

Mapper and Course Setter Notes

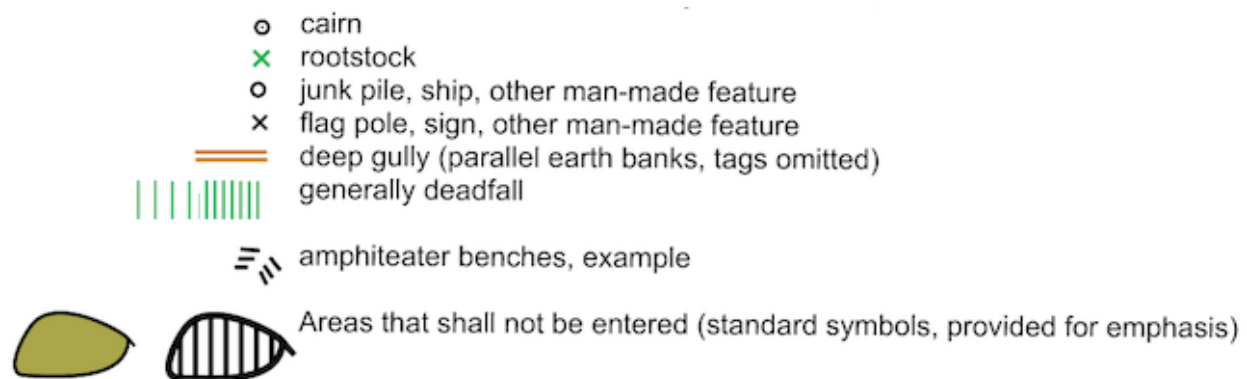
Safety bearing

Due south. That will bring you to: the paved road going east-west from the park entrance to the parking lot, the lake, or a well-defined major track (dirt road)

Mapping Standard

The map scale is 1:10,000 and the contour interval is 5m. Map symbols are as defined by ISOM 2017-2 (https://www.swiss-orienteeering.ch/files/ISOM_2017-2.pdf) unless otherwise noted.

Special symbols



Index Contour

There is one index contour. The index contour is represented as a regular contour in areas with much detail, particularly in areas where the index contour could be mistaken as a gully.

Out-of-bounds

The out-of-bounds field (black vertical lines) on the north side of the paved road is the ranger's residence. **Please respect his privacy.**

There is a small out of bounds area (black vertical lines) on the west side of the map. This area is a small lake next to an uncrossable marsh, and is mapped as out of bounds for emphasis on the map since it is somewhat small.

There are 11 camping areas on the SE corner of the map that are mapped as out of bounds (olive green). These camping areas each include a central pavilion and 6-8 surrounding tent platforms. The courses will probably not tempt you to go through this area, but if you find yourself there, please do not run through the individual camping areas. It is permitted to run between these areas.

Terrain

The terrain is ridge and reentrant systems typical of Georgia and much of the southeast USA. Hillsides and reentrants have lots of erosion ditches and gullies:

Ditches - generally about knee deep (i.e. about 0.5m, sometimes deeper), leaves on sides and bottom. Not an impediment to running.

Gullies - generally knee to waist deep (0.5 - 1m, sometimes deeper), often bare dirt on sides. Sometimes bare dirt on bottom, especially after heavy rain. May require some care when crossing (for us older folks anyway).

Deep gullies - mapped as parallel earth banks with tags omitted. Greater than 1m deep, usually 2-3m deep. Usually 2-3m wide. Steep sides, often of bare dirt. They are crossable, but usually require looking for a good place to climb down and back up. Usually not clean enough in the bottom for running in, but there are exceptions.

Vegetation

Rootstocks are numerous. At least 1m high to be mapped. Most are 1.5 - 2m high.

Green stripe - generally the tangled remains of downed trees and are usually easy to notice. It is possible to get through but usually slower than going around.

Light green - generally younger, thicker forest. Quite passable for running, just not as much fun.

Medium green - slow going. Fortunately there is very little of it on the map.

Man-made features

For a Boy Scout camp there are surprisingly few trails. This time of year the trails are covered with leaves and can be very hard to see when running across them, especially in open wooded areas. Once on a trail, it seems pretty obvious. The major tracks (aka dirt roads, jeep trails) are very obvious.

There are several outdoor amphitheaters made up of rows of low benches. These are represented by several close parallel black lines, usually in sets of 3 or 6.

There are lots of camp sites, usually mapped as open or semi-open areas. Tent platforms are not mapped. In the campsites they are numerous and often close together. The platforms are about 2x3m in size and the tent frames extend ~2m above the platforms.

Other structures such as latrines, three-sided buildings, and pavilions are mapped. Three-sided buildings are mapped as solid black rectangles. Canopies (pavilions) are open-sided structures with just a roof (e.g. a picnic shelter) and are mapped as a grey-filled black rectangle. Remember that a rectangle can be a square. Rule of thumb is, if it has a roof, it's mapped. No roof, not mapped.

Ruined fences are very hard to find. Generally they are on the ground, buried under leaves and deadfall. Do not count on using a ruined fence for a catching feature or navigating feature.

Cairns are a pile of rocks usually ~1m high. Can be difficult to see as they are often covered with leaves.

Special Course Notes

White and Yellow - you are allowed to look at your map for a full minute before starting. Make good use of this time. Look at your course. Ask questions if you are uncertain about anything.

Yellow - there is one leg that follows a section of trail that is very indistinct. The trail has been marked with blue streamers for this section. Other sections of the same trail are very distinct and are not streamered.

Yellow - controls 7, 8, 9, 10 are very close together and on the map the control circles touch. Make sure you see the four circles and understand the control descriptions before leaving the start. Ask the Start personnel for help if you have trouble understanding anything.

Red - Note there is a separate Red course for F21+ runners. There will be separate map boxes at the start for Red and RedF21+. Ensure you pick up the correct map.

Practice Area Terrain

Map updates have not been as extensive and precise in the practice area as on the parts of the map used for the competition. Also, the Practice Area has been recently logged whereas there aren't any logged areas in the competition area. The terrain features (i.e. the ditches, gullies, earthbank gullies, rootstocks) in the practice area are similar to what you will see on the courses. Although earthbank gullies at control #27 are the largest on the map!

Speed Traps

The roads between I-20 and Bert Adams Scout Camp are popular speed traps for local law enforcement. It would be prudent to observe traffic laws, including the local speed limit. Although speed traps are less likely inside the Camp, please be courteous and obey posted speed limits. We would rather not jeopardize future access to the Camp.