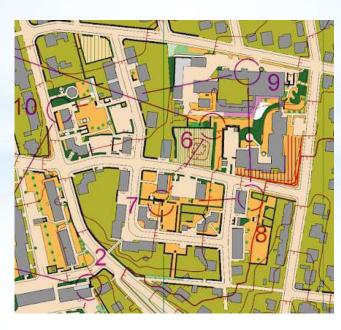
### Milano, 1 Dicembre 2018

Confronto tra le principali gare nazionali della specialità SPRINT e le analoghe manifestazioni internazionali



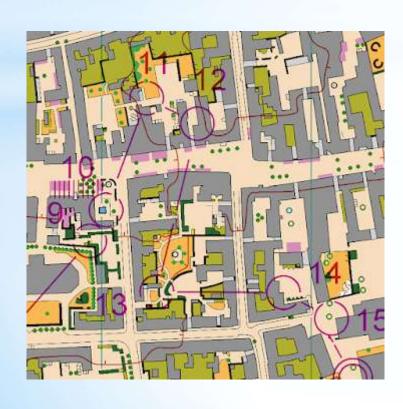
Alessio Tenani





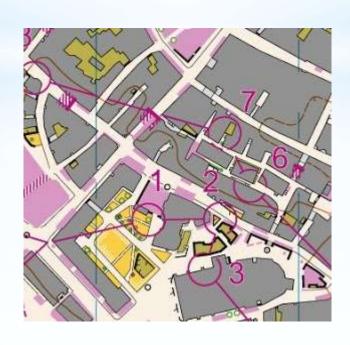


## E' più semplice organizzare una gara «Urban» sprint rispetto ad una gara «Forest» nel bosco?!



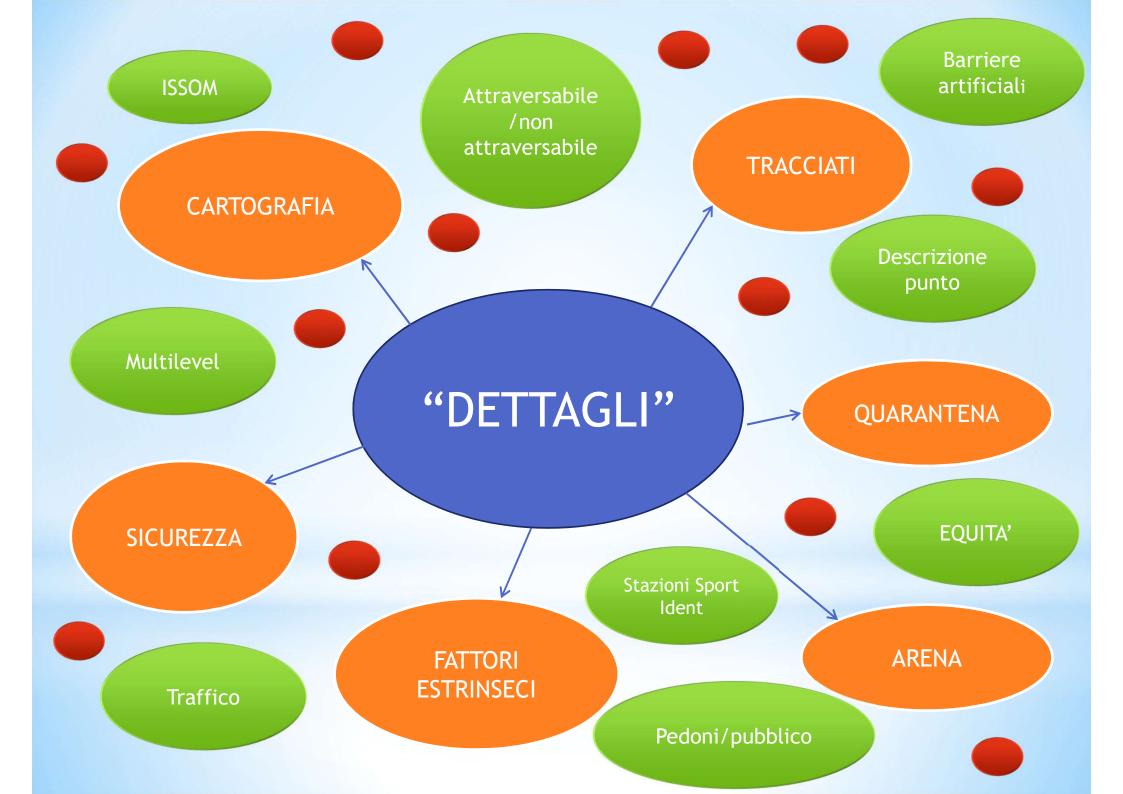


### La differenza principale tra gli eventi nazionali e quelli internazionali è nella cura dei «DETTAGLI»











GREEN BLACK 100% 50%

#### 421 Impassable vegetation (forbidden to cross)

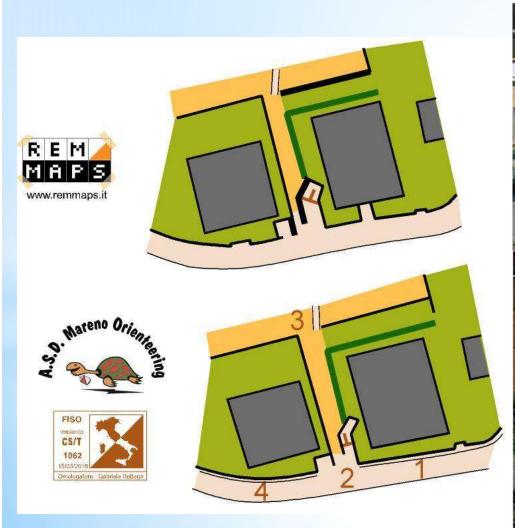
An area of dense vegetation (trees or undergrowth) which is impassable or which shall not be crossed, due to forbidden access or because it may constitute a danger to the competitor.

Colour: green 100%, black 50% (min. 60 lines/cm).

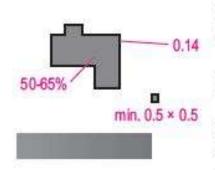
It is forbidden to cross impassable vegetation!

Competitors violating this rule will be disqualified.









#### 526.1 Building (forbidden to pass through or over)

A building is a relatively permanent construction having a roof.

Buildings within symbol area with forbidden access (527.1) may just be represented in a simplified manner. Areas totally contained within a building shall be mapped as being a part of the building.

The minimum gap between buildings and between buildings and other impassable features shall be 0.40 mm.

The black screen percentage should be chosen according to the terrain. A dark screen gives a better contrast to passable areas, such as streets, stairways and canopies, while a light screen makes contours and course overprint more clearly visible (which can be important in very densely built up urban terrain and in steep urban terrain). The black screen shall be the same for the whole map.

