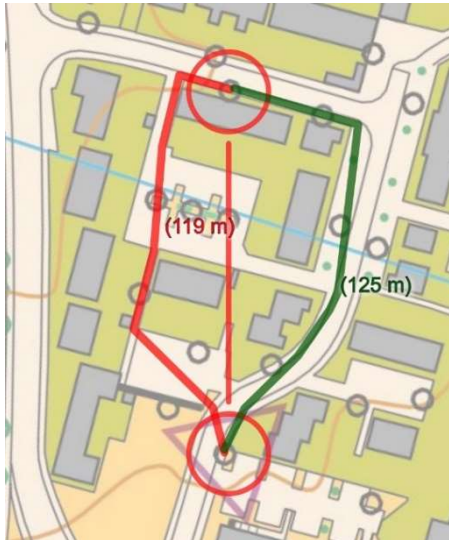


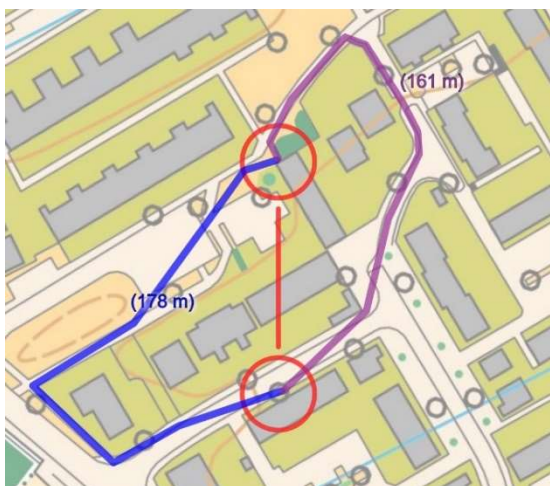
# Course E



Start – 1

I think these would be fairly even in time.

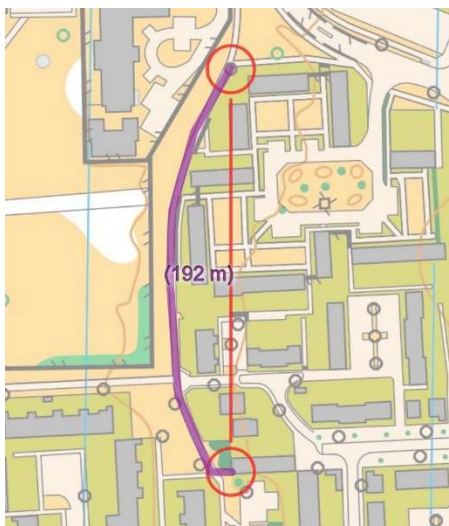
The slightly longer route is more simple with less turning.



1-2

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

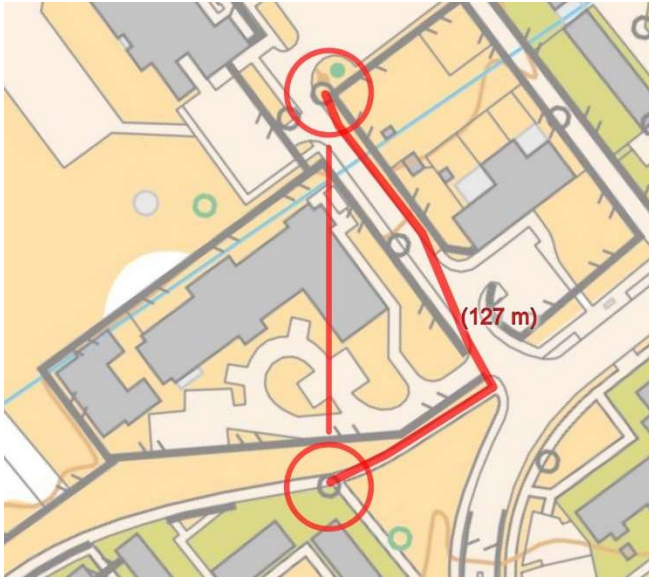
The longer route has an easier entry to the control, but on distance adds perhaps 5seconds to the route.



