

Introduction to Sprint Mapping

Orienteering Australia Sprint mapping workshop
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What is sprint orienteering?

From International Specification for Sprint Orienteering Maps (ISSOM):

Sprint orienteering is a fast, visible, easy-to-understand format, allowing orienteering to be staged within areas of significant population. The sprint profile is high speed. Sprint is built on very high speed running in very runnable parks, streets or forests. The winning time, for both women and men, shall be 12-15 minutes.

Sprint map – the aim

A sprint map must be fair when the race commences.

Fairness is particularly significant for:

- inexperienced competitors and foreign competitors, who can be particularly disadvantaged by the unfamiliar; and
- the best elite orienteers, whose map reading skills are phenomenal.

Winning margins are seconds, so unfairness starts at 5 seconds!

Alex Tarr's mapping philosophy

The role of the mapper is to protect the competitor from the course planner. By this I mean that the mapping needs to be fair and unambiguous and not encourage the course planner to use things that may be unfair.

My philosophy

- Map must be easy to read at fast running speed - 3 min/km
 - mapped features must be obvious at fast running speed
- It should be possible to relocate instantaneously
- Competitor's won't encounter genuinely uncrossable features that aren't mapped as such
- Competitors won't cross 'uncrossable' features that look safe to cross without environmental damage

Crossing the uncrossable

If competitors can cross features shown as uncrossable they will.

- In competitive races – need lots of marshals (preferably in high visibility gear) or marshals and taping
- At informal events: education, non-competitive time for those who confess, dobbing in encouragement?
 - Sprint maps should limit such features, unless major event organisers decide otherwise

Fin 5-Day sprint

- Many features were crossable, but marked as uncrossable and provided complexity
- There were some streamers and a lot of marshals!
- M = Marshal



What does IOF say?

Headings in the ISSOM Introduction:

- Map legibility
- Barriers - Black line width is used to show passability
- Barriers that are forbidden to cross
- Traffic must be kept out of sprint orienteering areas
- The main 'running' level of multilevel structures should be represented
- Collaboration between course planner and mapmaker

Basic elements

- Scale: 1:4,000 or 1:5,000
- Contour interval: 2m or 2.5m
- Dimensions of map symbols
 - Same at both scales
 - No deviation allowed
 - Which screens can overlap
- A4 map size (so map is easy to handle on the run)
- Digital printing OK if “line quality, legibility and colour appearance are of the same quality as (or better than)” an offset printed map