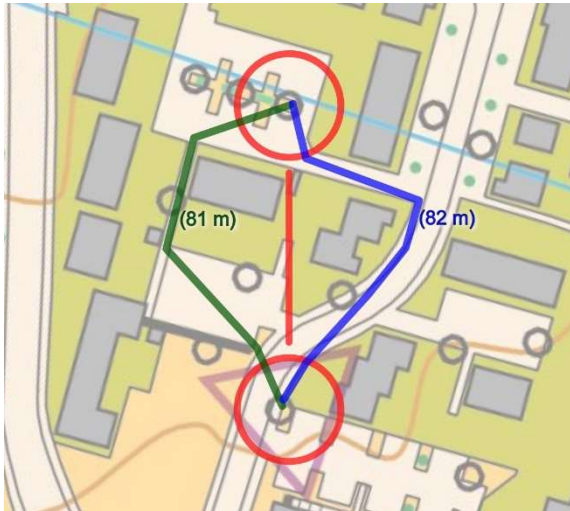


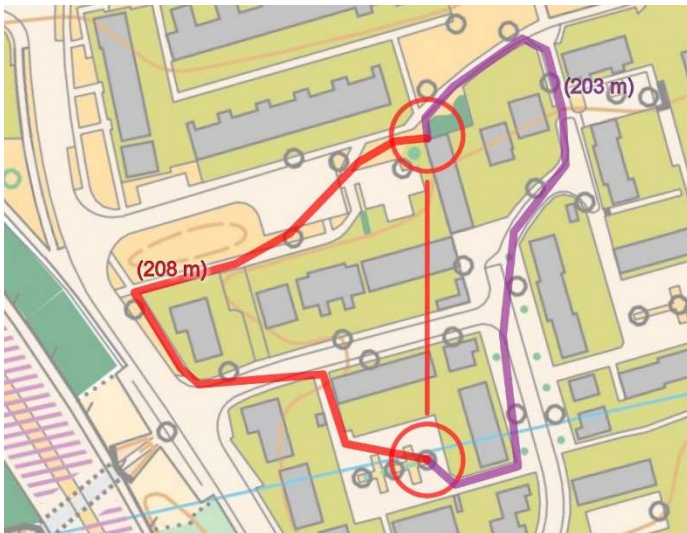
Course B



start – 1

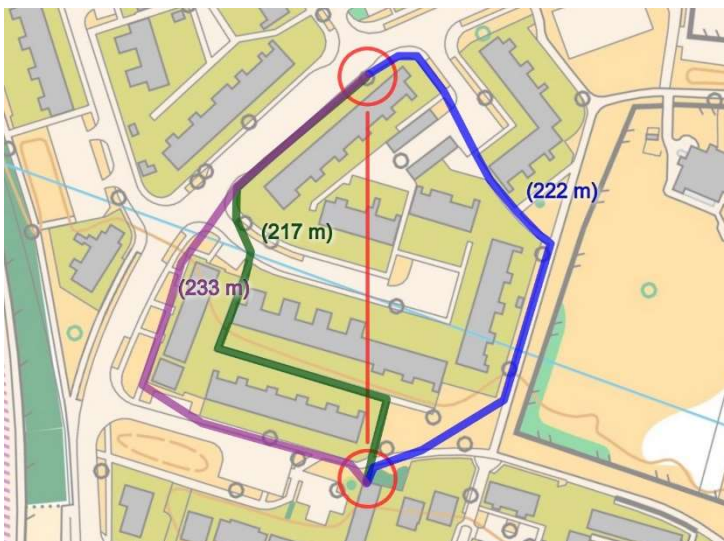
Quick decision needed out of the start.

Longer route may be better due to the bigger road.



1-2

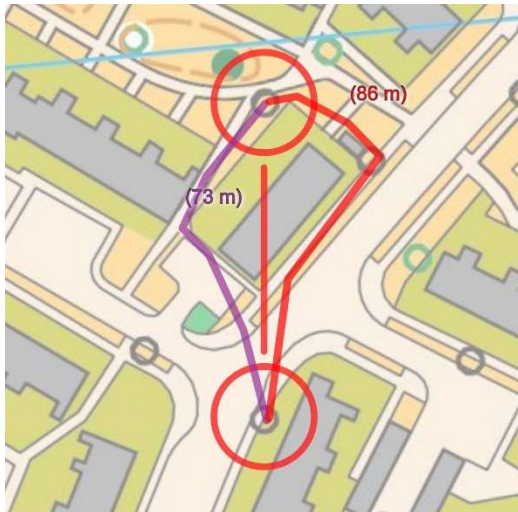
The longer route is probably more obvious to spot and has a cleaner entry to the control, but the other way is shorter.



