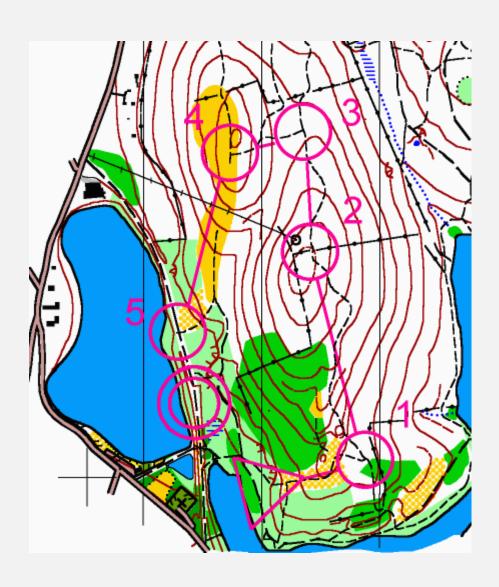
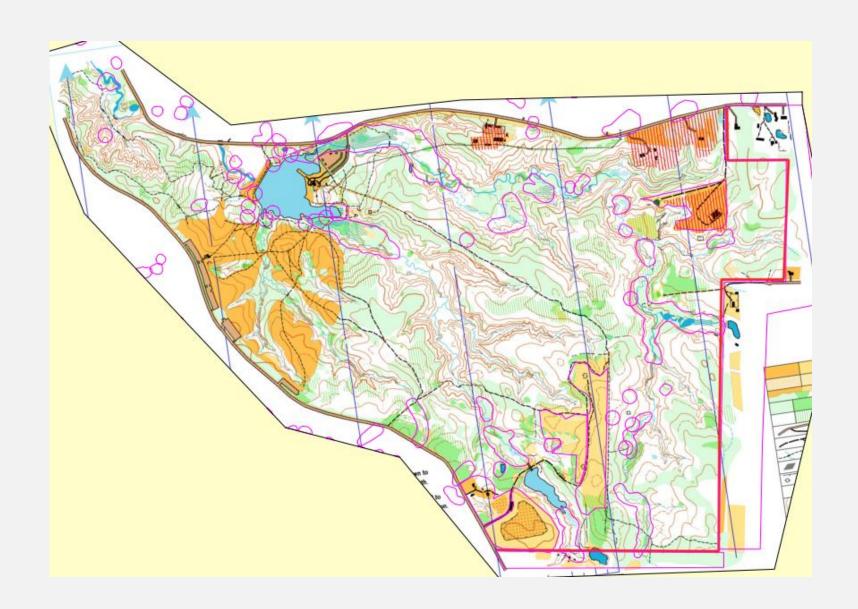
### Philosophy of Course Design



### White course



### Restrictions



### vary terrain

Challenge orienteer to move and navigate effectively in all types of terrain

- Flat / hilly / water features
- Many / few details
- Good / bad visibility & runnability
- Open forest / thick forest / open
- Wilderness / lots of roads & trail

### vary technique

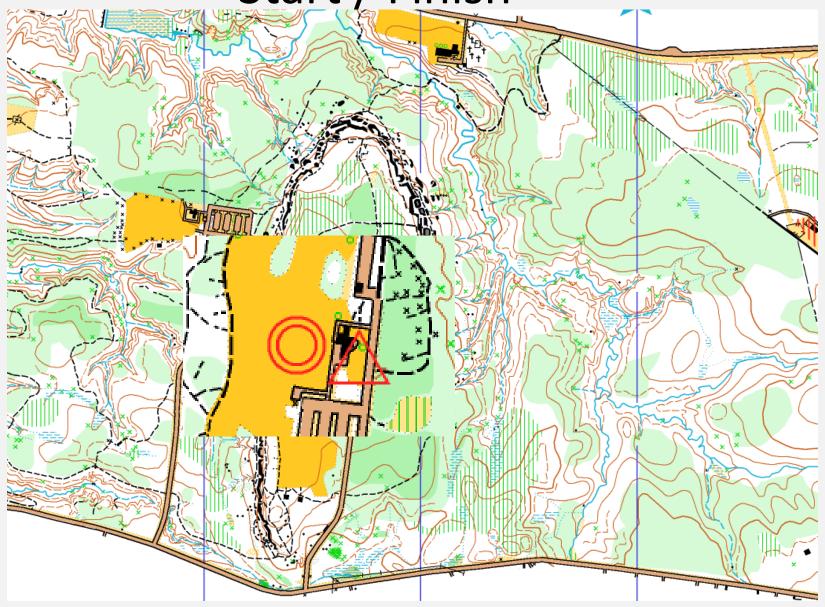
- Challenge orienteer to use a variety of
- navigation techniques
- Line / point / area features
- Differing angles across contours
- Map reading / compass
- Changes of direction