Colour: black 50-65%, black.

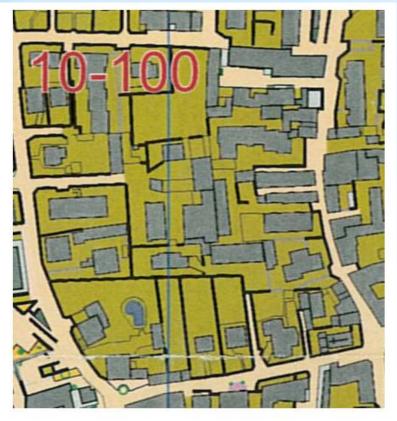
It is forbidden to pass through or over a building! Competitors violating this rule will be disqualified. Features that are important for navigation, indicate runnability, or which shall not be crossed in sprint orienteering, have been listed in Chapter 5. Features that are not important for a competitor taking part in a sprint orienteering event should not be mapped. Examples of this are waste baskets, fire hydrants, parking meters and individual street lights.

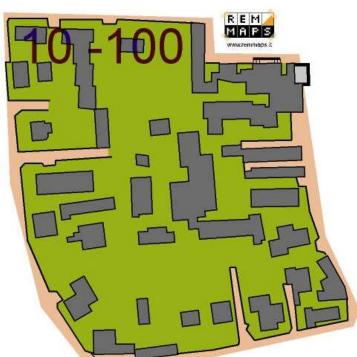
To ensure legible maps, the ISSOM symbol set has been tried out in a number of test prints to provide a well balanced set of symbols that are dearly distinguishable in their size, line width, line type and colouring. In the end, it is the mapmaker's task to produce precise and legible sprint orienteering maps by applying these specifications and generalisation rules, such asselection, simplification and exaggeration.

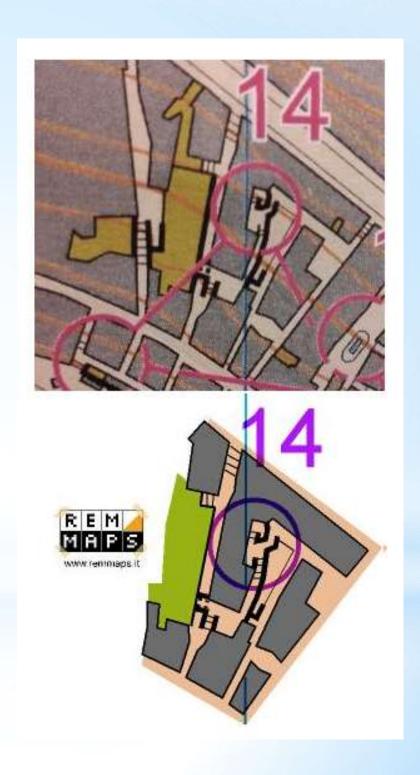
#### 2.2 Barriers - Black line width is used to show passability

- Barriers, such as high walls, high fences and high rock faces, affect route choices and shall be represented unambiguously. Therefore, these features shall be represented with a prominent thick black line.
- Obstacles which can be crossed, such as fences and small rock faces, are represented with a significantly thinner black line than the barrier features.
- Features which can be crossed very easily, such as steps and edges of paved areas, are represented with a very thin black line.