2-3

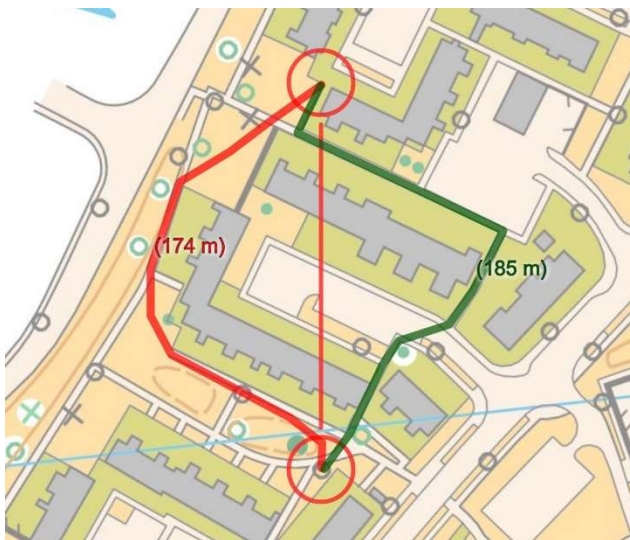
I think any option is good here as long as the route is executed well.

Longest route is easiest and shortest route is perhaps trickiest.



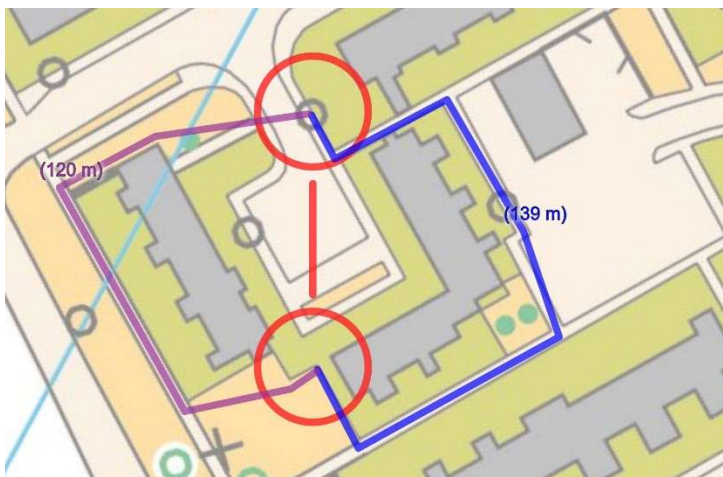
3-4

Shortest is best.



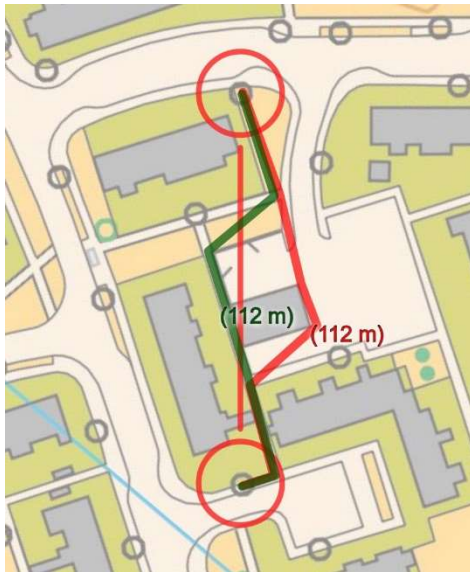
4-5

The shorter route is best here, but runners may be drawn to the green route if they have not spotted the un-crossable wall.



