

Course setter's notes

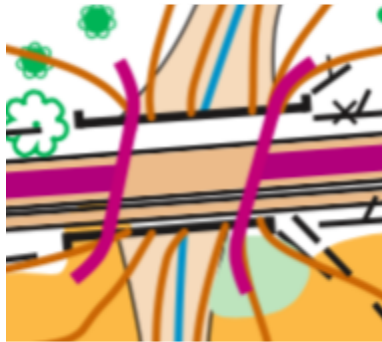
The Course

A fast paced mini-sprint, this course will test competitor's decision making skills at every turn. 2 competitors will start at the same time in this head to head course, with plenty of loops to keep the navigation interesting. Expect plenty of action at the spectator control as runners try to outwit and outpace their competition! And with two mazes out in the terrain, this event is sure to be as exciting as it gets.

Crossing points

There are 2 areas in the course where you will cross a major road. You must cross at one of the the indicated crossing points. Please only cross at the southern crossing point if you are able to run up / down the side of a drain :).

Pass underneath the
bridge (in drain)



WESTERN

Pedestrian crossing



EASTERN


Play-equipment

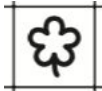
There are playgrounds in the area which have recently been constructed. In these areas there are multiple tree-stumps. Only the largest have been mapped, using a small, dark green **X**. Long rows of stumps and logs are marked with a dark green dashed line ---. Tanbark has been mapped as 'rough open land'. There are no controls **on** these features.

Light poles

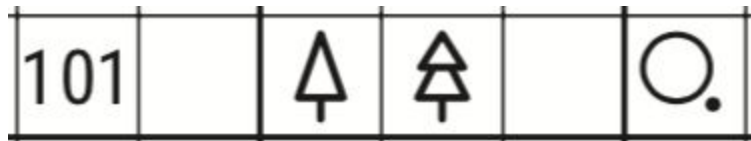
Light poles have been mapped as towers → 

Special control descriptions

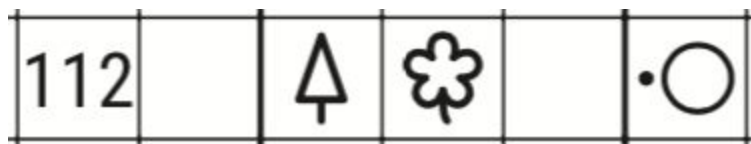
Needle-leaved: 

Broad leaved: 

Example of control description of a needle-leaved tree:

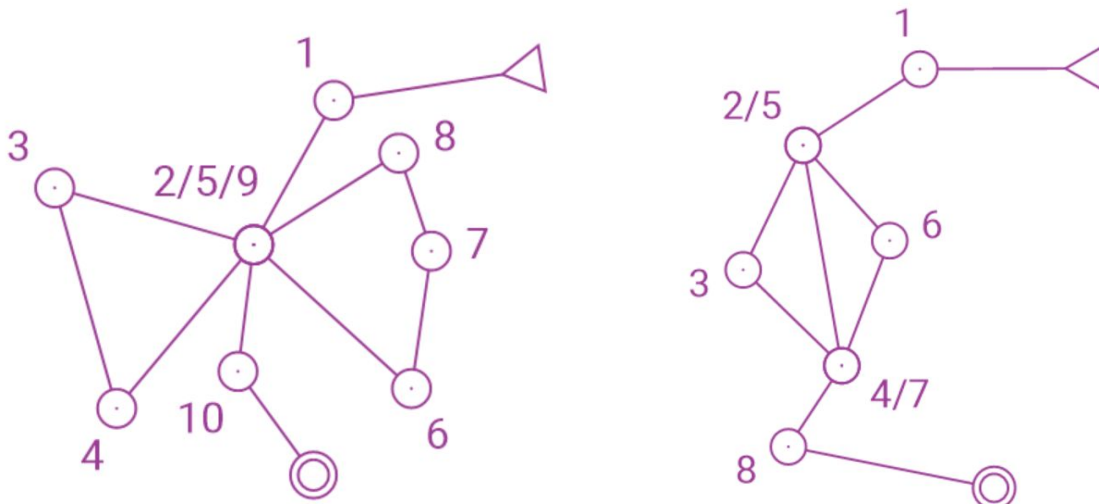


Example of control description of a broad-leaved tree:



Head-To-Head & Forkings

The race will be held in a head-to-head format, with 2 competitors starting at a time. There are loops in the course to separate runners at different points. The first part of the course sees a large maze with 2 'winged' butterfly loops. Each runner completes these loops in the opposite order. The second set of forkings is around mid-course with phi loops. Simply follow the numbers on your map to each control. Controls must still be punched in the order marked on your map.



Mazes

There are two artificial mazes on the course. The first is a large maze constructed from tapes hung between trees, marked on the map with a thick black line. These tapes may not be crossed while on the course. The second is a micro-maze labyrinth. This part of the course is blown up on the opposing side of the map. When nearing the maze, flip over the map and complete the legs shown, then turn the map back over and continue the course.

Enjoy!