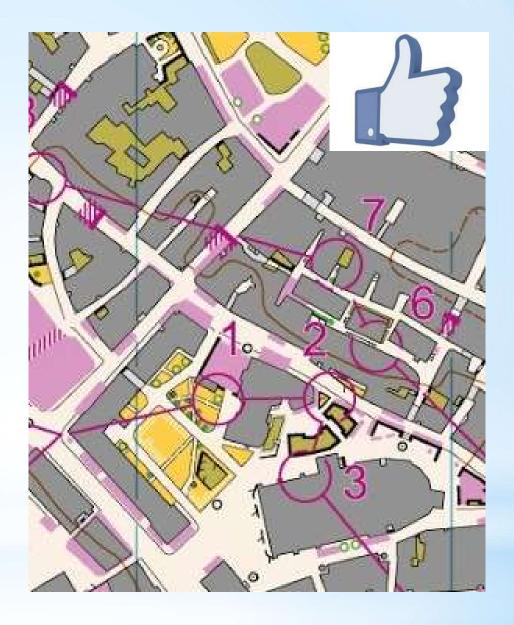
# Generalizzazione correttaNon ambiguità











Taglio linee e cerchi, trasparenza Interazioni con il cartografo

Cura delle descrizioni punto

Angoli acuti (concetto ancora valido?)

**TRACCIATI** 

Mappa vecchia da pubblicare

Eventuale uso di barriere artificiali

Lunghezze adatte

Controllore e prova tracciati Analisi scelte

#### 1 INTRODUCTION



The sprint orienteering format has been defined by the IOF as follows:

 Sprint orienteering is a fast, visible, easy-to-understand format, allowing orienteering to be staged within areas of significant population. The sprint profile is high speed. Sprint is built on very high speed running in very runnable parks, streets or forests. The winning time, for both women and men, shall be 12-15 minutes, preferably the lower part of the interval.



#### 2.6 Collaboration between course planner and mapmaker

The restrictions and constraints of sprint orienteering must be taken seriously by the organizers and course planners. In particular:

- Both mapmaker and course planner should consider all possible route choices and make decisions on impassable features and out-of-bounds areas.
- The course planner should not encourage unfair actions from the competitors, such as crossing barriers
  or areas with forbidden access. If it is unavoidable to set legs that cross or skirt areas with forbidden
  access or impassable walls and fences, then they have to be marked in the terrain, and observers
  should be present at the critical points.
- Control points shall not be placed under or above the main 'running' level.

#### 1 INTRODUCTION

### Lunghezza

The sprint orienteering format has been defined by the IOF as follows:

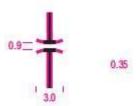
 Sprint orienteering is a fast, visible, easy-to-understand format, allowing orienteering to be staged within areas of significant population. The sprint profile is high speed. Sprint is built on very high speed running in very runnable parks, streets or forests. The winning time, for both women and men, shall be 12-15 minutes, preferably the lower part of the interval.

Gara	Località	ME	WE	1° italiano	1^ italiana
Gura	Localita	WIL		1 italiano	1 Italiano
SRT 1	Susegana	13'17	16'31		2 2
SRT 2	Vittorio Veneto	14'48	14'59		
EOC Q	Bellinzona	12'48-13'33	13'37-14'36	13'13-14'21	14'-22'
EOC Final	Mendrisio	14'44	16'44	15'16	18'21
EOC SR	Tesserete	15'	15'	15'-17'	16'-18'
SRT 3	Merate	15'56	14'31		14'53
woc q	Riga	11'00-11'44	11'43-12'20	11'35-12'47	13'19-13'5
<b>WOC Final</b>	Riga	14'05	13'43	15'50	16'23
WOC SR	Riga	14'	13'	15'	16-21'
Camp.ITA	Martina Franca	12'56	13'41		
WC Final	Praga	14'53	14'51	15'43	
Sprint relay	Mezzano	15-16'	15-16'		
SRT 4	San Giovanni d'Asso	12'18	12'58		13'36
SRT 5	Montalcino	14'52	15'09	14'59	15'38



- Many more restrictions affecting route choice have to be considered in parks and urban terrains, such
  as physical barriers and areas with forbidden access.
- The amount of significant detail in urban terrain, particularly in the centre of old towns, is often much greater than in a forested terrain.
- Not only must the new types of terrain be considered when making the sprint map specification but also the purpose of the map – sprint orienteering – must be taken into account.
- To achieve fairness, it is necessary for mapmakers and course planners to collaborate for closely than for other disciplines.
- The correct mapping of reduced running speed, both to degree and extent, is extremely important for sprint orienteering because of the short winning times.
- In urban areas, it is not unusual to find multilevel areas. ISSOM allows for the representation of simple underpasses and overpasses. More complex multilevel areas which cannot be mapped clearly are not suitable for IOF events.

# EQUITA' FAIRNESS



708 Crossing point

A crossing point through or over a wall or fence, or across a road or railway or through a tunnel or an out-of-bounds area is drawn on the map with two lines curving outwards.

If underpasses or tunnels etc. are to be used in a competition, they shall be emphasized with symbol crossing point (708) or crossing section (708.1).

Colour: purple.

