

QLD SPRINT CHAMPS 2021 - FINAL BRIEFING

- **START TIMES** have been published on Eventor
<https://eventor.orienteering.asn.au/Documents/Event/10661/1/Start-draw>
- There will be a **PUNCH START**.
Your running time starts when you punch, so let the fast people punch first so they get out of your way. Do not look at your map before you punch the Start.
- **CONTROL DESCRIPTIONS** are on every map.
LOOSE control descriptions are available for all Hard and Moderate courses.
Moderate course: symbols are used in the control descriptions on the map. Loose control descriptions in English and in symbols will be available.
- Hard 1 & Hard 2 have a **MAP FLIP** at control 10. Maps will be placed in the map boxes with Side 2 facing upwards.
- Course **length & number** of controls have been updated in the bulletin:
<https://eventor.orienteering.asn.au/Documents/Event/10620/3/Information-flyer-updated>
- **TRAFFIC**: Although traffic should be minimal on Sunday morning, be aware that there are roads throughout the campus, so take care!
- **FINISH**: SI Air+ will be activated throughout the course and for the Finish.

Final course details:

COURSES	CTRLS	CLIMB	LENGTH (optimal route)	CLASSES
Hard 1	20, Map flip	40m	3,300m	M21, M20
Hard 2	16, Map flip	35m	2,900m	W21, W20, M16, M35, M45
Hard 3	16	25m	2,400m	W16, W35, W45, M55
Hard 4	15	20m	2,000m	W55, M65, Open Hard
Hard 5	12	15m	1,600m	W65, W75, W85, M75, M85
Moderate	18	20m	2,000m	W14, M14, Open Moderate
Easy	14	15m	1,200m	W12, M12, Open Easy
Very Easy	12	10m	1,000m	W10, M10, M/W10N, Open Very Easy