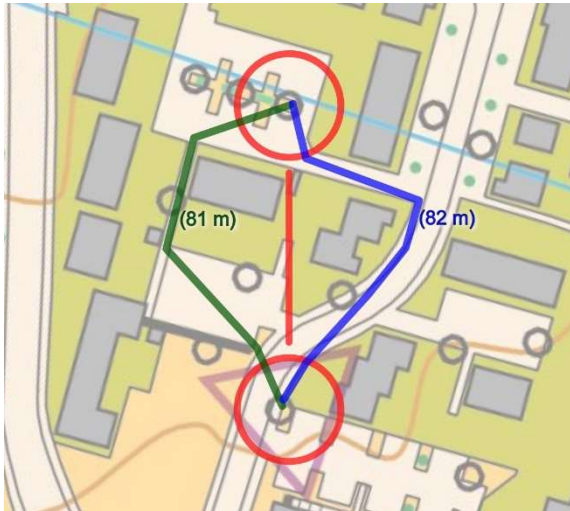


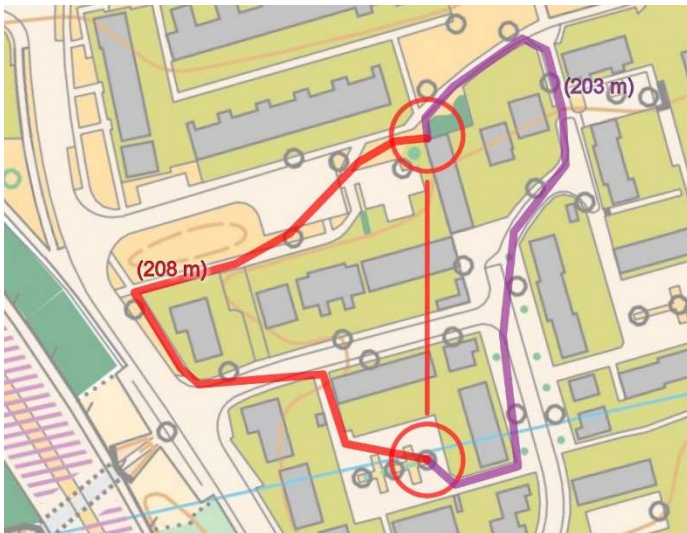
Course D



start – 1

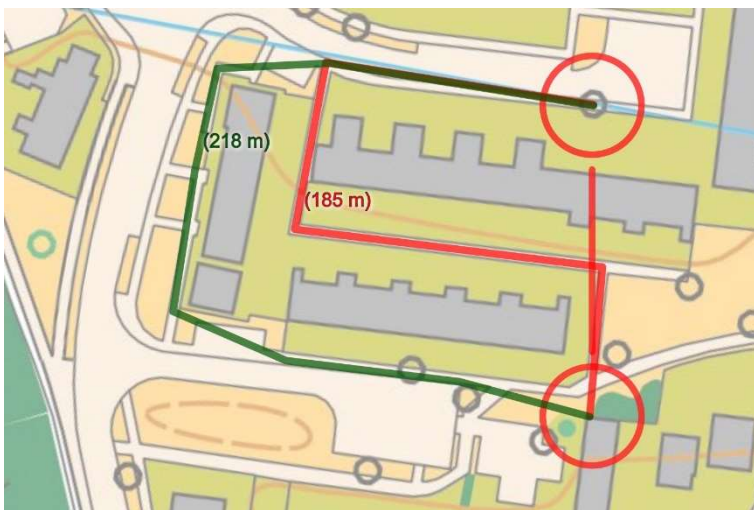
Quick decision needed out of the start.

Longer route may be better due to the bigger road.



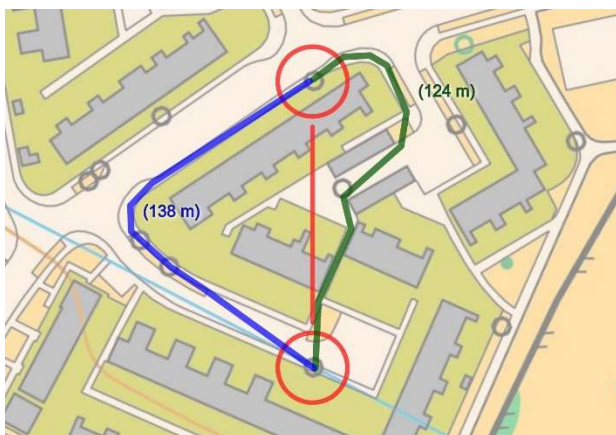
1-2

The longer route is probably more obvious to spot and has a cleaner entry to the control, but the other way is shorter.



