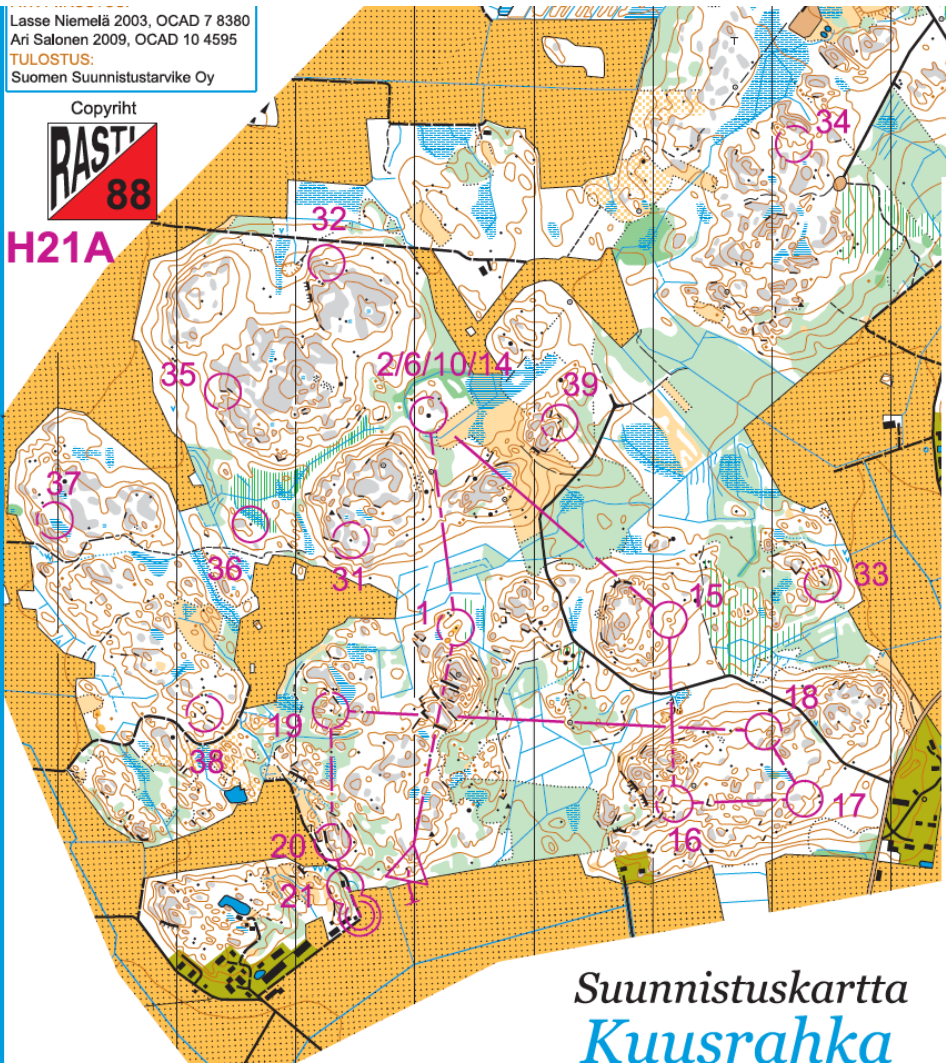


Lasse Niemelä 2003, OCAD 7 8380
 Ari Salonen 2009, OCAD 10 4595
 TULOSTUS:
 Suomen Suunnistustarvike Oy

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H21A



H21A		12,5 km	
----- 140 m ----->			
1	101	▲	1,2 ♂
2	88	▲	3,0 ♂
	31	▲	1,0 ♀
	32	▲	1,2 ♂
	33	■	1,5
6	88	▲	3,0 ♂
	34	∩	
	35	←	1,8
	36	▲	1,0 ♀
10	88	▲	3,0 ♂
	37	≡	♂
	38		1,5
	39		1,8
14	88	▲	3,0 ♂
15	40	○	♂
16	41	■	1,5
17	42	∩	
18	43	∩	
19	44	▲	1,2 ♂
20	45	∩	
21	100	■	♂

○----- 70 m -----○

Suunnistuskartta Kuusrahka

The race starts with a mass start from the competition centre. At first, runners orienteer to the control with the code 88, possibly through other controls before reaching 88. After this the runners orienteer the forking part of the race. The control descriptions assign each runner to their own order of forking laps (2-4 laps). However, the runner can choose on their own to punch the controls in each forking lap in whatever order they want. After each forking lap the runner must go back to the control 88. After this forking part of the race there is the final part of the race where there is no forking.

In this example course you first punch control 1 and then 2 (which is 88 by code). After this you punch controls 31, 32 and 33 in whatever order you choose. Then back to the control 6 (88) and the second forking lap, which is controls 34,35 and 36. You can punch these three controls in any order you want. Then again back to control 10 (88) and the third forking lap (37,38 and 39). After these you run back to the control 14 (88) and then run the last part of the race with controls 15-21 according to the control numbers so these controls you have to reach in the "normal" order (first 15, then 16...).

In this example there was exactly one control before the control 88. However, it is possible that the control 88 is the first control of the entire race, or that there are several controls before the control 88. In the last part there were 7 controls (15-21) but the amount of controls differs in each age group.