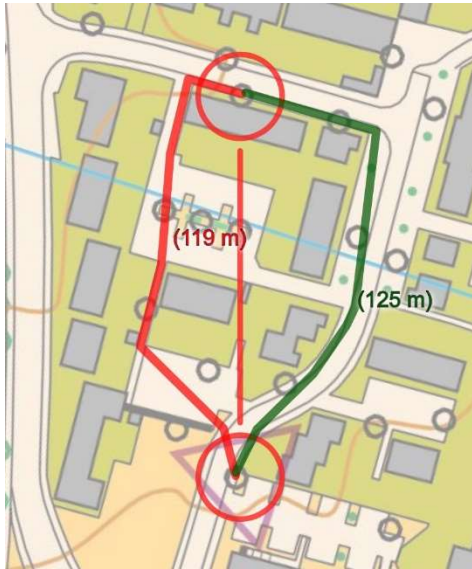


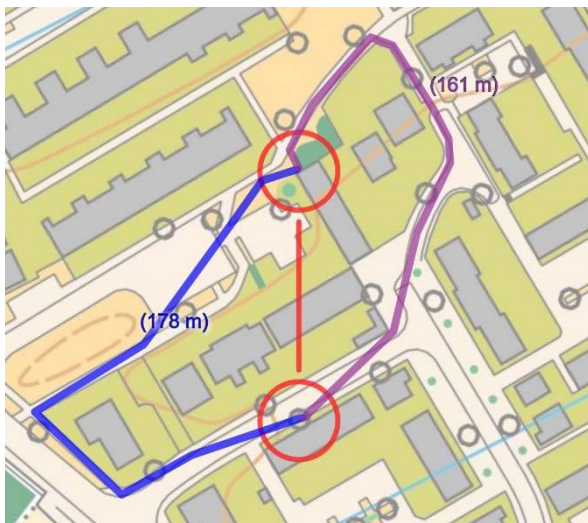
# Course A



Start – 1

I think these would be fairly even in time.

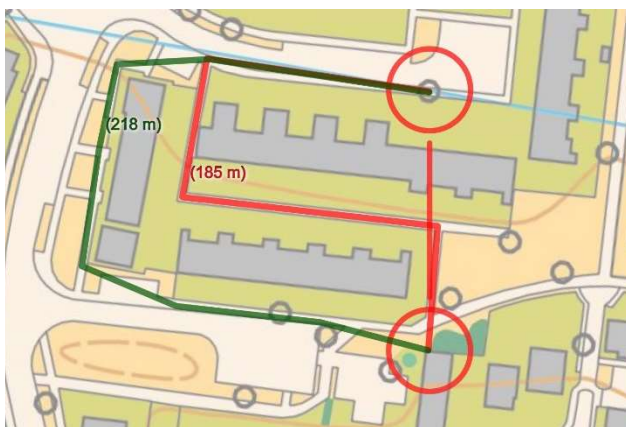
The slightly longer route is more simple with less turning.



1-2

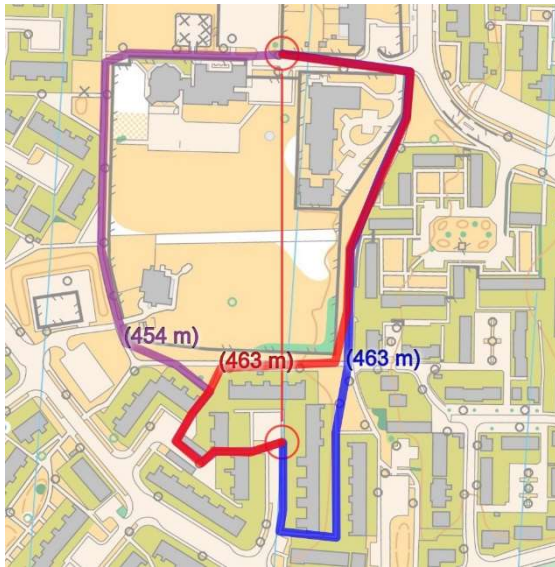
Depending on which way you went to number 1, this could influence your route to 2 with the use of Si Air.

