

Course setters' notes

Subject to change (Updated 9/12/2006)

Map:

The map is a 2006 production of Alexei Zuev based on a 1988 map prepared for the North American Championships. Revisions were made by Eric Weyman. It is generally not ISSOM standard, but there are few areas where it would make a difference. Further details are below.

Model:

The model is not completely relevant to any of the sprints, but is most relevant to the second. The forest is generally representative of the white woods throughout the park and the thicker vegetation mapping should serve to demonstrate the mapping style. Each sprint will feature a greater variety of terrain and vegetation variety than seen in the model area.

The selected control locations are meant to be representative of possible control locations on any of the three sprints.

In the terrain, the small erosion gully and the minor water channel features may appear quite similar. Presumably, the blue symbol indicates a relatively wetter feature, but the wetness can change on short order.

The model is only open until 6:00 PM on Saturday the 16th. Competitors must not leave the area of mapped terrain on the model map for any reason (except, of course, on the road to come and go.)

All courses:

Control descriptions will be distributed shortly before the start for each competitor. They will also be printed on the front of the map. Maps may be collected at the finish.

Sprint 1:

Terrain:

Mix of very open mature hardwood forest, mature hemlock forest, and semi-open parkland. The visibility and runability are very good to excellent. This is the fastest terrain you will see all day.

White woods are hardwood or hemlock; light green is a mix of species, medium green typically juvenile pine thickets, and dark green typically rhododendron thickets.

The special "circle" symbol (539.0: Special man-made feature) is generally a Frisbee golf hole. If you haven't seen one before, you'll figure it out when you see it on the course. The blue circle symbol (312.0) is a well or spigot.

Course details:

Short (2.40 K, 40 M, 14 controls)

Long (2.80 K, 45 M, 17 controls)

Competitors can be seen on several spectator legs from a vantage point near either the start or finish. The finish is shared between the first and second sprints.

Warm-ups for sprint 1 and 2 can be done in the parking lot or in the area of forest/open indicated below:



Sprint 2:

This sprint is mostly in the forest and on trails. Water/marsh features were quite full as of last week, due to recent storms. The special “circle” symbol (539.0: Special man-made feature) is usually a permanent orienteering course marker.

Course details:

Short (2.32 K, 55 M, 14 controls)

Long (2.61 K, 65 M, 16 controls)

Sprint 3:

Terrain:

This terrain is unique to the third sprint. There is more vegetation detail—typically a mix of white (mature deciduous forest) and medium green (here, mountain laurel). There is also some dark green (rhododendron) and vertical green slash (blueberries or, if the thicker symbol, thorny vines.) Medium green, especially if a narrow expanse, can be traversed and offers decent visibility. Dark green could be also, except you would need to stay close to the ground. There are some areas of small felled trees, typically diffuse enough that they can be easily navigated. Nonetheless, the visibility is good to very good, as is the runability.

Even more noticeable is the much greater amount of man-made features. This is a camp area with a number of buildings and other structures of various sizes and geometries (526.2). It also features a network of paved trails mapped with the 503.2 symbol (small road). Larger paved roads are generally mapped with 503.0 symbol (minor road) and dirt roads with symbol 504.0 (road.)

Other trails are generally mapped according to ISOM standards. The following excerpt shows an area of highly relevant terrain.



Buildings are mapped according to ISSOM standards.

The special “O” symbol on this map (539.0) is typically a man-made fire pit—about a six foot diameter circle of stones. The 312.0 symbol is once again a well or spigot.

Course details:

Short (2.54 K, 80 M, 15 controls)

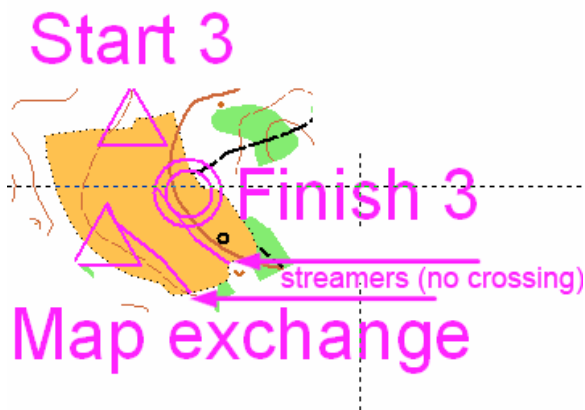
Long (2.86 K, 85 M, 17 controls)

The winning time for this course will likely be longer than the first two.

The course features a map exchange at roughly halfway through the course. There are two first loops (AL & AS) followed by a common loop (B). The finish on the initial loop will be in the same location as the start on the final map. You will pick up the final map in the designated zone, depositing or handing off your initial map.

The control descriptions distributed at the start will be a concatenation of the descriptions for each loop. The map for each loop will have a start triangle, control 1...control N, and finish and the control descriptions will be consistent with this numbering.

The following schema may help to clarify. The north start triangle is the initial start. The southern one is the finish location of the first loop and the start for the final. The spectator zone is an area between two streamers—the north one demarcating the final run-in and the southern one the run-in from the last control on the first loop to the exchange location. Because of the tight course geometry, we cannot offer an extensive warm-up area. Warm-ups can be conducted on the stretch of trail/road indicated below or in the spectator zone. Competitors must not go into the forest.



Other details:

There may be other controls (possibly from the night-O or the local meet courses) still in the forest. In particular, the route from the final control on the DVOA local meet to its finish may take a few of those late finishers near or through the event arena.