2-3

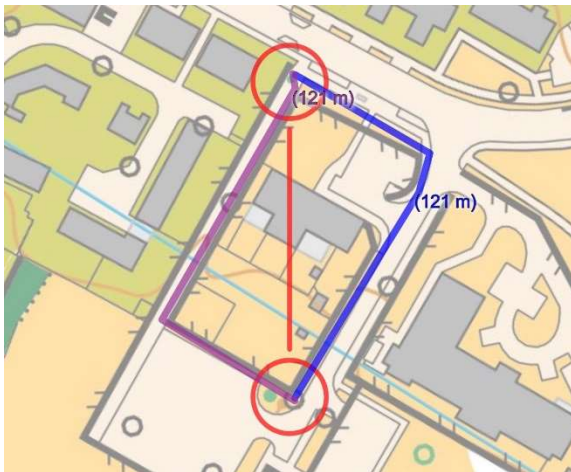
Straight run down.

It was hard to get this course to avoid road crossings and not make it too long for young juniors.



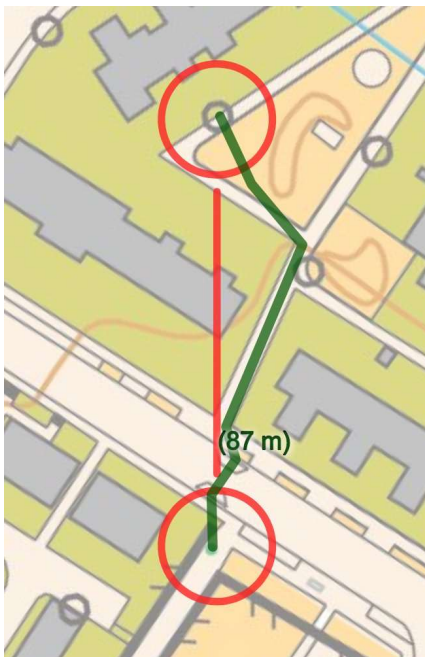
3-4

Short and simple to set up the following legs.



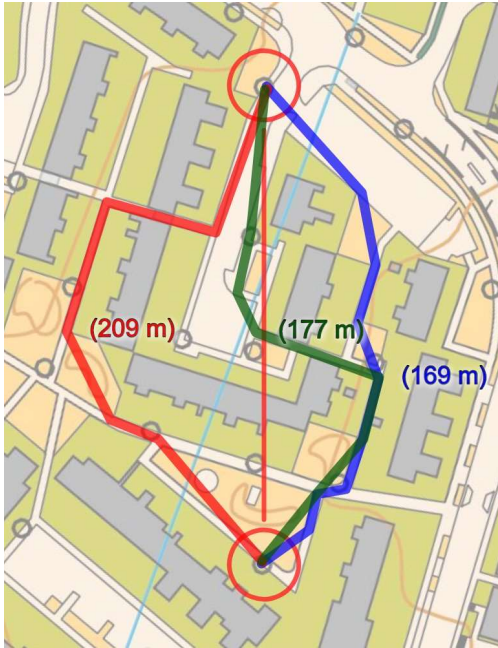
4-5

50-50



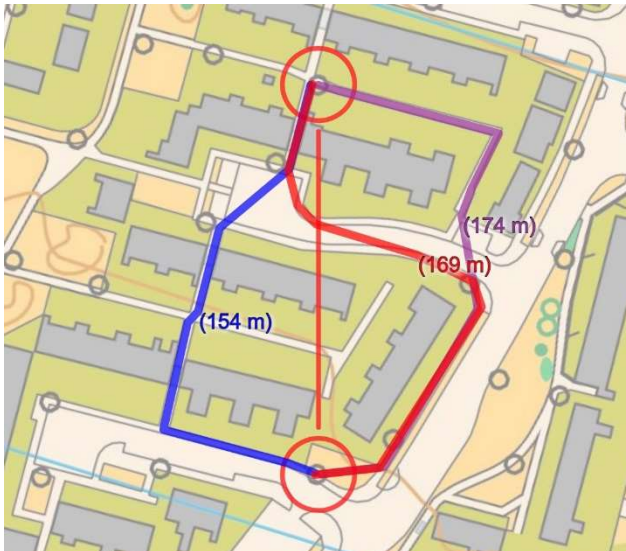
5-6

Safe road crossing for young juniors.