### vary tempo

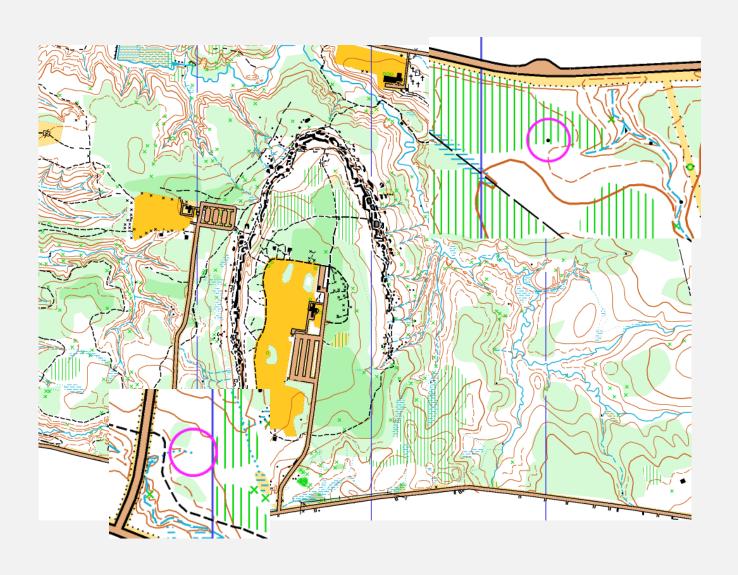
Challenge the orienteer to run at appropriate tempo

- Fast terrain / slow
- Easy / difficult map reading
- Downhill / flat / uphill
- Long / Short legs

Start / Finish



# Water stops



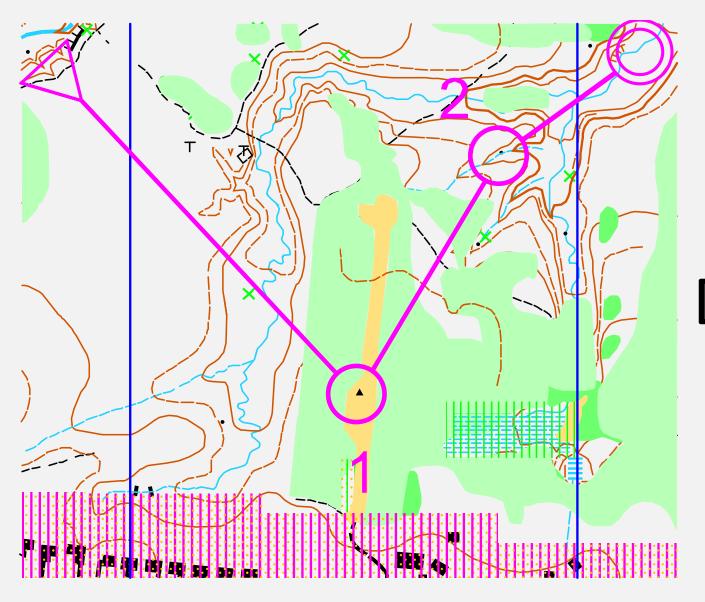
#### **PROCESS**

- Beginners often design the course in order: 1, 2,
  3, etc.
- Instead, after deciding on the Start/Finish/Water controls, design a couple of good long legs in common for Green and Red. Do the same for Orange, but not as long.
- Emphasize route choice for these long legs:
  safe or risky / straight or around / short or easy

#### **PROCESS**

- Connect the long legs with shorter legs that vary in tempo, terrain and technique.
- These shorter legs should set up the long legs and help avoid dog legs.
- Good route choices should be less obvious.





# Dog Leg

### How to be a loved course planner

- Limit amount of thicket and climb
- Provide variety
- Don't be "mean" or "devious"
- Avoid sites near unbounded edge of map
- Use **specific** control sites
- Think about control collection

