

Course Setter Notes

COVID Notes

Due to COVID Pandemic concerns, all participants must wear a face mask except when you are on your course. You need a mask on while checking in and waiting in line for any administration tasks, including waiting in the line for your start. You may remove and pocket your mask once you are heading to the start triangle. We ask everyone to maintain six feet separation for physical distancing purposes. After you reach the final control, we ask that you put your mask back on before you approach the finish table. You will need to download, get your result printout and step away from the area. If you rented an ESTICK from NTOA, we will have a bucket with soapy water for you to place your ESTICK into.

General Notes

This event will be run as a “Bare Bones” event. We will only have three courses set up. A Yellow, Brown, and Red. All three courses will use electronic timing. NTOA can rent out ESTICKS to people but the club is limited to 130 rentals. If you have your own, you should be using it. There will be NO water placed along any of the courses. Please carry your own water with you.

The HQ will be at the same location as years past. Simply drive to the main parking lot, and it is the building next to the lake. Once you have checked in at Registration, you may proceed to the start area, a short walk south of the registration. Since the event is all EPUNCH, there will not be assigned start times. Starts will be one minute apart. Since no start times will be needed, we will be onsite, and people may start anytime between 9 AM and Noon.

There are no awards at this event and results will only be posted on the NTOA website.

Please make sure you check back in with the Finish area and download your ESTICK. Please do this even if you did not complete the course. This allows NTOA to know if there are missing competitors.

Start and Finish – Day 1 - The start is about 300m South of the HQ building across the dam on the main road. The walk to the start could take 5 minutes. The finish is at the small covered shelter 50m north of the HQ building.

Navigation - Other than localized areas of intricate reentrants, most navigable features at Clements Scout Ranch are broad or even subtle. There are numerous fences on the map that will affect route choice -- make sure to look for crossing points or gates. There is green briar throughout the camp; be careful when running at high speed and definitely wear leg protection. There has been extensive lumbering, with most of the logged area shown with large thatched marking as shown on the legion. The areas look open but there are considerable logging debris are mixed with grasses and vines hindering navigation through areas that show to be open. Be aware of camping areas and be courteous when going in and around camp areas that are occupied.

Trails - The camp has been used by decades of scouts - so there are many old trails that are now somewhat hard to see - often being little more than leaf covered ruts in the woods that you can follow linearly, but are difficult to see when crossing perpendicularly. These have been mapped as indistinct and small trails on the map.

Contours - Slopes and contour features, including depressions and knolls are generally gradual or shallow, and can be subtle. On the other hand, gullies can be deep and challenging to cross.

Vegetation - White and light green forest is fast but there is always a chance of hitting some green briar. Be careful. The dark green can be thick with thorns. Not all the blow down/root stocks have been mapped and there is always the possibility of more trees fallen.

Water Levels - Water levels normal. Small streams and gullies are likely to be dry. Larger streams may have water. Nearly all depressions and pits were dry just a few weeks ago. The local soil is sandy and drains well most seasonal marshes are now dry.

Manmade objects - The main objects of consideration are fences. There are many uncrossable fences (indicated with double tick marks) that will definitely affect route choice. The crossable fences are often barbed wire. Be very careful when crossing these; the preferable method is to lie down and roll underneath. There are many new shelters at almost all of the camping areas at Camp Trevor Rees-Jones. Around each of the camp areas are many new tent stands; most of these have not been mapped. Many camps will be occupied by scouts this weekend. Please be courteous and avoid interfering with scout activities

Horses - There may be some trail riders in the camp. Do not run up on horse riders, yield the trail and avoid startling the horses.

If you open a gate, close it behind you. Livestock in the camp must remain in their pastures. Don't bother the horses in the fields and corrals and give riders plenty of room

Orienteering Rules - Remember, on the competition courses orienteering is a solo event. Working with another person or signaling a control location is grounds for disqualification. Those interested in working as a team should participate on the recreational courses. (Teamwork is permitted on the Black course.)

Course Information

Water on course: Water is not available on the course.

Control proximity: There are a few controls very near to each other. As always, it is very important to carefully check control numbers.

| Course | Distance (km) | Elevation (m) | Controls |
|---------------|----------------------|----------------------|-----------------|
| Yellow | 3.2 | 72 | 9 |
| Brown | 4.0 | 90 | 12 |
| Red | 7.0 | 129 | 18 |