The longer route has an easier entry to the control, but on distance adds perhaps 5seconds to the route.



2-3

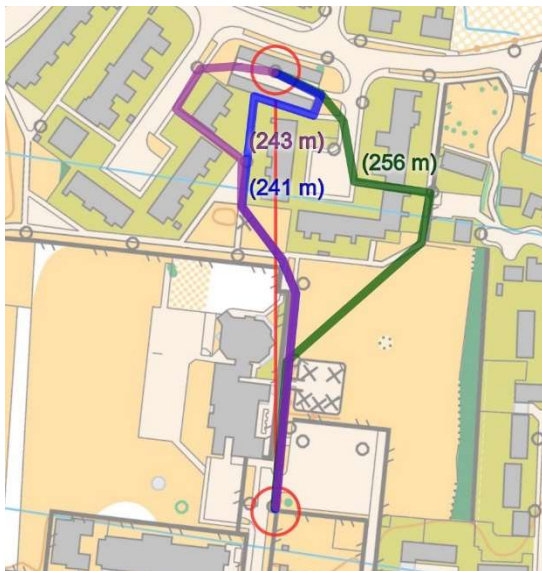
The shortest route uses a small alleyway and needs three sharp turns. I expect it would still be slightly quicker than the longer route.



3-4

Perhaps more route choice than you initially notice (there is possibly one more option too!).

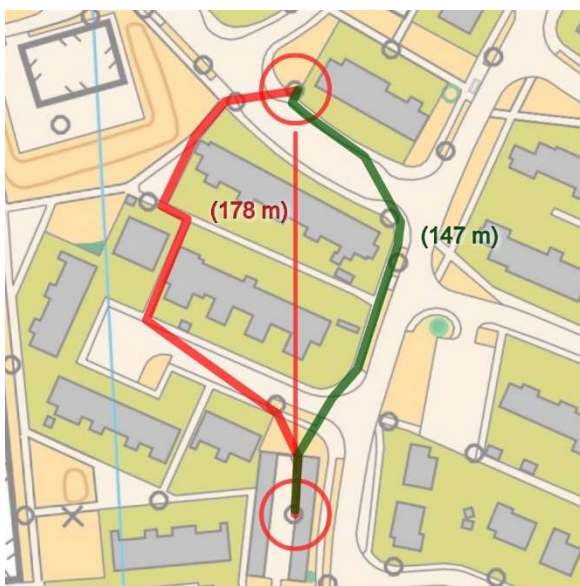
I think the blue route is the easiest to execute and offers a long straight run, so could be fastest.



4-5

The longest route has the best entry to the control and the shortest route has the sharpest turns, so I expect these to be fairly even again.

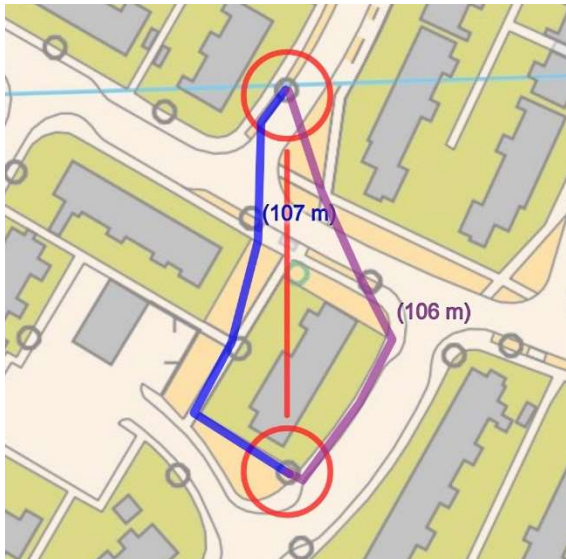
The purple route has sharp turns and a fence crossing, so I think this would be slower.