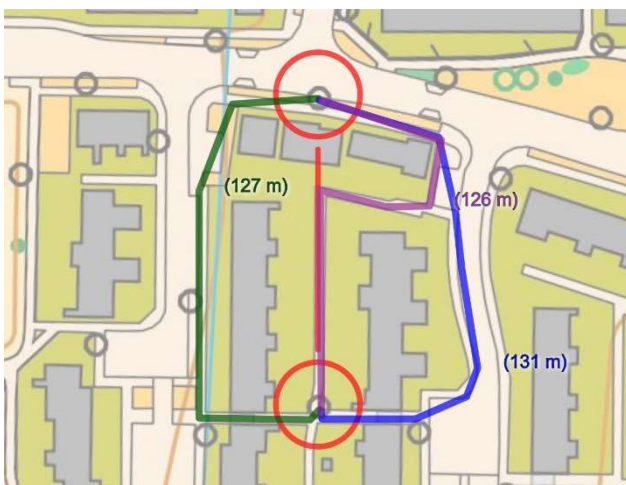
6-7

A bit of route choice after some quite simple legs. Good to re-engage the brain and find the fastest way!



7-8

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.

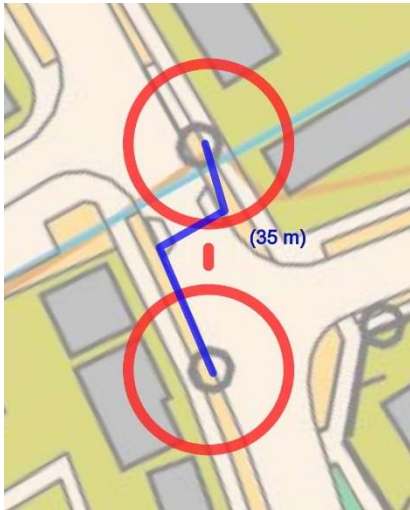


8-9

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

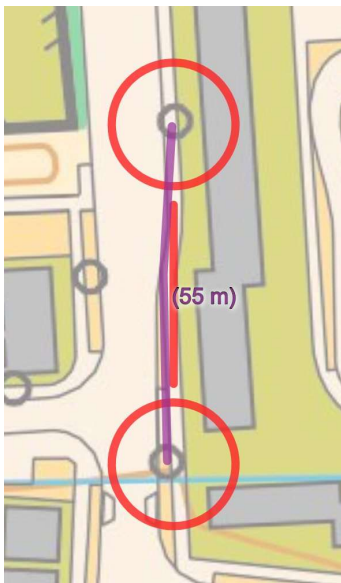
Either of the other routes would be best.





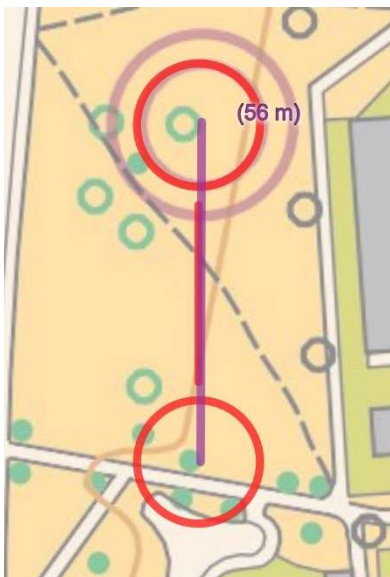
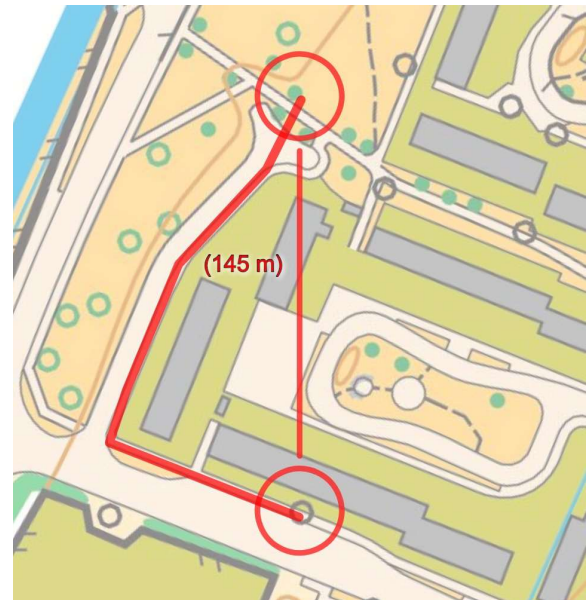
9-10

Safe road crossing for junior competitors.



10-11 and 11-12

Sprint!



12-finish

Sprint!