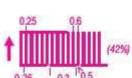


708.1 Crossing section

A crossing section through or over a building, wall or fence, or a cross a road or railway or through a tunnel or an out-of-bounds area is drawn on the map as a linear object, according to the plan shape.

If underpasses or tunnels etc. are to be used in a competition, they shall be emphasized with symbol crossing point (708) or crossing section (708.1).

Colour: purple.



709 Out-of-bounds area (forbiddento cross)

Out of bounds areas are mapped with the symbol area with forbidden access (528.1). This symbol shall only be used for last minute updates to the competition map (e.g. for areas that may be dangerous for the competitors during the competition, or very late changes to the competition terrain).

An out-of-bounds area is shown with vertical stripes.

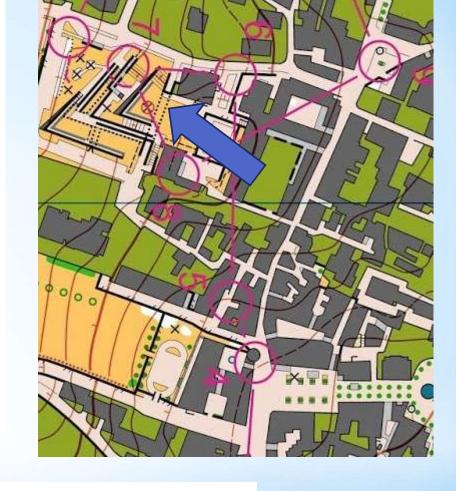
Abounding line may be drawn if there is no natural boundary, as follows:

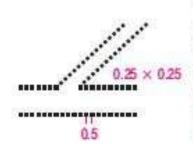
- a solid line indicates that the boundary is marked continuously (tapes, etc.) on the ground,
- a dashed line indicates intermittent marking on the ground,
- no line indicates no marking on the ground.

Colour: purple.

It is forbidden to cross an out-of-bounds area!

Competitors violating this rule will be disqualified.



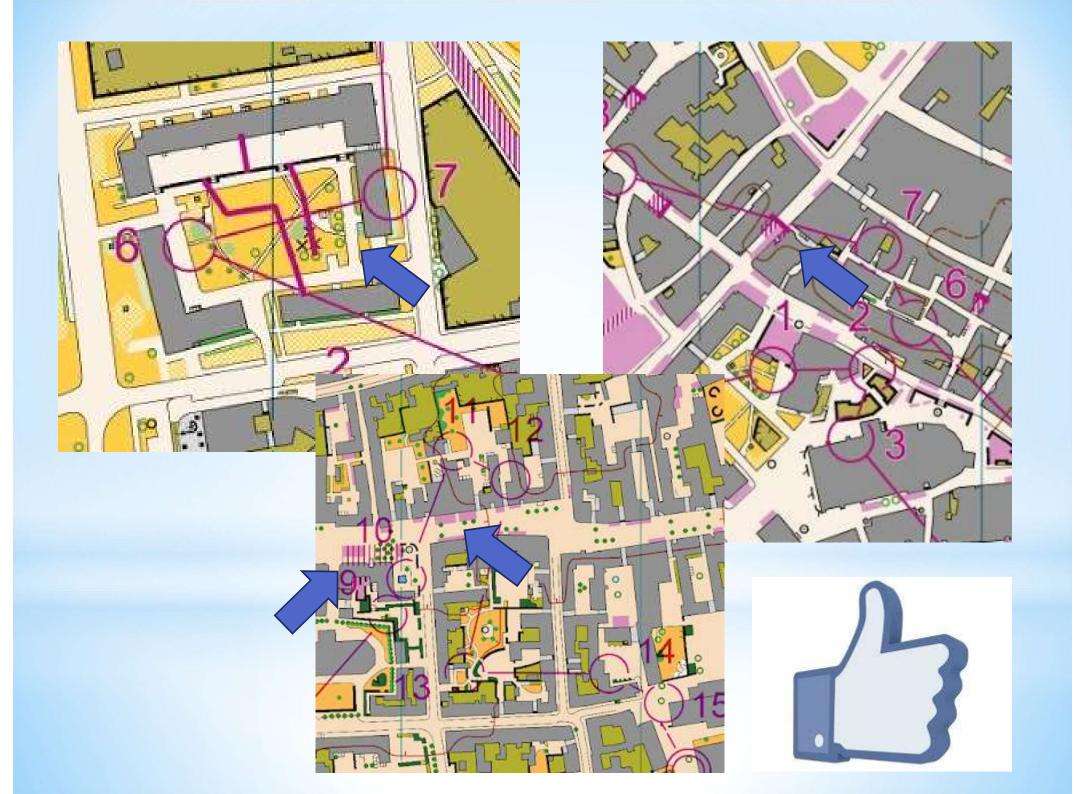


#### 518.1 Underpass or tunnel

An underpass or a tunnel is a passage running underneath the ground, especially a passage for pedestrians or vehicles, crossing under for instance a railroad or a road.

