

A letter from Meb Keflezighi: Honoring the life and legacy of running industry trailblazer, Carlsbad 5000 founder, Tim Murphy

Dear Carlsbad 5000 runners and family,

I hope you're healthy and having a fantastic summer. I wanted to take a moment to let you know that I received a text, informing me that Tim Murphy, a dear friend and founder of the Carlsbad 5000, has passed away.

Knowing how much Tim contributed to the sport of running, it's sad to know he's passed.

Tim's often credited with creating running's second boom. As founder of the Carlsbad 5000 and the Rock N' Roll Series, he brought entertainment, bands, and cheerleaders, to the marathon. But what's sometimes lost is that he cared about the elite runner, too. Look at the name of his original company: Elite Racing.

Tim was the guy who gave the OK for the great Mike Long to recruit Kenyans and Ethiopians to the Carlsbad 5000.

I first met Tim when I was a ninth grader at Memorial Junior High. I was invited to a luncheon for the Arturo Barrios 10K in Chula Vista. He was excited to have fun with one of his races. He brought people together. The little English that I spoke then, that's what I remember.

I saw him again at the Steve Scott Mile in Santee and the Carlsbad 5000. The first time I ran the Carlsbad 5000 I was chasing the American record. I missed it by 10 seconds.

"Next year, you're going to come back and get that record," he told me.

I came back the next year and missed it again by 10 seconds.

But he saw something in me. Later, when Suzuki sponsored the Rock 'n' Roll Marathon, Tim, and Tracy Sundlun let me use a four-wheel-drive Suzuki SUV when I was training in Mammoth. In that snow, you needed a four-wheel drive.

Tim loved running. He loved runners. He was a visionary. And he will be missed.

R.I.P. my friend. Thank you for the memories and for encouraging others to have fun while running.

Sincerely,
MEB & the Carlsbad 5000 Team



Steve Scott, Shauna Buffington, and Tim Murphy celebrating the 25th anniversary of Carlsbad 5000