2-3

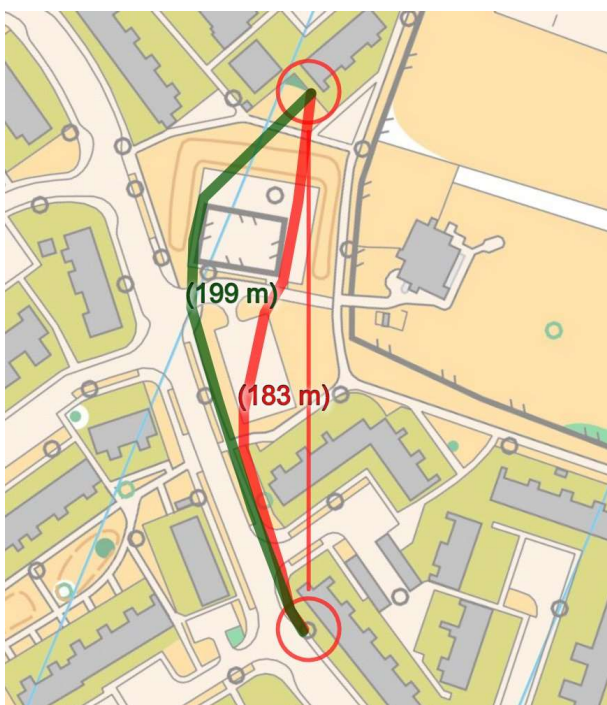
The shortest route uses a small alleyway and needs three sharp turns. I expect it would still be slightly quicker than the longer route.



3-4

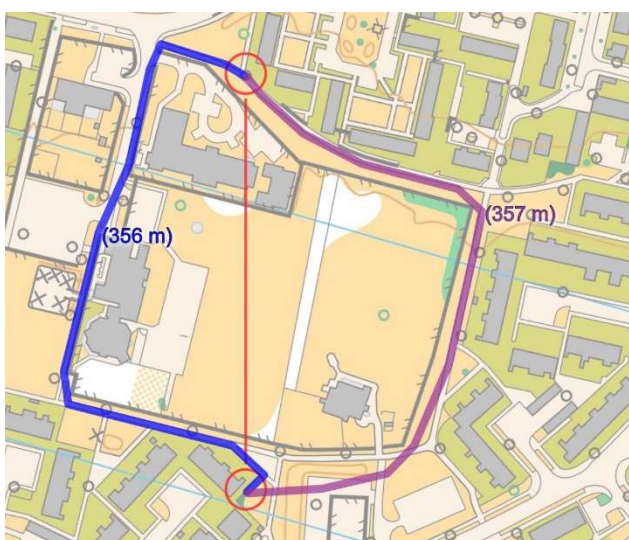
Tricky+short vs. longer+easier.

For simplicity and smoothness the longer route could be best, and you can flow through to the next control...



4-5

Shorter will be faster. Both routes climb up and over the grass bank, so competitors could run around this covering more ground in doing so.

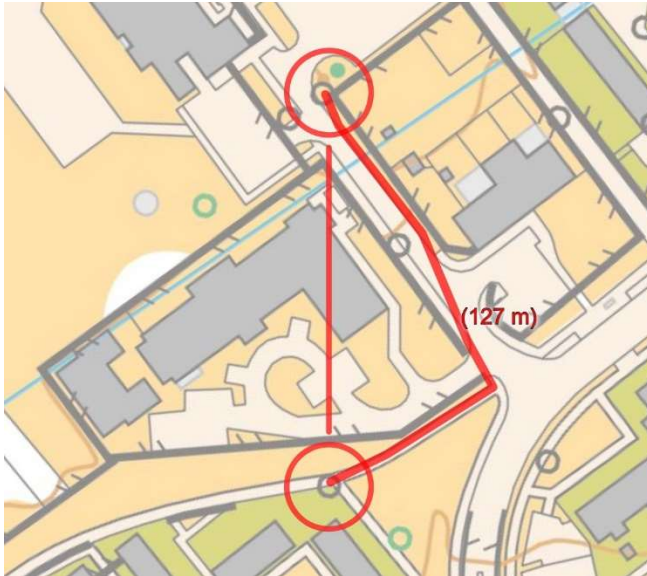


5-6

Two routes around the School grounds.