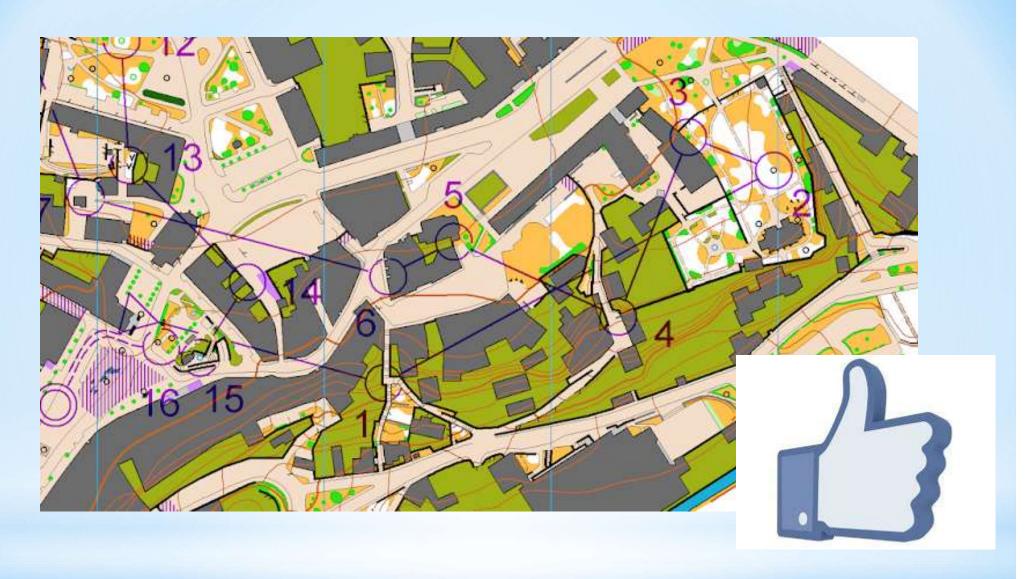
Colour: black.

If underpasses or tunnels etc. are to be used in a competition, they shall be emphasized with the symbol crossing point (708) or crossing section (708.1)!