#### All controls must be definite point locations.

**Four possibilities:** 

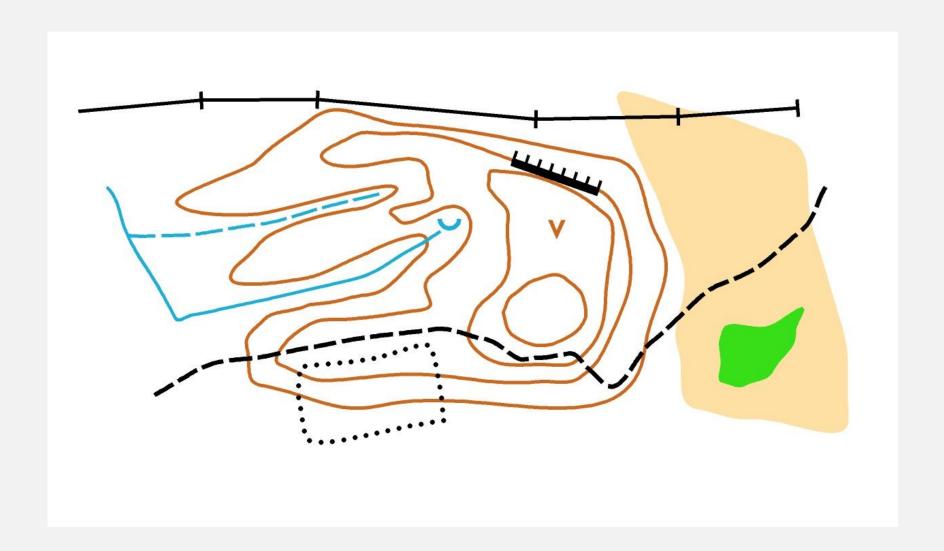
**Point symbols** 

Line symbols

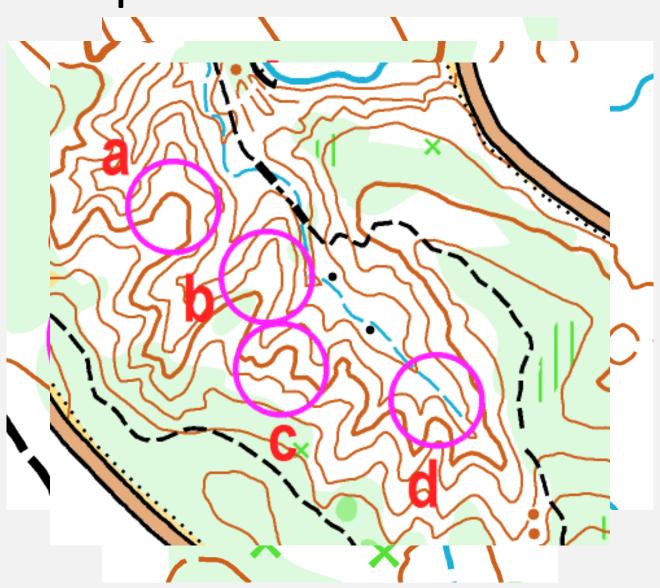
**Area symbols** 

**Landform shapes** 

These must be converted Into point locations.

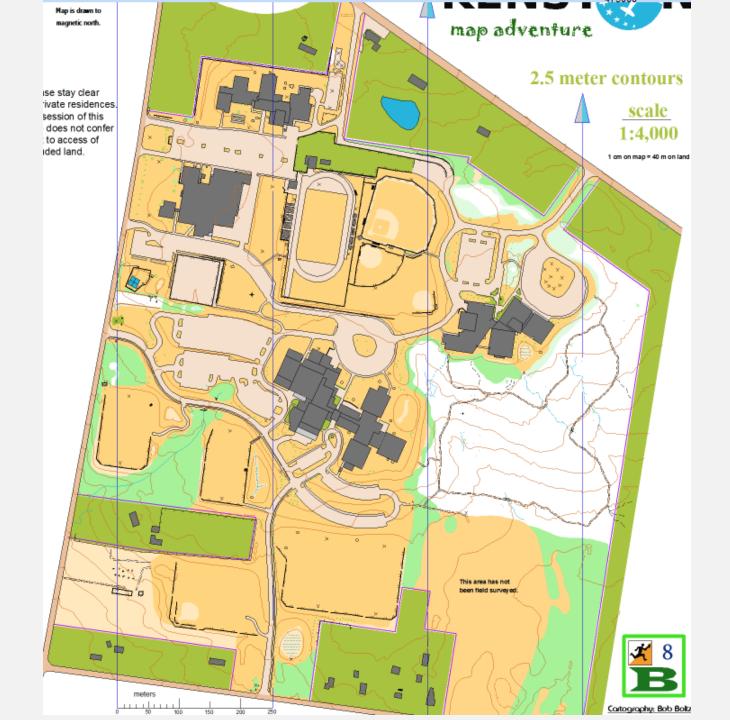


# Specific control sites



# Another example





### Let's design a course!

- Design two courses on map with pencil.
- Streamer controls and make changes.
- Create maps in Purple Pen.
- Print maps and clue sheets.
- Hang flags.
- Run a course!