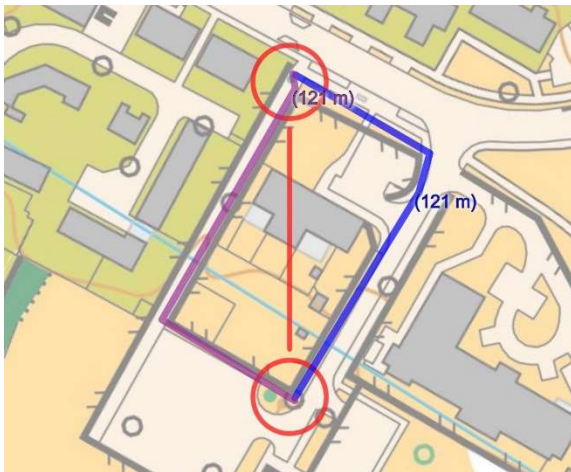
Purple goes up and over the grassy banking, making the running slower.

Blue is best.



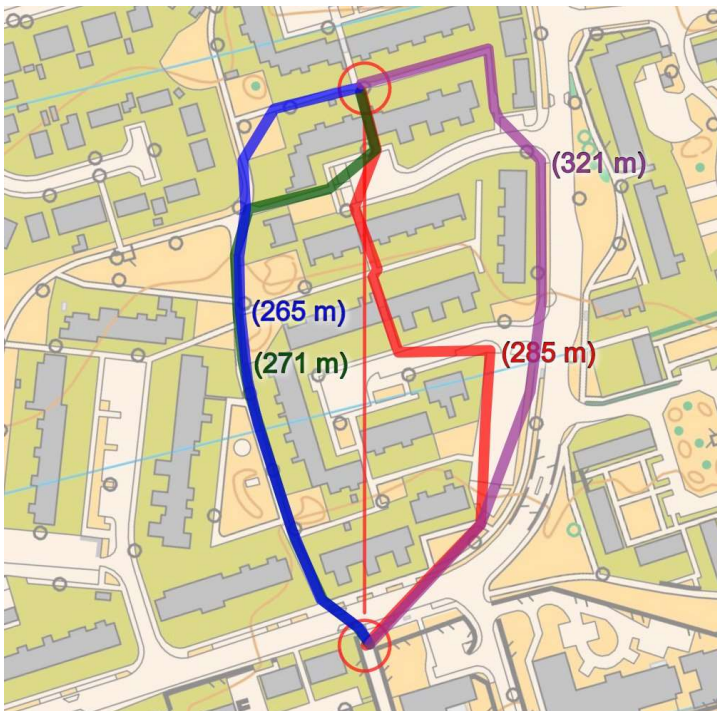
6-7

Short and simple to set up the following legs.



7-8

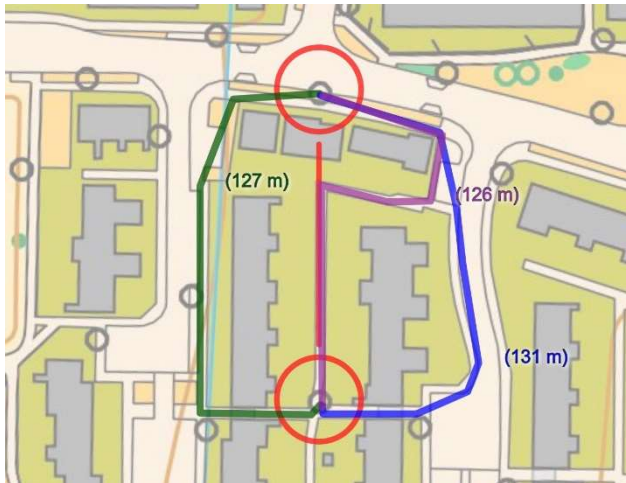
50-50



8-9

Lots of choice here.