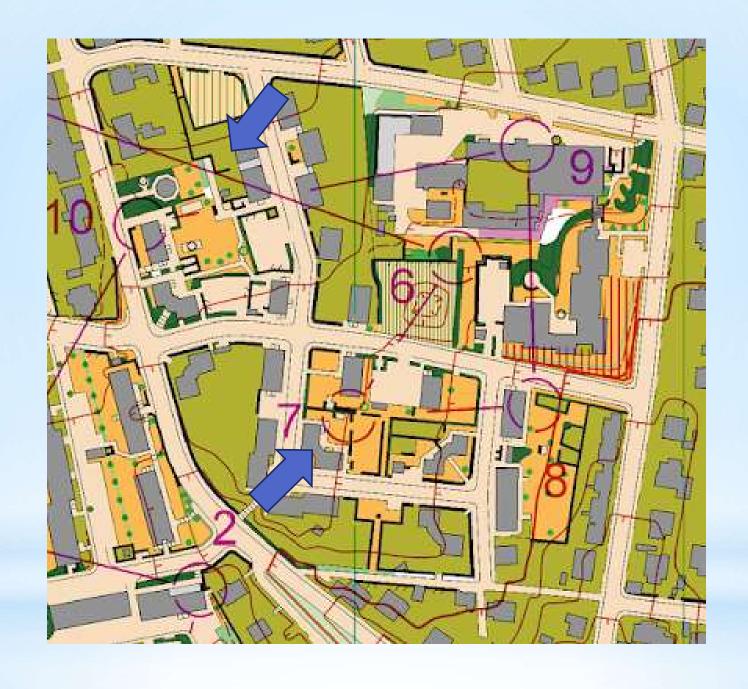




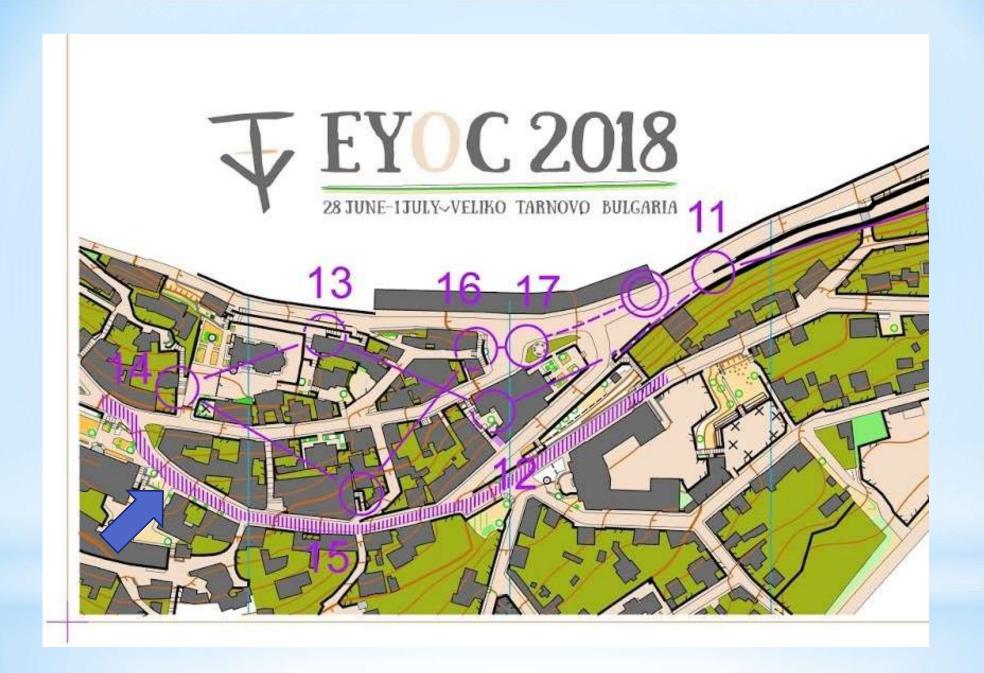
## Passaggi non chiari o non a norma



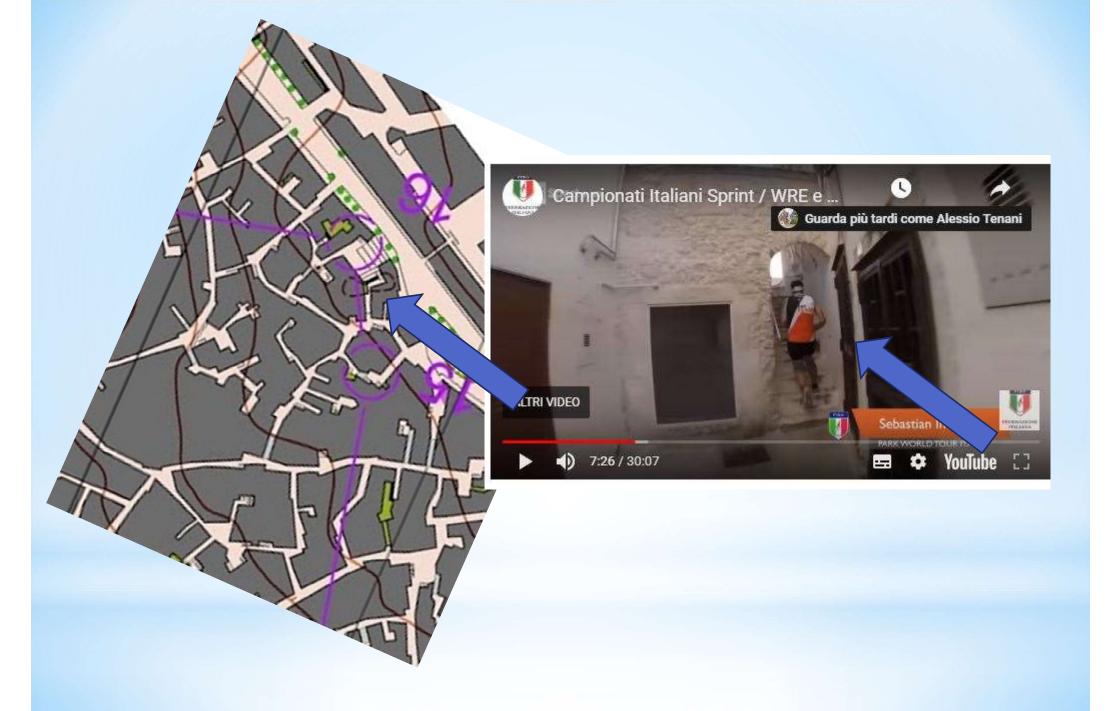
Esiste ancora il concetto di «angolo acuto», per quel che riguarda un tracciato sprint?