5-6

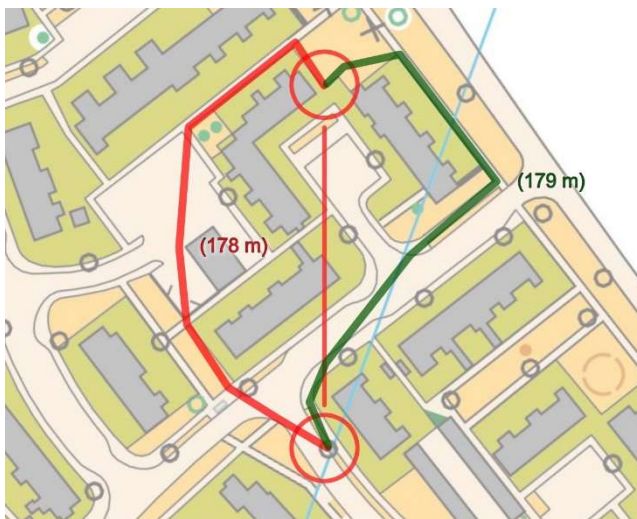
Shortest route is best. Simple!





6-7

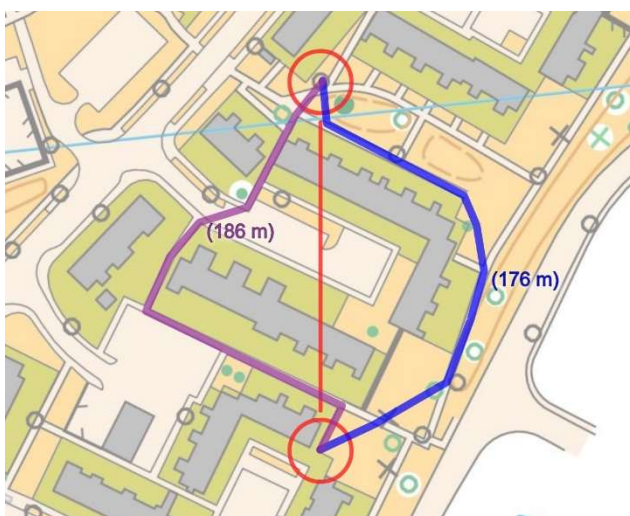
Even route choice.



7-8

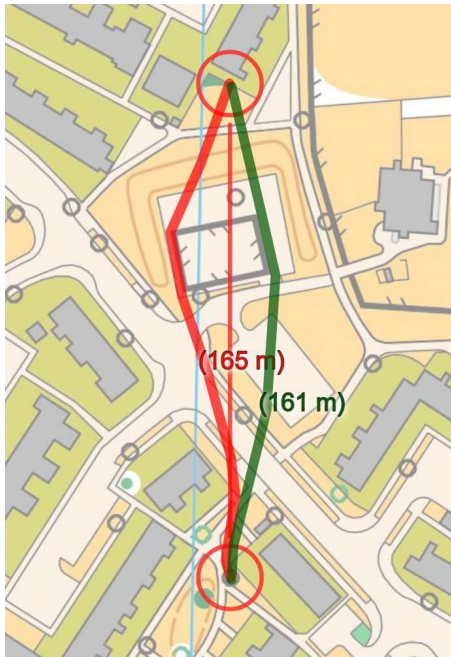
Same distances but the green route is possibly better.

The red route requires negotiation of a fence.