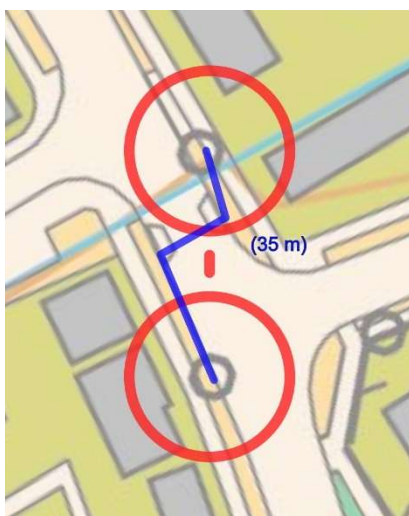
The shortest route starts by travelling away from the line, so might not look the most attractive option. It is best though.



9-10

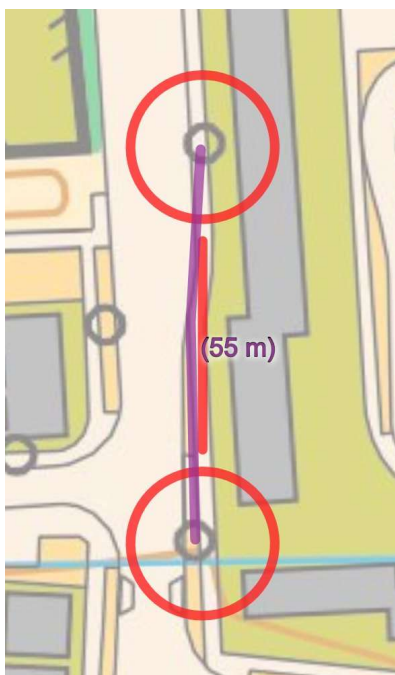
The shortest route is trickiest and probably not the fastest due to the turning.

Either of the other routes would be best.



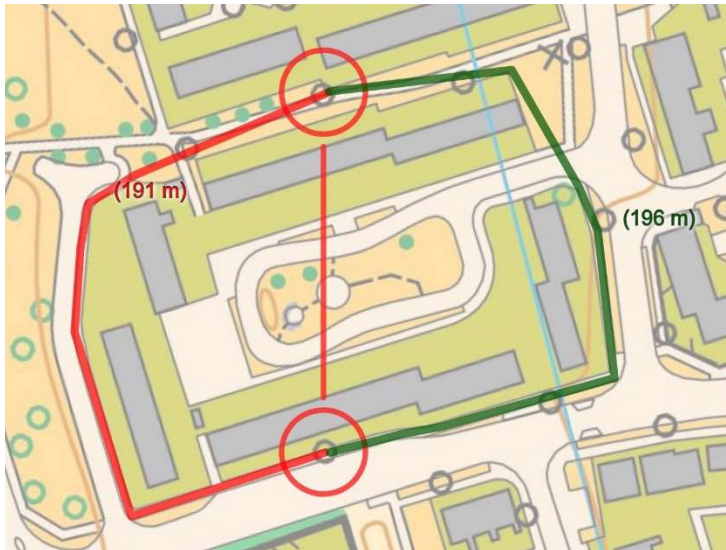
10-11

Safe road crossing for junior competitors.



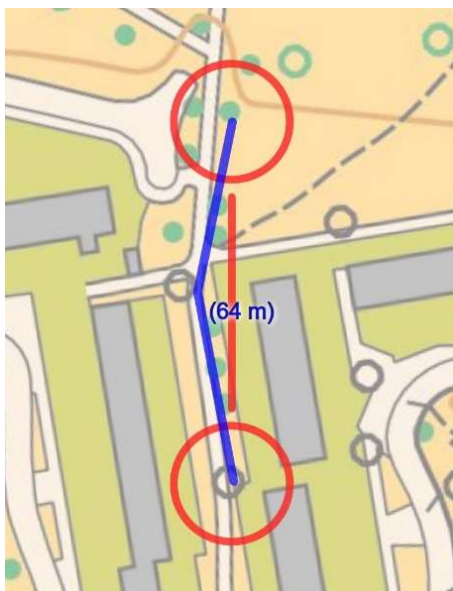
11-12

Sprint!



12-13

Very similar routes here.



13-14 and 14-finish

Sprint!

