

Course Setter's Notes

Impassable Features: The three most common impassable features present are gardens (flower, ground cover, shrubs), mapped with olive green (some of them overprinted with the out of bounds symbol, some not, all of them out of bounds), impassable walls, and uncrossable fences. **IN IOF SPRINT ORIENTEERING, IT IS FORBIDDEN TO PASS THESE FEATURES EVEN IF IT IS POSSIBLE TO DO SO, AND DISQUALIFICATION IS MANDATED.** Marshals will be present and some gardens will be taped to enforce these rules and protect university property, but it is your responsibility to not attempt to pass features mapped as impassable (there are so many, not all will be taped). You will be disqualified.

Special Symbol "O": Special symbol "O" (black circle) on control descriptions is always a black metal lamppost 3-4m tall (sometimes with a brick or concrete base). These are mapped as black circles on the map. One of these is a control feature on the model course.

Roads: The road network is extensive. I expect it to be pretty vacant, but you may see occasional traffic. Be careful. Marshals may be present at one road crossing, but you will still need to look both ways.

Stairs: (from Tom) I would warn people in the course notes to be on the lookout for stairs. If you're reading the map on the run, it would be easy to take a tumble.

I'd like to thank Mike Minium and Tom Overbaugh for their helpful suggestions. I think this is a fine area for a sprint, and I hope you enjoy it. I'm expecting top US WT's to be around 18, give or take 30 seconds, in keeping with US WOC quali times. We'll see and good luck.

Mapper's Notes

The map was made brand new last year by Vladimir Zherdev. Scale is 1:4000; interval 2.5m.

Contour lines are not shown passing thru buildings. This is a deviation from the ISSOM standard.

Special symbol "O" (black circle) is almost always a lamppost or utility pole (metal or wooden).

Special symbol "X" (black X) is almost always a sculpture or statue.

Gardens (olive green): These were originally undermapped. Presently, not all garden areas are mapped. I've mapped all the ones in play, but it is possible to see one that is not mapped. If, in my judgement, an area appeared untended, wild, or there was evidence the locals routinely passed it, I left it mapped as passable or put a trail in where there was a trail in the terrain. Olive green on campus always represents flower gardens, ornamental shrubs, or ornamental ground cover, and **PASSING OLIVE GREEN IS GROUNDS FOR DISQUALIFICATION.**

Stairs: These were originally undermapped. I added all the ones I saw, but it is possible to encounter unmapped stairs, especially very small ones. All probable route choices were tested, so no unmapped stairs that affect runability on probable route choices should be encountered. There are cases where it is ambiguous as to whether to map as path or stairs; I used my judgement based on affect on runability, and when in doubt defaulted to leaving the map as Vladimir had it.

White Woods on Campus: Vladimir tends to map scattered trees with mowed lawn underfoot as white woods in parkland/campus settings. I've changed all of these I saw to either the open land scattered tress symbol, or to individual trees (green circle). Any white woods shown on

campus should be traditional forest with traditional forest footing as opposed to parkland/mowed lawn footing. Obviously, it is possible that I missed an instance, but I don't believe there are any instances of this in play.