

# Course Designer's NOTES for

## 2016 PYTHON ADVENTURE RACE

1. There will be 68 controls available to the 6 and 12 hour folks. There will be one extra control that will be found using a small map attached to the flag of one of the 68 regular controls.
2. All members of a team must be within sight & hearing range of each other.
3. One of the controls will be in a corn maze at Szalays Farm Market. All members of your team should report to the entrance of the maze so that the attendant can record your bib number and how many of you are entering the maze. **As an exception to the sight & hearing range rule, not all must enter the maze.** Lines for food at the farm market are long on fall weekends, so some members of the team might want to get food while one or more enter the maze, punch the control and leave through the exit of the maze. If your teammates love you, you will have a dish of custard smothered in berries waiting for you! Take advantage of the fruit and beverage at this location. **National Park restrooms are available at the trailhead about 100 m east of the farm market.**
4. Keep your cell phone on in case we need to call you, but DO NOT use any map or GPS function to actively aid your navigation. Use of GPS for tracking your route for later viewing is allowed.
5. I made a great effort to indicate all private areas in the mapped area, but might have missed something. **If you see any house, turn and retreat!** Do not cross any fence around fields in the valley bottom. There are a number of farms that raise livestock including **carnivorous goats**. Remember that this is a national park. Permission was granted for this event because our club has built a good reputation with the environmental staff of the park. Any negative feedback from the local population would damage our standing with the park. Also, we had to get permission from Boston Township which encompasses nearly all of the roads and private holdings in the venue. **Many of the citizens of this area are VERY protective of their property rights.** Any negative feedback to Boston Township will destroy any chance of future events that involve crossing township roads.
6. The roads are curvy. This makes it hard for motorists to avoid you as you cross. Be VERY careful crossing roads or walk on the shoulder, especially in the dark near the end of the 12 hour. Rt. 303 which crosses the northern part of the mapped area is a high speed road where you will encounter cars in excess of 60 mph.
7. There are only 3 places to cross the Cuyahoga River. Footbridge from a trailhead parking lot on the north side of Peninsula / Rt. 303 bridge in Peninsula / Bolantz Rd. Bridge on the south end of the map near the Szlays Farm Market. **The railroad bridge crossing the river south of Peninsula is marked out of bounds and is a forbidden crossing.**
8. The terrain is a wonderful mix of hardwood forest, plantation pine forest, open rough to very rough fields, agricultural field for corn and grazing, a variety of lakes and streams and a unique set of cliffs on

the east side of the venue. The terrain is dominated by the mature floodplain of the Cuyahoga. The valley walls are deeply dissected by a fractal maze of reentrants flowing into the main valley from east and west.

9. Boulders are found in almost all areas of the venue but are most common as you approach the cliff area in the east. In some areas where boulders are less common, some are mapped that are much smaller than the standard 1 m limit. Rootstocks are marked with a green X. Because this map is a composite of five of our existing maps, the mappers worked to different standards for rootstocks and other point, line and area symbols. In the case of rootstocks, the more recent maps only depict rootstocks that are taller than the mapper could reach. Some older maps include rootstocks that are mostly decayed. Rootstocks used as checkpoints are all of the large variety. The newly mapped areas that connect the existing mapped areas are not mapped to a high standard. These are generally in the valley floor along the river.

10. Insects are generally not a problem. Ticks were common in the spring, but I've not seen any since June. Poison ivy is common in some spots, but is not a big issue. There are no poisonous snakes. No bear sightings recently (we try to encourage them to stay in PA).

11. There will be four water drops, two in the far east and two in the far west. No cups. Just for refill of water bottles. There will be red letter symbols on the map for other places to get water, snacks or use the restroom. W = water / F = food / T = toilet.

**12. All of your team must be present at the finish before your time will stop and be recorded. There will be no time allowance for late starts. All timing commences at 8 AM.**

13. Map is at 1:12,500 scale. Each checkpoint is marked by an orange/white 3-sided control, with sides approximately one foot square. Checkpoints vary in point value: 1 – 19 = 10 points / 20 – 29 = 20 points, etc. You will be provided with 3 overlapping maps, a corn maze map and a punch card. All are printed on waterproof material. Checkpoint descriptions (clues) are printed on the maps. Please hold the punch correctly so that the punch pattern can be recognized.

14. When you finish, self-score and double check your points. Turn in your punch card quickly so we can figure out the awards after we compute your score one more time. We will have a master punch card to check the accuracy of your punches.

**15. The time penalty is figured as such: Up to one minute late = -10 points. After one whole minute you lose one checkpoint value for every minute late, starting with your highest control value. Ouch!**

**16. If you are one half hour late, we will initiate a coordinated search and rescue with the CVNP security staff. If you are more than 15 minutes late, please call us at a number listed on the map.**

17. Cell phone coverage is spotty in the valley. Generally, it is better if you gain elevation. The two numbers listed on the map for Python Headquarters use different cell providers to give a better chance of connection.