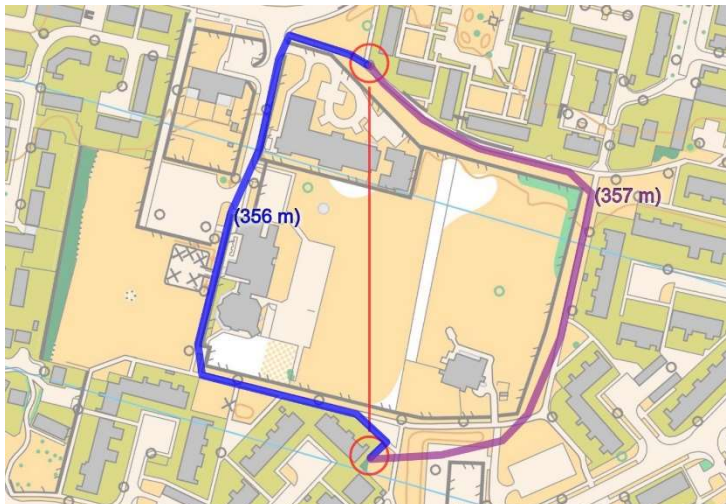
8-9

The shorter route is best here, but might not be the route immediately obvious to the eye, since the straight line goes in the opposite direction.



9-10

50-50

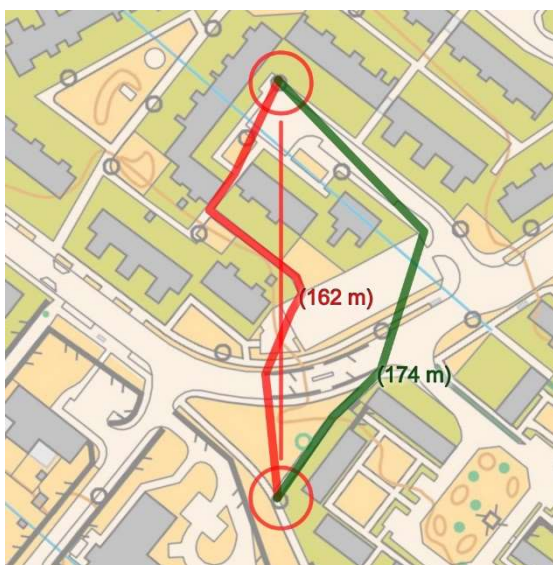


10-11

Two routes around the School grounds.

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

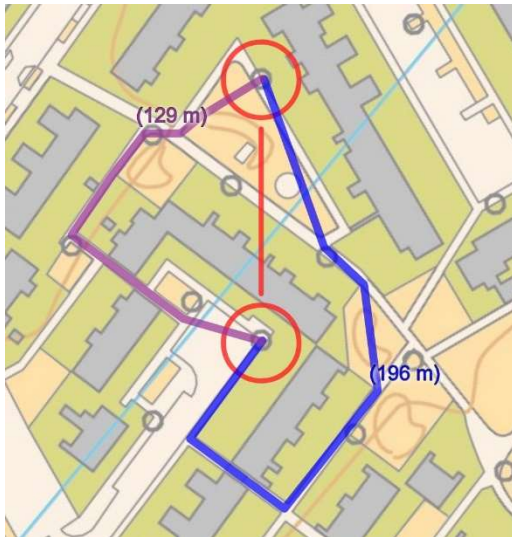
Blue is best.



11-12

The longer route is simpler here, but I think the shorter route is faster.

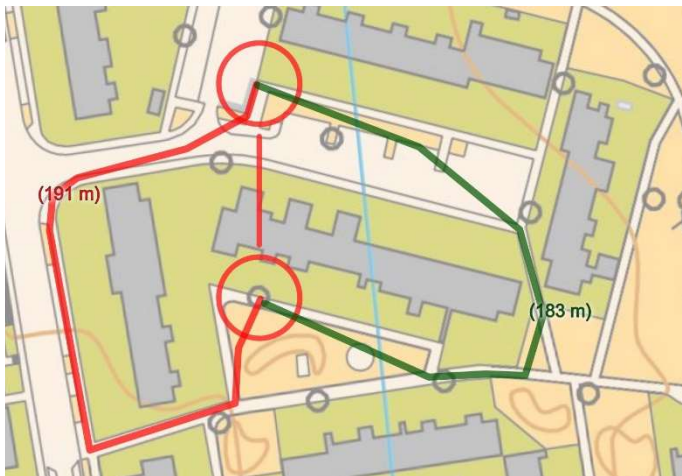




12-13

A missing bench on the original map meant this leg had to be altered, meaning the route became less tricky to figure out.

