.2M

TIEMPO MAX 6Hrs.
HORA DE CORTE 01.30PM

02.30PM
25.2km/15.7M



100 **ULTRA**
MACHU PICCHU
BY ITS



CUT-OFF 1
PUKA
PUKARA

km 20
1:30pm

IMPORTANT INFORMATION

DISTANCE	ELEVATION PROFILE	START
25.2KM/15.7M	D+ 1097 D- 1450	28 JUN / 07:30 HRS PUKA PUKARA
PAS 03	PC 01	

ESTIMATED TIMES

FAST	AVERAGE	SLOWER
3 hours 10:30AM	5 hours 12:30 PM	7 hours 2:30PM

EXTREMO 15K CHUNKA PISKAYUK UM



ULTRA
MACHU PICCHU
BY ITS

4160m/14.140ft

4000m/13.123ft

3750m/12.340ft

3350m/10.990ft

D+ 540

D- 900

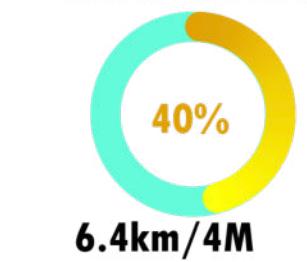
T: 5H

Puka Pukara

6.4KM/4M

PARTIDA 7.30AM

Abra Katunki



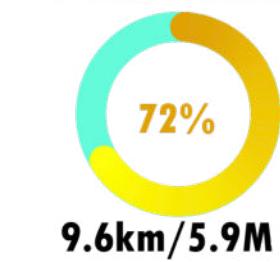
6.4km/4M

Abra Keser



9.2km/5.7M

Puka Pukara



9.6km/5.9M

3000m/9843ft

2750m/9024ft

2500m/8202ft

2250m/7382ft

2000m/6562ft

1750m/5743ft

1500m/4921ft

1250m/4102ft

1000m/3281ft

750m/2460ft

500m/1640ft

250m/820ft

0m/0ft



7.30AM

PARTIDA



11.30AM

HORA DE CORTE

4Hrs.

