

## Map & Course Notes

Tired of Fighting with Fight? Then This Is The Meet For You!

New and expanded maps of this section of Patapsco Valley State Park cover beautiful open forest with almost no undergrowth. In fact, there's very little green on the map. The area is a typical Mid-Atlantic ridge and valley terrain, yet there's also a nice diversity of both terrain (with some open areas) and features, including pits and rocky areas.

And who will want to miss running on the terrain where the Blair Witch Project was filmed? Sunday's map includes the house - well, the ruins - from the movie. But hopefully you'll do a lot better than the kids in the movie, and for that matter, you'd better be out of the woods by dark. [Preview Maps](#)

These are the old maps within the competition area that have been previously used for meets. You may order laser-printed copies from the registrar for \$5. The maps being used for this A-meet represent new terrain mapped for this event and not on either of these preview maps, in addition to updated mapping of the areas represented on these (older) preview maps.

McKeldin 2007 - used for a 2007 local event

McKeldin+ 2005 - used for advanced courses at a 2005 local event. In this version of the map, the northwest (McKeldin) section has 20ft contours, while the east side has 5m contours and is only partially fieldchecked.

### Courses

Distances listed are approximate and subject to change Course White Yellow Orange Brown Green Red Blue  
Age Classes F10

F12

M10

M12

M/F white F14

M14

F-yellow

M-yellow F16

M16

F-Orange

M-Orange

M-JVar

F-JVar F18

F55+

F60+

F65+

F70+

F75+

F80+

F85+

F90+

F-Brown

M65+

M70+

M75+

M80+

M85+ F20

F35+

F40+

F45+

F50+

M18

M50+

M55+

M60+

F-Green

M-Green

F-Var F21

M20

M35

M40

M45

M-Red

M-Var M21 Course White Yellow Orange Brown Green Red Blue Sprint1: Distance

(and climb) 2.51K

(95m) 2.51K

(95m)

2.51K

(95m)

2.51K

(95m)

2.51K

(95m)

Sprint2: Distance

(and climb) 2.41K

(75m)

2.41K

(75m) 2.41K

(75m) 2.41K

(75m) 2.41K

(75m) Sprint: win time 12-15 12-15 12-15 12-15 12-15 Sprint Relay Dist

(and climb)	2.15K										
(60m)	2.15K										
(60m)	2.47K										
(75m)	2.79K										
(85m)	3.02K										
(90m)	Sprint Relay	Win time	15-18	15-18	15-18	15-18	15-18	15-18	Middle: Distance		
(and climb)	2.7K										
(75m)	2.8K										
(85m)	3.3K										
(105m)	3.3K										
(115m)	4.0K										
(180m)	4.7K										
(200m)	5.2K										
(215m)	Middle: win	time	25-30	25-30	25-30	25-30	25-30	25-30	25-30	25-30	Long: Distance
(and climb)	2.6K										
(35m)	3.41K										
(75m)	5.3K										
(175m)	4.1K										
(130m)	5.7K										
(190m)	8.0K										
(260m)	11.84K										
(425m)	Long: win	time	25-30	35-40	50-55	45-50	50-55	60-65	75-80		

Green X = M-18, M50+, M55+, M60+, and M-Green

Green Y = Varsity Female, F-20, F35+, F40+, F45+, F50+, and F-Green

Red X = Varsity Male, M-20, and M-Red

Red Y = F-21+, M35+, M40+, and M45+Relay Format Description

Relay will be three person teams. There are no beginner relay courses for White/Yellow competitors. The relay will be a mass start event with each member running their course then handing off to the next person on their team. The first team to complete their courses and cross the finish line will be the winner. There are multiple relay courses: Brown (and Orange), Green, Red, Blue. Everyone must run their A category class to count in the relay. The courses are designed to have the same winning time for each course. This means a relay team can consist of any three people as the courses are already handicapped. There are no restrictions on age/sex on the make up of the team members. However, there is a male penalty to compensate between the male/female speed differences. Each male will have to run a "penalty" loop just prior to finishing their course. The loop will not be on the map and involves no controls. The loop will consist of running around the appropriate stakes for a given course in large field where everyone can watch. This means a male that is leading approaching the finish may still be passed by a female prior to him crossing the line. The exact distance of the penalty loop may vary for each course but will be at least 100m. All male competitors, including Blue runners and those trying to fake the judges by dressing as women, will have to do the penalty loop to count.

Example teams:

- Brown Male, Brown Male, Brown Male.
- Blue Male, Blue Male, Blue Male.
- Green Female, Brown Female, Red female

Because of the number of possible relay combinations, relay teams are asked to sign up as early as possible so we have time to correctly get the electronic punch order entered for each team. See schedule for last time to submit relay teams.  
MAP/COURSE NOTES

(last update 1/17/09)

Map is 1:10,000 base with 5 meter contours. All maps are oriented to magnetic north, with arrow tips on north end of N/S line (at top of map). A separate legend sheet applicable to all maps is included in each registration packet. Competition maps do not have legends or a separate north symbol printed on them. Overall Map Description:

Maps are typical Mid Atlantic ridge valley. Area is reclaimed farmland with several large grassy fields. The woods are very open with almost no underbrush. There is very little green on the maps which makes for a very enjoyable run.