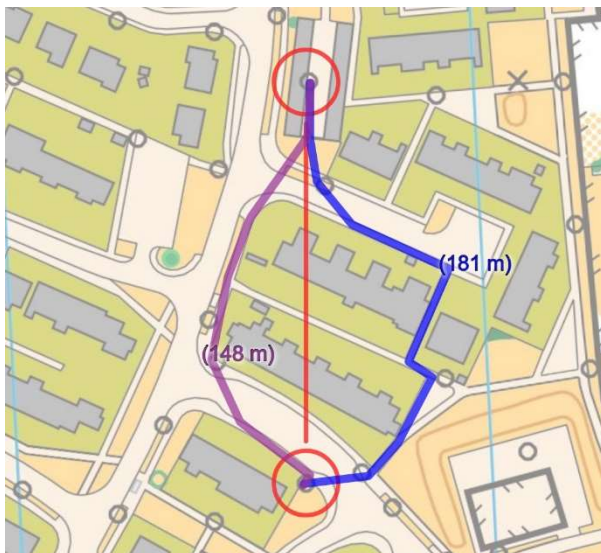
5-6

Shortest is best.



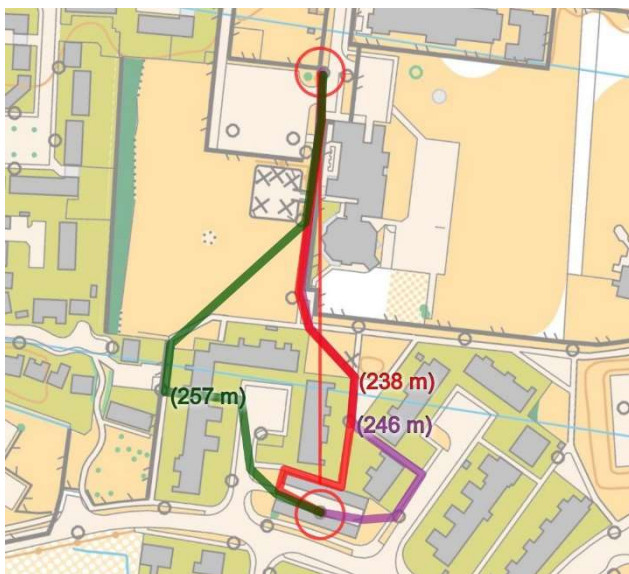
6-7

Both drawn to avoid crossing the fence, these routes are even.



7-8

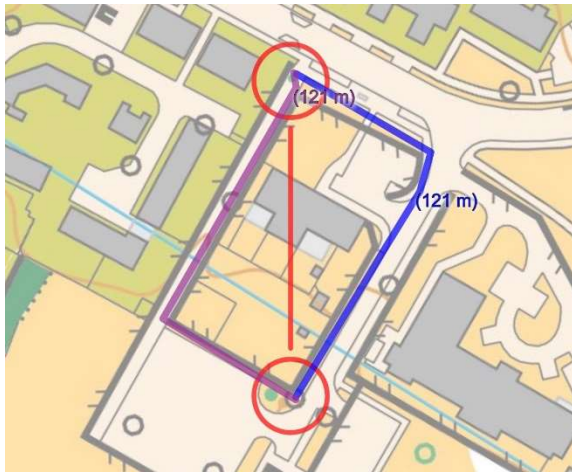
Shorter is better.



8-9

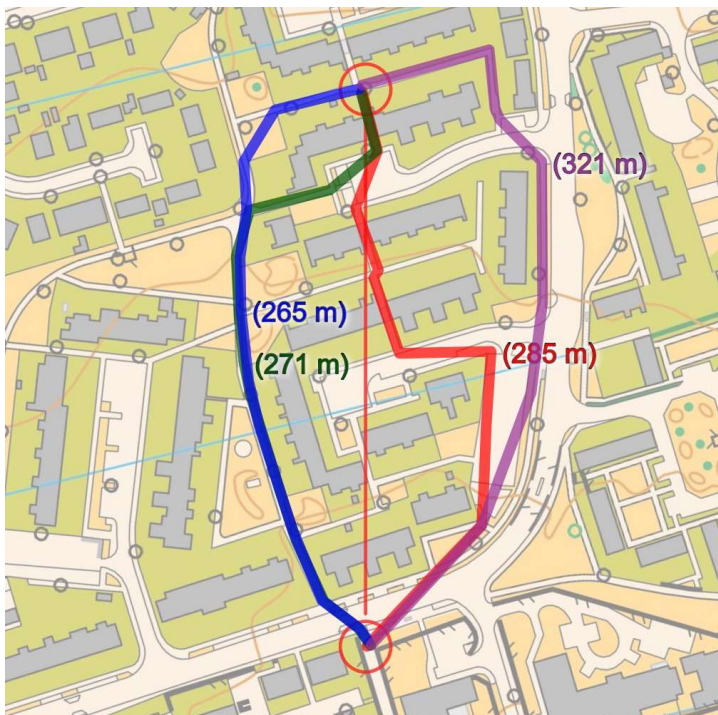
Longest route offers the smoothest line whilst the shortest has the most turning.