Taglio linee e cerchi anche troppo esasperato



Corsa consentita sul marciapiede, passaggio poco chiaro

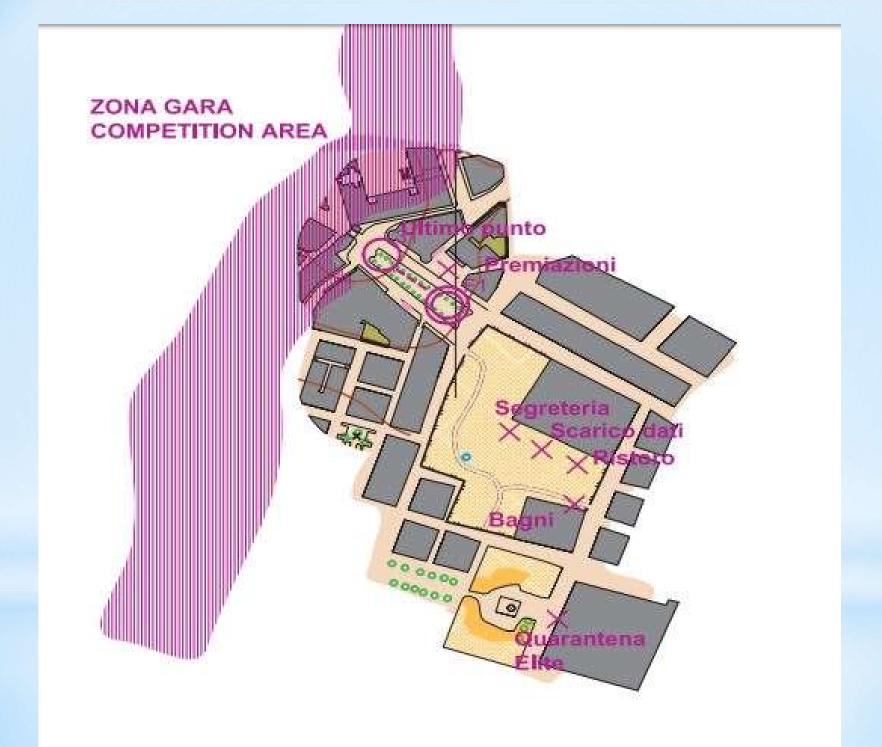


Passaggio non chiaro vedendolo in mappa = mettere foto sul bollettino o far sì che sia una scelta obbligata mettendo il punto in cima (non una delle possibili scelte)



Esempio di errata cartografia e scelta del tracciatore, che porta ad una gara non equa





Esempio di quarantena poco adatta (spazi stretti, senza warm up map, poca chiarezza, promiscuità in partenza)



16:30, Sabato 8 settembre 2018 Warm up quarantine

Aggiungi una descrizione









Aggiungi altri

STRAVA LABS Visualizza Flybys > 2,15 km 16:24 Distanza (?)

Tempo in movimento 7:36/km

Passo

Dislivello

3 m

Calorie

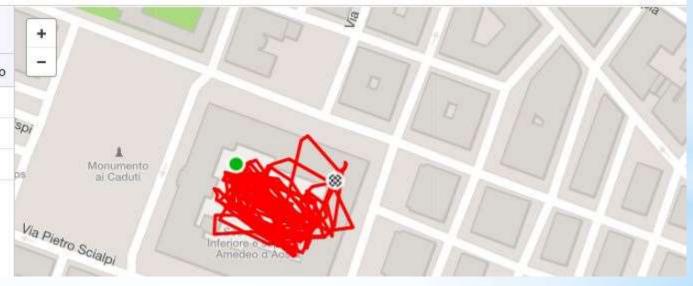
Tempo trascorso

Garmin Forerunner 630

17:00

Scarpe: La Sp

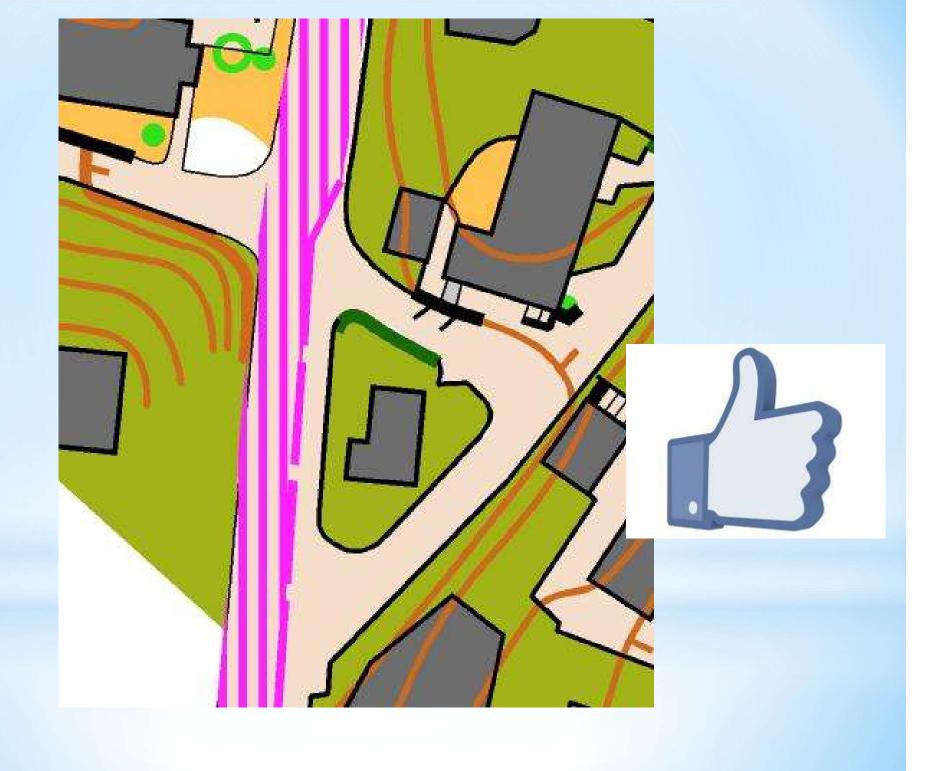
Intertempi							
KM	Passo	PBP	Dislivello				
1	7:50 /km	7:50 /km	-0 m				
2	7:10 /km	7:06 /km	0 m				
0,14	9:10 /km	8:40 /km	2 m				