Granite Maryland was named for the local quarries in the area. There is a quarry on Sunday's maps and sections of rocky areas not normally found in this area. Saturday's map has sections of pits/depressions where it appears they were testing for rock. The three maps are separated by the branches of the Patapsco river. The river

should not be crossed with the possible exception of the blue course on Sunday.

Sprints events are field/forest, not urban sprints.

The Saturday and Sunday maps are brand new and created from multiple LIDAR data sources followed by field checking. Friday Sprint & Model maps are based on an older map that has been revised and updated to incorporate new LIDAR data. Trails

- Rides are mostly old trails. They can be seen on the ground but are mostly overgrown. Don't rely on them for quicker running.
- Trails through fields get overgrown quickly so often change.
- There are smaller animal tracks that aren't mapped. There is a very large deer population which tends to constantly make new tracks. Deer tracks are not mapped.
- Horses are major trail users. Through fields or bland areas they sometimes change directions and make new small trails. If a tree falls across a trail then horses will make a new path around the tree. Rock
- Rock/cliff is at least 1 foot in some diameter with most being larger. Almost all isolated rock is mapped. In rockier areas the mapping threshold goes up.
- Larger cliffs have tick marks on the symbols. Smaller ones don't. In congested areas all the tick marks are left off.
- Boulders in small pits/depressions are not mapped. If you can't see the boulder until looking in the pit it isn't on the map.
- Small stone piles are mapped with three stony ground symbol dots. Vegetation
- Root stock threshold: 1 meter. There are smaller rootstocks out there that aren't mapped.
- Woods are very open and therefore very fast.
- Rough open fields are tough running with waist high grass depending on the season. For this event they are open and very runnable.
- During the summer/fall months there is an invasive knee high grass over much of the area that obscures the footing. This is not a problem this time of year.
- There is little to no poison ivy. You are not likely to see any.
- There is some multi-flora rose but most of it is easily avoided.
- There is very little green on the map. Large light green patches tend to be close together pine forest. Fight in all cases should be considered impassable.
- Small open/rough open areas are hard to see at this time of the year but they are there. Looks for breaks in the canopy. Misc
- Signs and poles marking the Buried Pipeline are not mapped. The pipeline runs across several maps.
- Steep Hill sides will be slippery, especially if it is raining.
- There are numerous signs posted to trees, some hunting areas, some park property. None of these are on the map. Out of bound areas are on the map.
- There are some ticks out there but not an abundance of them. I don't know if they will be out by this event.
- In addition to Patapsco State Park, we are using several areas outside the park. Please respect any rules/signs listed regarding these areas.
- On Saturday's A-Meet map be aware of the railroad tracks. Freight trains move about 35 miles per hour on this section and can be going either direction. For Green X and Y there is a route option to run along the tracks for the middle distance. Be very careful if you decide on this route. If a train comes, move away from the tracks such that you are completely off the gravel section. **THE TRAINS WILL NOT STOP.** Note that the passage areas along the tracks are narrow in places so before you cross a narrow section make sure no trains are coming either way. **COURSE SPECIFIC ITEMS**

FRIDAY - Sprint Map is 1:5,000 with 5 meter contours. Model is 1:10,000 with 5 meter contours.

- This area is heavily used. We will be running through the edges of a disc (frisbee) golf course. If you see a disc, don't pick it up. Let it lie where it is.

SATURDAY- Middle Map is 1:10,000 with 5 meter contours. Sprint Relay 1:5,000 with 5 meter contours.

- Green X and Y: as noted above, there is a route option on one leg to run along railroad tracks **THAT ARE IN USE.** Freight trains can come from either direction at 35 mph, and they **WILL NOT STOP.** Given the narrow passage areas along the tracks make sure to look both ways if you choose to attempt a crossing!

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- Man made feature control locations:

Middle Distance: Old metal cabinet.

Relay: Old Vehicles.

SUNDAY: Map is 1:10,000 with 5 meter contours.

- "Do not drink the water"; signs are not on the map. Blue course may see these on the northern part of the map. Don't drink the water as it is runoff from an old landfill.
- Blue course does have an option to cross the river. All other courses should not cross the river.
- There is blue circle on the map used to signify a well head. These are pipes 6 inches in diameter and about 3 feet tall. They tend to be silver (with rust) or black in color. On the clue description they are notated as wells. Blue "X" are used to signify wells that are the hole in the ground type.
- Man made features control location: Sign post.