

Welcome

Cooper Lake State Park, South Sulphur Unit, (CLSP) was first used for the 2017 Interscholastic and Intercollegiate Championships.

Parking, registration, start and finish will be in the Buggy Whip Equestrian Camping Area this year.

Please be respectful of campers and be cautious around horses in the camp area or on the trails. Make visual and vocal contact with the rider and follow their directions to navigate around the horses.

Some special symbols are used on this map. The dotted brown 'small gully' line is used for abandoned trails. Small gullies are shown the same as minor watercourses. Special items (black X or O) may represent a large piece or pile of rusty metal, an abandoned animal trap, a radio tower guy wire anchor, a large buoy, a gas wellhead, a trailside bench, a post with spigot or a utility box.

Current conditions related to terrain

As of this writing, the lake is low. No courses include a logical route choice that would involve running the shoreline, so that should not be a concern. Most of the watercourses, ponds, depressions and intermittent marshes are dry.

Orienteers may ignore any "trail closed" or "no public access" signs for this competition.

Hazards

Vegetation: A lot of low green briar, honey locust (read: long thorns), and poison ivy. Gaiters or some other form of leg protection is recommended.

Fauna: The park is home to some venomous snakes (rattlesnake, copperhead, water moccasin, etc.), but they will still be dormant. Destructive feral hogs are present, but you'll likely see only the mess they leave behind. If you do see them, make loud noise and they will run away.

Common non-hazardous creatures include white-tailed deer and the nine-banded armadillo (NTOA's mascot).

Insects: Mosquitoes, ticks, chiggers, etc., should not be emerging yet.

Man-made: Ruined fences with barbed wire lying on the ground or just a foot or so off the ground. These are NOT flagged with caution tape. Be observant

Terrain: Deep gullies with tall earth banks.

Safety Bearings

If you become lost and cannot find your location on the map, use the safety bearings. (Of course, if you see signs pointing to "Trail head", "camp" or "parking", follow them.)

White and Yellow: Go east until you find a major trail, power line, paved road, or boundary fence then follow it north to the finish area.

Advanced courses: Go east. If you find a deep uncrossable gully or the lake, go south to the big trail and follow it east.

Course info

Scale varies by course: Check the map for the scale.

Contour interval is 3 meters.

Course	Length [km]	# of Controls
White	2.5	9
Yellow	3.5	11
Orange	5.1	14
Brown	3.7	11
Green	5.0	13
Red	6.2	16

Special notes

ORANGE, BROWN, GREEN, RED:

As there is only one reasonable gully crossing between the east and west sides of the maps, you will punch the same control twice. Once going west and once coming back east.

Any gully border shown is BLACK was considered non-crossable and reasonable routes exist that do NOT require crossing the black border areas.

ALL RUNNERS:

There are many controls visible in the forest. Be sure to check your control codes!

There are a few extra, non-orienteering-related ribbons in the terrain.

There will be at least one water stop with drinking water on (or near) all courses. The cup symbol is on the map near the crossing. Please use the cups provided and dispose of them in the bag or bin provided.

Course Setter: Mary Lynn Genovesi