TIEMPO MAX

12.30PM

META



Cusco

16.2km/7.9M





100

ULTRA
MACHU PICCHU
BY ITS



CUT-OFF 1
PUKA
PUKARA

km 20
11:30Am

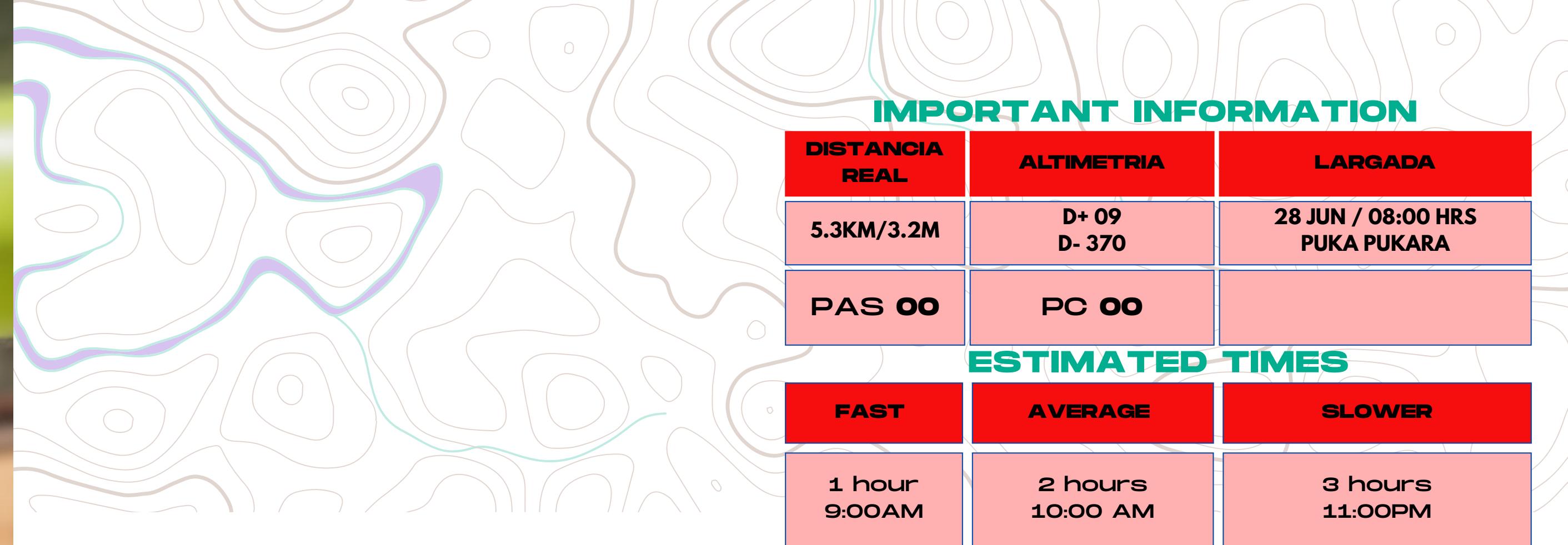
IMPORTANT INFORMATION

DISTANCE	ELEVATION PROFILE	START
16.2km/7.9m	D+ 540 D- 900	28 JUN / 07:30 HRS PUKA PUKARA
PAS 03	PC 01	

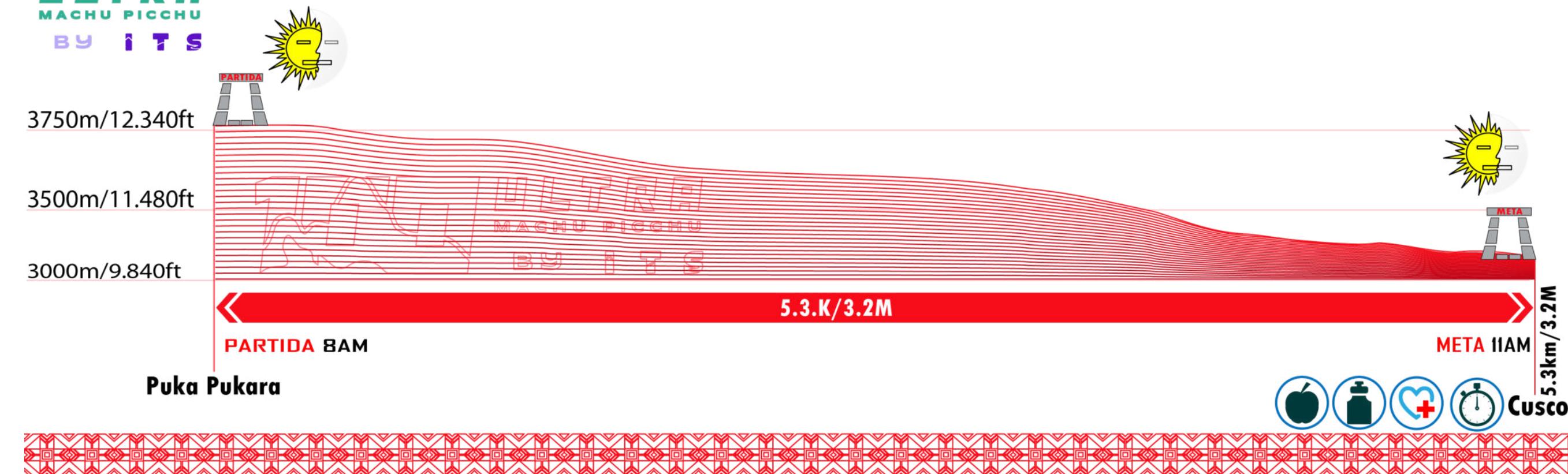
ESTIMATED TIMES

FAST	AVERAGE	SLOWER
2 hours 9:30AM	4 hours 10:30 AM	5 hours 12:30PM

FAMILY 5K PISKA U M



D+ 09
D- 370
T: 3H





IMPORTANT LINKS:

REGISTRATION LINK BY DISTANCE::

[100k RELAY 4P](#)

[DISTANCIA 100K](#)

[DISTANCIA 50K](#)

[DISTANCIA 25K](#)

[DISTANCIA 15K](#)

[DISTANCIA 5K](#)

MAPS:

[ALL DISTANCES](#)

REQUIRED FORMS

[GENERAL REGULATIONS](#)

[ANNEX UM 2026](#)

[STATEMENT OF HONOR](#)

[MEDICAL CERTIFICATE](#)

SALES & SUPPORT:

 [+51972702245](tel:+51972702245)

NEED HELP?

ULTRAMACHUPICCHU@GMAIL.COM

INFO@ULTRAMACHUPICCHU.COM

SOCIAL MEDIA & WEB



[WWW.ULTRAMACHUPICCHU.COM](#)



[@ULTRAMACHUPICCHU](#)



[@ULTRAMACHUPICCHU](#)



[@ULTRAMACHUPICCHU](#)



[@ULTRAMACHUPICCHU](#)



[FOLLOW US](#)

THE POWER OF WILL



ORGANIZED BY:



INCA TRAIL SERIES