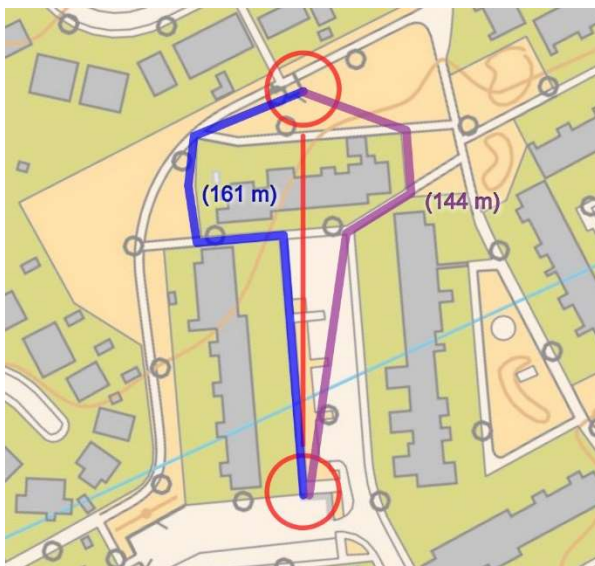
Shortest is clearly best here.



13-14

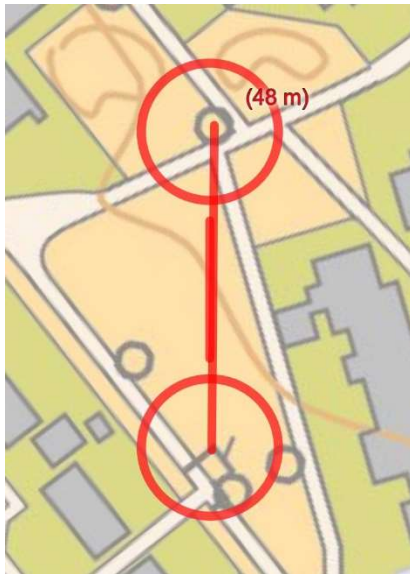
Despite the difference in length, I expect these would be similar.

The longer route is easier to execute and could be quicker because of this.



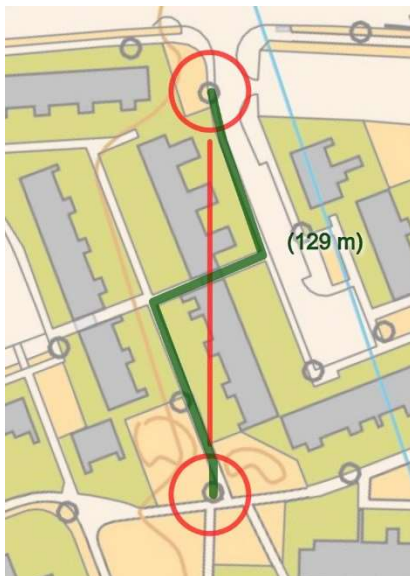
14-15

The shortest route is better here since it is also a smoother line. You could be hampered by cars in the car park however!