The medium route has a fence to cross, so would be the slowest option I believe.



9-10

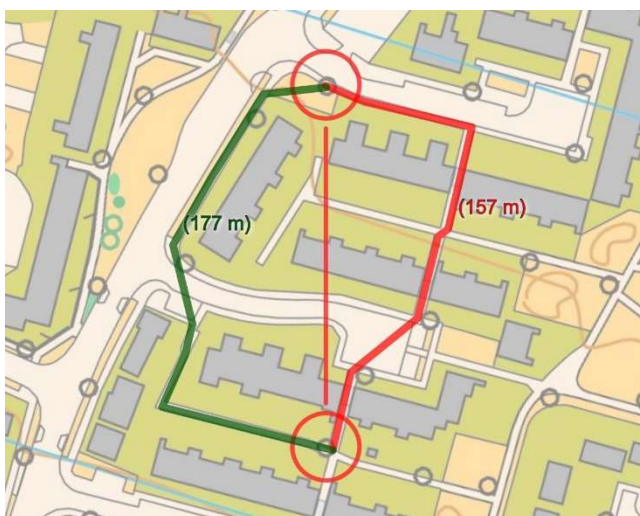
50-50



10-11

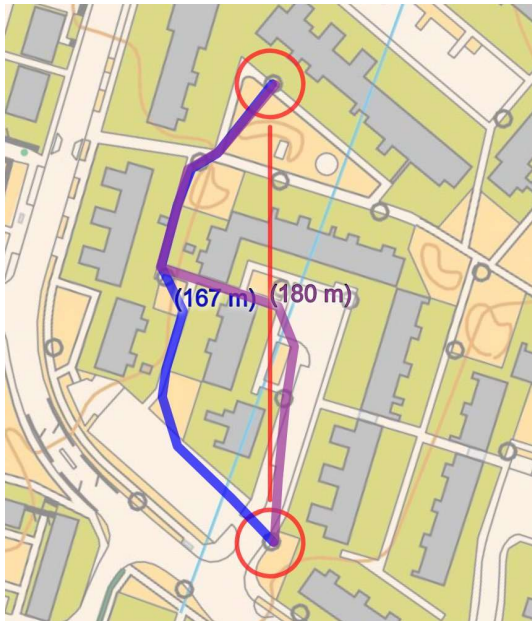
Lots of choice here.

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



11-12

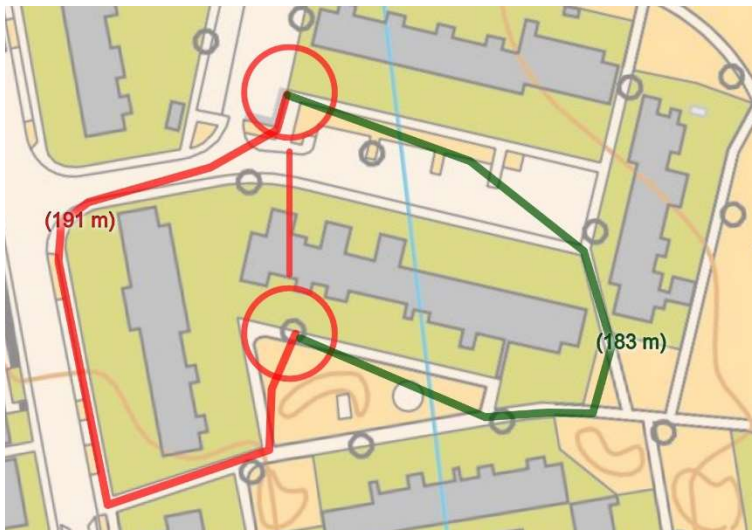
The shorter route runs through the small alley-ways, some of which may have barriers to run around, so the longer route could be faster as it is smoother.



12-13

Removal of a bench in the open area next to 13 eliminated another route choice, but there is still a small choice here.

