

PRE-EVENT INFORMATION

FROM THE MAPPER:

Karula rogaining map is based on the digital map of the Karula National Park, orienteering maps of the area, Estonian base map, aerophotos and various other sources of information. The digital map of the Karula National Park was made in mid 1990s by some of the best orienteering mappers in Estonia (Kalle Remm, Madis Oras, Kalle Kalm, Avo Veermäe). Orienteering maps of the area outside the National Park are also made mainly by the above mentioned mappers. In addition, Toivo Kotov has kindly allowed to use his orienteering maps. I have made the selection of information, carried out the fieldwork to update the situation (July-August 2008), harmonized and generalized information of various sources and draw the map in OCAD9.

The rogaining map does not reflect passability. Forests (white color on the map) are of very different types, and passability varies greatly. In general, passability and visibility of the forest is better in the flat parts of the terrain. The light yellow color stands for semi-open land and clearings, which again could be of different passability: recent clearings well runnable, some older clearings poorly passable. Darker yellow stands for open land/fields. Note that some of these fields have high grass.

The water level is currently high due to excessive amounts of rain in August. Many ditches are filled with water and marshes are wet. On wide ditches, beaver dams and crossing points are mapped only in the close proximity of controls. Flooded marshes with dead trees are impassable.

The Karula National Park has 2 nature reservations, which are indicated on the map as out of bounds. The boundaries of the two nature reservations are marked on the terrain by the national park administration with signs "Liikumiskeeld" (prohibited to enter) in red color and picture of an oak leaf. Please note that on the terrain there are similar signs around some other protected zones, where there is only temporary prohibition (from March to August), in this case the sign also indicates the dates.

Settlements and farmsteads are also out-of-bounds!

Some specific issues to take note of:

- Only major, high-voltage power lines are mapped. Low-voltage power lines (from power substations to farmsteads) are not mapped.
- Electric fences are not mapped. In particular in the northern part of the map there are electric fences around many fields.
- Some farmsteads are abandoned and partly in ruins.
- Some single-standing buildings and ruins are not on the map.
- There may be some unmapped clearings of recent years.
- The difference between the forest and semi-open land (or old clearing) is sometimes vague.

The map contains a high number of details. Reasonable efforts have been made to update, correct and harmonize the map through fieldwork and behind the computer screen. I trust that the map is suitable for rogaining. However, due to the vast territory, some errors on the

map are possible due to oversight or human error. These would serve as a test of an essential rogaining skill to understand where the map is wrong. Good luck!

Lauri Leppik

FROM THE COURSE SETTER:

There are 63 controls on the terrain. The point range of controls varies from 2 to 9. The first digit of the checkpoint number reflects its point value. The maximum point value for visiting all controls is 345.

All control features are explicitly shown on the map (i.e. are “the” controls). For this reason the prefix “the” has been omitted in control descriptions.

Control markers are well visible from most directions and are normally located about 1.5 meters above the ground. In areas of very good visibility the markers are about 0.5 meters above the ground. Nevertheless, depending on the control feature, the markers may not be equally visible from all possible directions. Control markers have reflectors. A sample control equipment (control marker with the SI station) is in the event center.

The course has been planned and the control features chosen so that teams can plan their route without having to cross very wide ditches or impassable marshes. However, competitors need to pay particular attention to this aspect when planning the order of taking controls. NB! The leg 40-73 is not passable through the shortest route due to impassable marsh.

There are some controls in bogs. In normal years bogs are rather dry. However, heavy rains this August have raised the water level also in bogs, but as a rule, the water level is not over your ankle. In the bogs, please try to avoid running along the traces of previous competitors as the wet peat is soft and will be easily damaged.

There are several controls around the event center in different directions and I hope that various route plans will spread the competitors after the start. Controls near the event center have more than one SI station for electronic punching.

There are 5 water stations on the terrain. Water stations are placed on obvious navigational features (track junctions and crossings) and are described on the control description sheet. In addition, two wells which are in suitable locations and are in public use are also indicated on the map.

Ilmar Kirjanen

FROM THE COURSE VETTER:

Karula National Park is probably the very best terrain, where one can go for a 24 h rogaine in Estonia. I dare to say this because the competition area does include a number of terrain types. The forest types vary, the size and shape of landforms varies. There are wet forests, marshes, swamps, bog forests and bogs. There is very little habitation in large part of the terrain and in the remaining part the dwellings and cultivated land is fairly scattered.

The WRC map is in some parts very detailed, and in general, reliable. The main part of the map is based on orienteering maps. The map is less detailed in flat parts, which are based on the Estonian base map. Several weeks of fieldwork have been carried out during this summer to check the surroundings of controls and probable route choices. Also the impassable marshes, wide ditches, beaver dams and bridging fallen trees have been mapped in many places. However, it is important to note that not everything has been checked and some information may be missing from the map (for example, new forest clearings). In addition, too few slope lines have been used to highlight the direction of the slope. However, in most cases the direction of the slope is evident from the nearby marsh.

The map does not explicitly depict passability. Below are some general hints that may help:

- Vegetation. The forest in northwestern and northeastern parts of the terrain (where there is no ride network) is thick. One should take into account that covering forest in these areas takes more time. On flat parts of the terrain, the moving speed is fast.
- Almost a quarter of the competition area is wet ground. However, wetlands, marshes and bogs are in general fairly passable, although slowing the speed somewhat.
- New vegetation is emerging in some forest clearings (light yellow). You may find that some light yellow areas are poorly passable with new trees over 2 meters in height.
- Some rides are old and are disappearing. They may be hard to notice even during a day and undergrowth is reducing their passability.
- Wide ditch is a very bad obstacle. Impassable marsh is a very-very-very bad obstacle. I suggest to stay away from those.

It is possible for the fittest teams to attempt to take all controls, however it will be very hard. Still, the winners' result is likely to be quite close to the maximum. Although the height of the landforms has little effect on course plan, the factors such as estimated moving speed, big marshes and wide ditches complicate the situation. It is possible to plan a feasible course without crossing any major ditch (which means that you may complete the course and get wet only below the knee), but if you are unable to plan so or are simply unlucky at finding crossing points, be prepared to get thoroughly wet.

The hash house is fairly in the centre of the terrain. Although the hash house is bounded from one side by a lake, there are many controls around, so visiting the hash house during the competition is a feasible option. There are 7 water stations and wells equally distributed around the terrain available also for refilling drink reserves.

The navigation will be challenging. Although there are a many roads, paths and rides, the teams will spend a large part of the course off-path. The navigation will be particularly challenging during the night. There will be over 9 hours of dark time and during the night all hillocks and marsh islands look alike. Moreover, it will be hard to find beaver dams and bridging trees over wide ditches during the night.

Finally, I advise to wear nettle-proof trousers and be careful on public roads and with water obstacles. Good luck!

Tõnis Erm