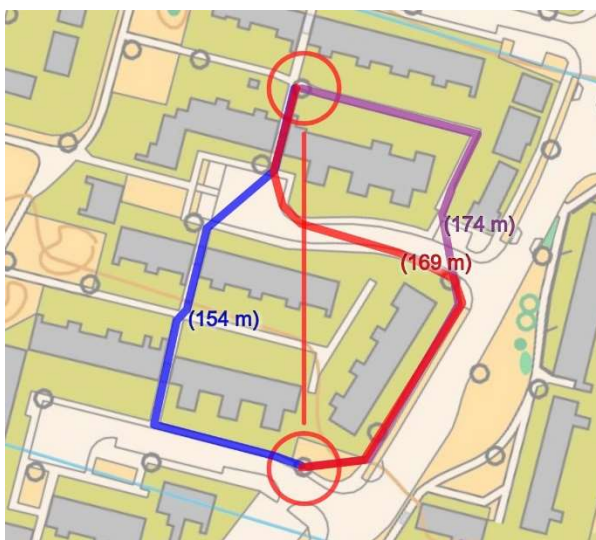
15-16

No choice, run straight!



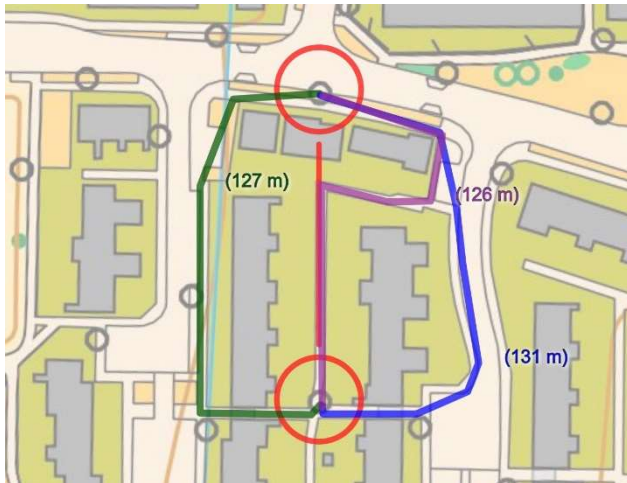
16-17

No choice, but the short leg before makes it harder, and the need for the right-left turns challenges the competitor to plan the next leg whilst concentrating on turning in the right place.



17-18

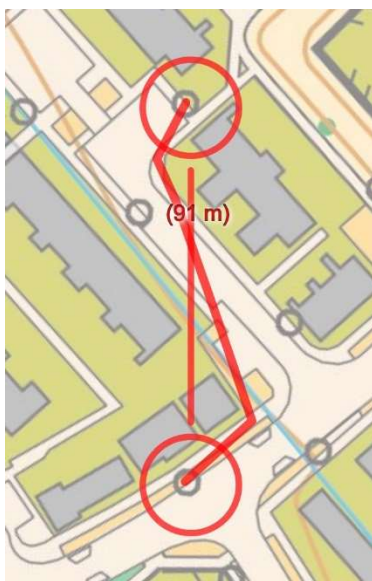
Either of the two longer routes are probably faster, since the shortest route weaves in/out of alley-ways, some of which have barriers to negotiate.



18-19

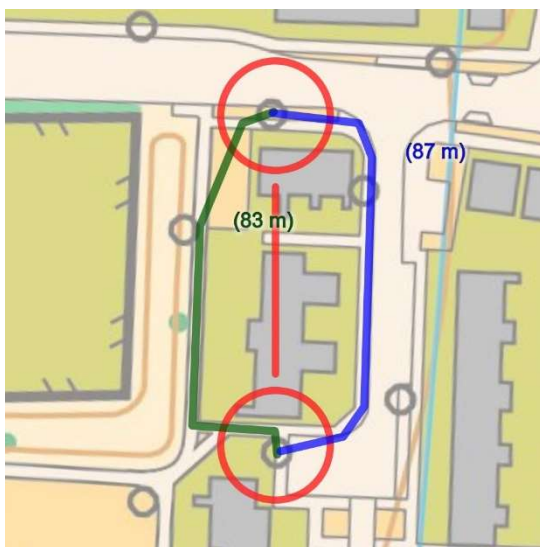
The shortest route is trickiest and probably not the fastest due to the turning.

Either of the other routes would be best.