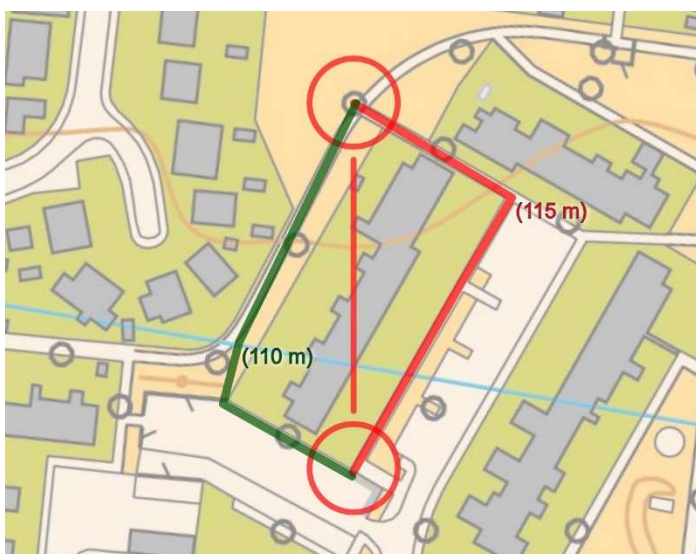
Shortest is best.



13-14

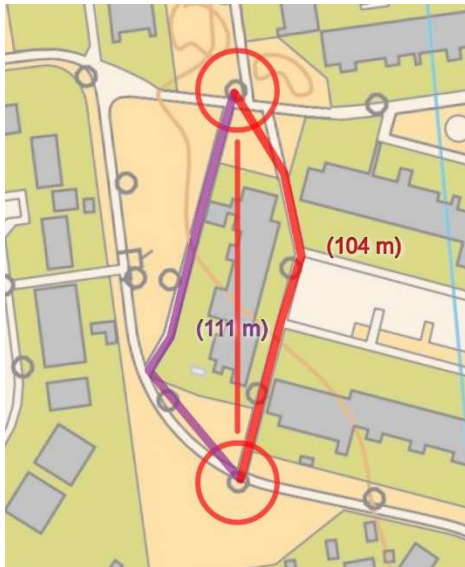
Despite the difference in length, I expect these would be similar.

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



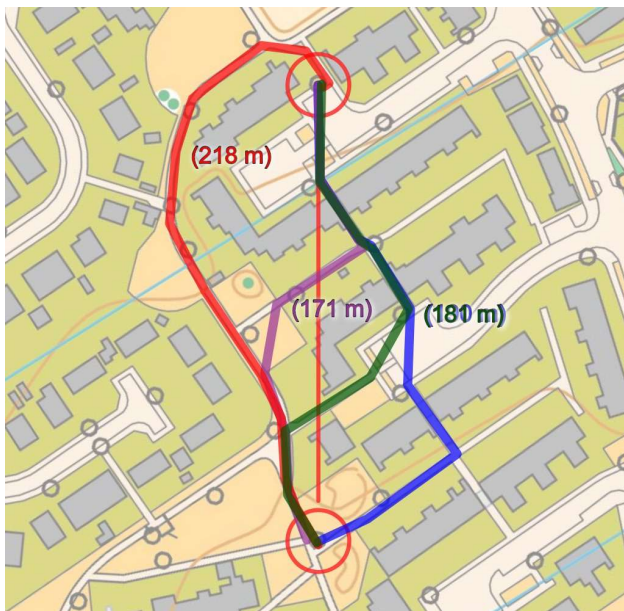
14-15

Shortest route has a wall crossing and a fence crossing, so the longer route could be faster in time.



15-16

The route appears 50/50 but there is a subtle difference.



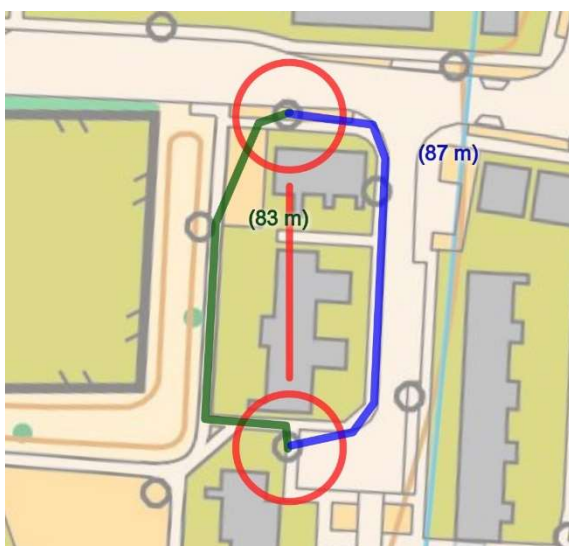
16-17

Another leg with several options.

