



The Map-In-A-Map Special



Now that we're close to the middle of the current NightNav series it's time for some variety. Hence the organizers have decided that this week's course should *include* an extra challenge. So this week's event is the "Map-In-A-Map" special! In this special the controls are spread over two maps at different scales where one map contains the other.

How it works:

- The first map you collect (map A) is a **1:4000** scale map of the map of the inner Cooroy township. Initially on your run you **must punch at least three controls** on this map.
- You may then return to the registration to collect the second map (map B). To collect the map you need to prove to the organizers that you have punched at least three controls by showing them your current progress on your phone. This second map is a **1:10000** scale map of the town of Cooroy and its surrounds. (Note that 1:10000 is the scale most often used for NightNav)
- After collecting the second map you are free to continue your run and punch any controls on either map
- Five extra minutes have been added to the course times for you to peruse the second map. Though we've added this extra time, you may actually take as little or as long as you like for perusal. But the more time you take analysing the maps then the less time you have remaining for running.

Additional Note: Thanks to club member Oskar Booth for the "Map-In-A-Map" concept.

Did You Know? : The IOF (International Orienteering Federation) competition rules specify three map scales for official international competitions- 1:4000, 1:10000 and 1:15000. Sprint events use 1:4000 maps, for middle distance races it's 1:10000 and long distance races require 1:15000 maps. Other events (eg: local club level ones) sometimes use other scales. Two commonly used are 1:2000 and 1:7500. The 1:2000 scale is convenient for very easy, short courses set for young children. While a 1:7500 map is occasionally preferred to a 1:10000 map for middle distance events, especially when the terrain is complex and the 1:7500 scale benefits the mapping detail.

