

## **Meet Director's Notes**

Anticipation is in the air as the Boggs Mountain weekend draws closer. We hope everyone's training is going well. The courses are ready and the maps are being printed. So all is set for a fine weekend of Orienteering immersion.

Just a reminder, that Boggs Mountain Forest is a primitive area with no water or trash facilities. Because of this we ask everyone to bring plenty of water and/or your favorite drinks. There will be the requisite water stops on the courses, but a very limited supply at the meet site. Also bring some garbage bags so you can pack out all of your trash.

There is adequate parking at Boggs if we do it right. Follow the signs and park close together in the parking area. Please do not park along the main park road. Those camping, of course, should park at their campsites.

I would like to thank the many volunteers who have stepped forward to help. This great volunteer participation has eased the burden on all the other meet workers. We still have a big need for help with Sunday control pickup. So if you anticipate having some free time after the event on Sunday please e-mail me.

## **General Course Notes**

There will be more than 160 controls placed in the forest this weekend. Check the numbers since there may be controls close together. The last 2 controls for all courses may be set in the campground area. Expect to encounter unmapped tents and vehicles along your final control routes.

Mapped narrow rides are the remains of old logging roads. These numerous rides are a distinguishing feature of this map. Some look like unused trails. Some are terraced into the hillsides. Many are hard to distinguish on the ground. But these rides are very important for navigation and can have fast running. Conversely they can be slow because of thick vegetation, deadfall and rocks. It is hard to distinguish from the map the look or speed of a ride. Old logging roads that show definite signs of recent use are mapped as paths rather than rides. Very wide old logging roads are mapped as clearings.

Mapping of rocks may be inconsistent, with some mapped boulders being smaller than the ISOM minimum size of 1 m. Vegetation is a useful navigational feature on advanced courses. Regions of light green forest are generally indistinct, but green and dark green are more reliable.

There has been some recent logging that has changed some of the terrain. The changes brought by this logging have not been mapped. This logging has resulted in some thinning of the forest and large piles of log debris. Some of the paths and vehicle tracks have been made wider than mapped because of logging equipment.

Note that the Start Procedures for each day will be different.

Control descriptions will be handed out at the start line each day.

Please read the terrain, map and hazard sections of the meet web page for more important information.

## **Sprint Course Notes**

Map Scale 1:5000

This will be a forest sprint. The map is a 1:5000 blowup of the original map. The mapping standard is ISOM, the same standard as the map used for the other days. (Not ISSOM, which is the IOF sprint mapping standard.) There will be four courses: Blue/Red, Green, Brown/Orange and Yellow/White. The Sprint courses will test quick decision making. They will have intermediate technical difficulty and feature fast paced legs with lots of direction changes. The Yellow/White course will be an exception to this and have beginner's legs and control placements.

The Sprint start is a 3 minute walk from registration and a 1 minute walk from parking. There will not be any clothing drop off.

The Sprints will have a 2 minute call up line, which is also the start line. Upon starting, just punch the start unit and run to the Start triangle which is 30 meters away down the trail. Do not punch the control at the Start triangle. (There is no unit to punch anyway)

No Poison Oak has been spotted on the Sprint Courses.

## **Middle Course Notes**

Map Scale 1:10000

Middle distance courses are designed to have expected winning times of approximate 35 minutes. The start will be staged roughly 500m from the parking area. There will not be any clothing drop off. The finish will be in the same location as the Long and Sprint finish, near the registration area. There will be a two stage start, a 4 minute call up line followed by a two minute start line.

There is minor poison oak along the advanced courses, typically near small stream beds, sometimes near rock outcrops. It is in twig form, less than 2 ft tall.

The Orange course will have a water stop at control 10. There is no water symbol on the control description. Control 9-10 on the White and Yellow courses will be streamered.

## Long Course Notes

Map scale 1:10000

The Long Courses will test all aspects of Orienteering skills, but will feature long legs with multiple route choices. Boggs Mtn. has ideal terrain for Long Courses.

There will be a 1.4 kilometer walk to the start that is a gradual uphill. This walk should take about 25 minutes. The finish will be near the registration area. There will be a clothing drop off bag at the Long Course start. We would prefer that you drop off clothing only if the weather turns cold or rainy. Any clothing left will be brought back to the finish after the starts close at 11 am

The Start will be have a call up line two minutes before your start time. At the signal proceed 10 meters to the map tubs. At the next signal punch the start unit and run to the first control. The first control for all courses will be a streamered common control along a trail. You must punch this control.

The Green & Orange courses have a control with an X as the map symbol and control description. This feature is a rusty wrecked car.

The Brown course goes within 500 meters of an informal shooting range mapped with the purple out of bounds symbol. Your course avoids this area, but be cognizant that wandering off in the wrong direction could bring you closer to it. You may hear gunshots.

Poison Oak report: The Red, Blue and Green courses will have a moderate amount of Poison Oak in the lower elevation areas of the course. It appears mostly as foot high plants with reddish leaves that are shedding. The Poison Oak in this autumn state is not very potent but can still give you a rash. Wash with Technu after finishing. The Orange and Brown courses have a very small amount of avoidable PO. We did not see PO on the White or Yellow course but it still could be there.

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