Longest route is simplest and there is no weaving through barriers.

Other routes negotiate alley-ways/potentially barriers.

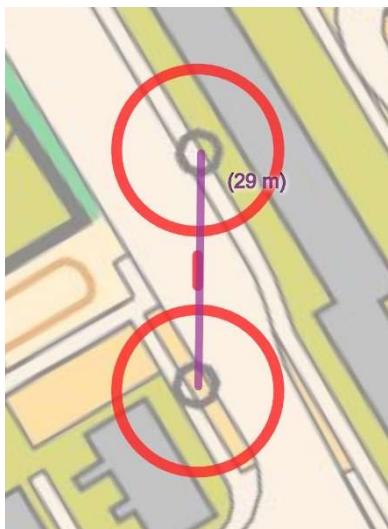
I think the shortest route would be the fastest though.



17-18

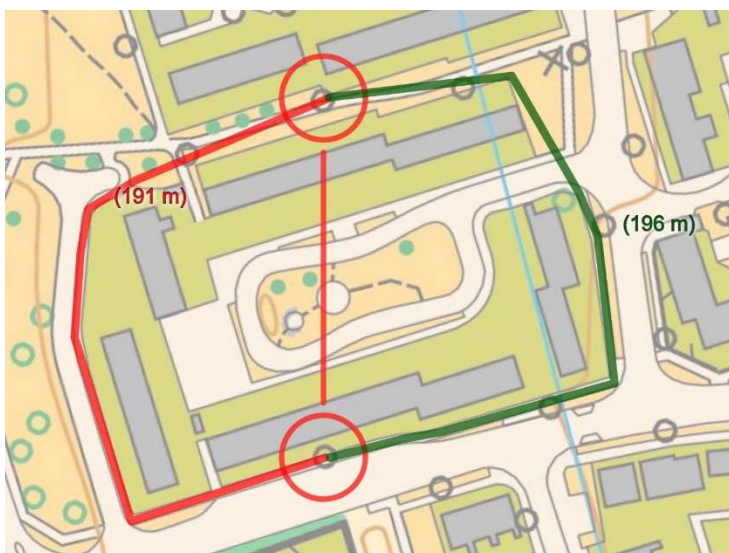
Quick decision needed after the previous control where it could have been tricky to plan ahead due to the number of turns.

Either is good.



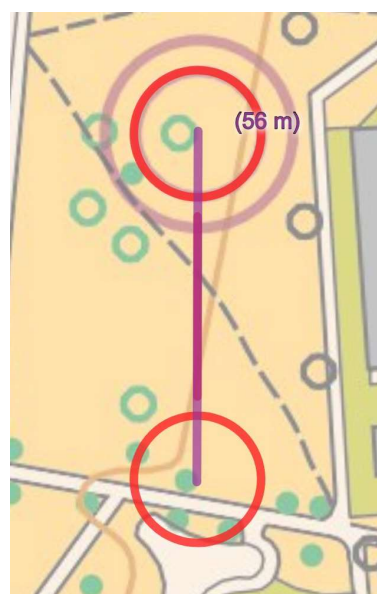
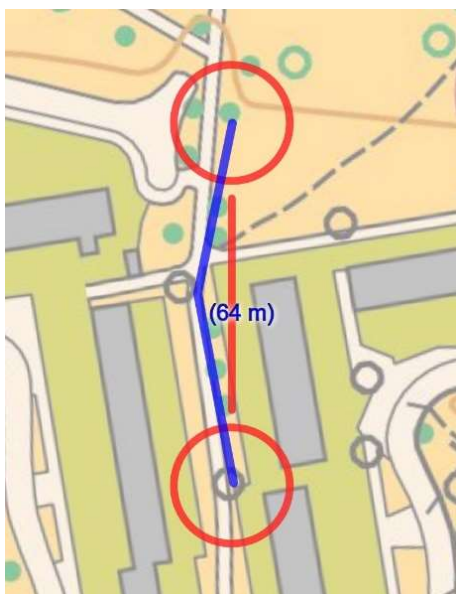
18-19

Cross the road carefully!



19-20

Very similar routes here.



20-21 and 21-finish

Sprint!