19-20

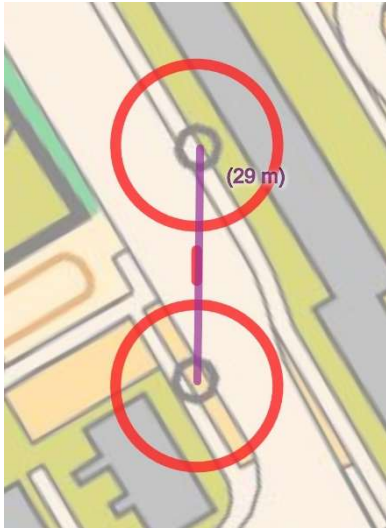
No choice here.



20-21

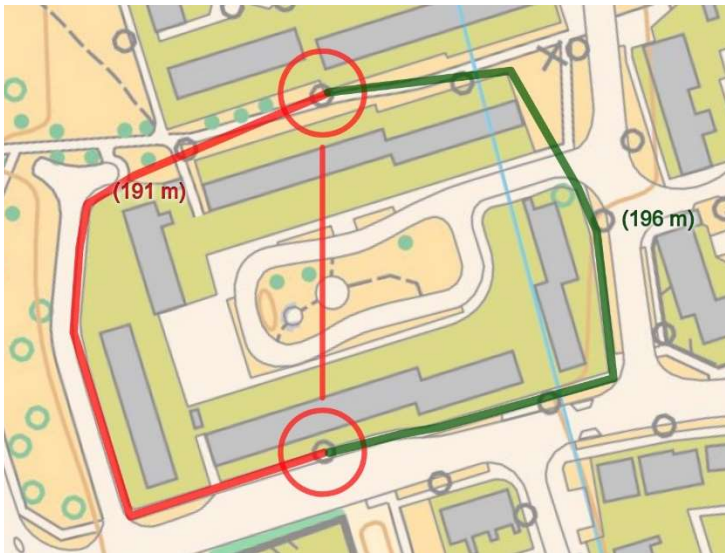
I think these would be similar since the shorter route has sharper turning.





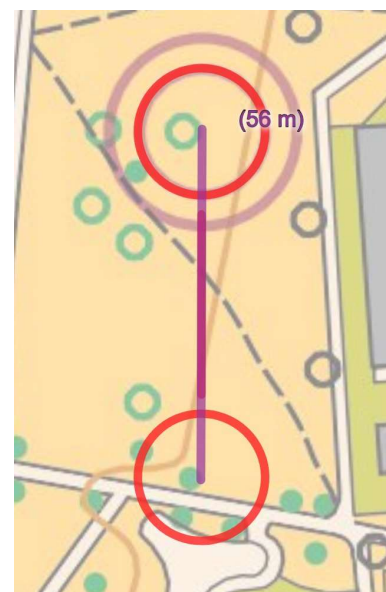
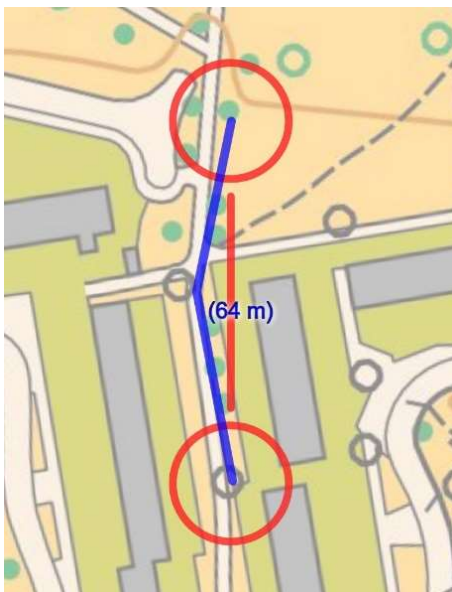
21-22

Cross the road carefully!



22-23

Very similar routes here.



23-24 and 24-finish



Sprint!