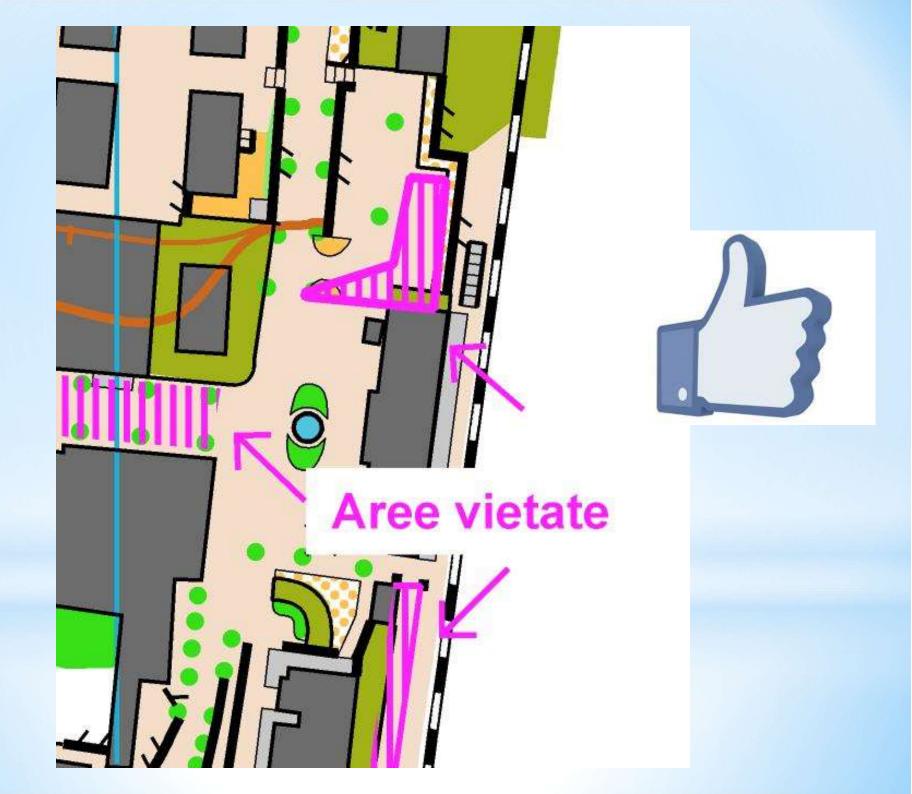








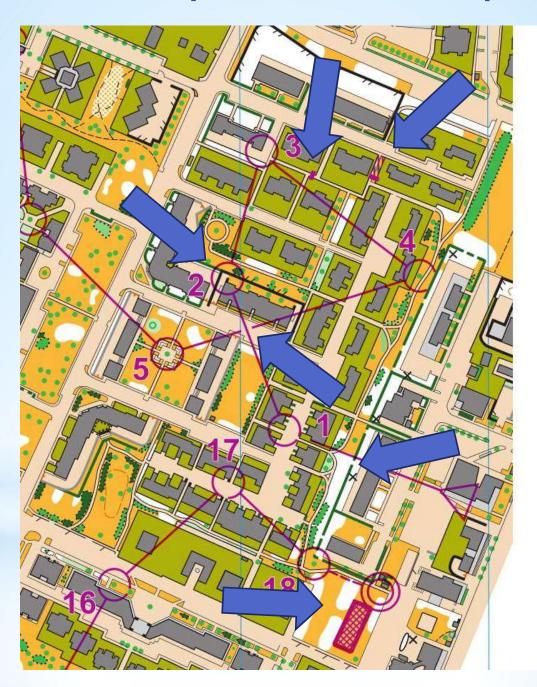






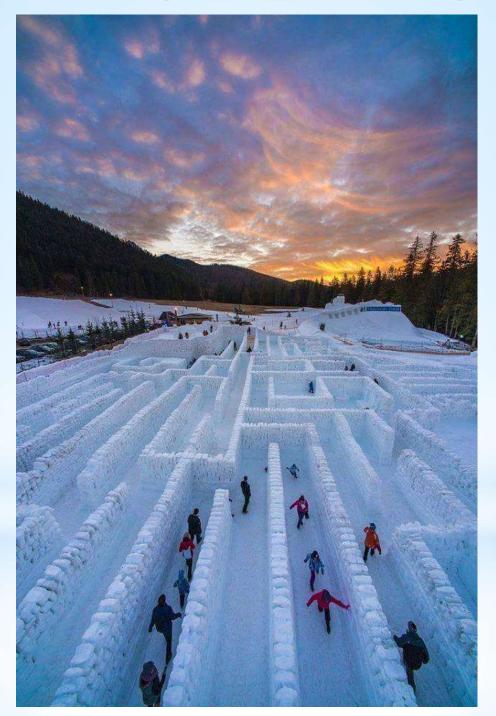


### Avere fantasia e stupire i concorrenti (in positivo)





### Avere fantasia e stupire i concorrenti (in positivo)



Quindi...E' più semplice organizzare una gara «Urban» sprint o una gara «Forest» nel bosco?!

Grazie per l'attenzione

Buone sprint a tutti!

https://sprintorienteering.blogspot.com/

**Alessio Tenani**