

## ***Feedback on Comments from The Dowards League event***

Many thanks to all those who offered comments on the Dowards events; all were positive and helpful.

Almost all comments related to map clarity:

- It was felt that for at least part of the area all courses should perhaps have had 1:7,500 maps, owing to possible confusion in the steep areas between paths and smaller crags with no tags - required to try and provide the necessary separation in places.
- The clarity of the course overprint was criticised, though fairly specifically, rather than generically

In addition, it was suggested that the step up from Orange to Short Green is quite large, and a Light Green course would help youngsters moving on beyond Orange.

## **Follow Up Actions**

The map scale issue is area specific, but we will bear it in mind certainly for this area, and possibly for others if we feel the problem arises on those. We have only very recently switched to two scales, broadly in line with BO rules, and will generally adhere to those, in particular the Alternatives offered, to be consistent with what runners will generally see at other events.

For level D events where there is no controller, we will introduce a course overprint check by one or more experienced orienteers before printing the maps. This will of course depend on finding volunteers who can do that without jeopardising their run at the event!

Regarding adding a Light Green course to the league, we have been mindful of the difficulty we have in recruiting planners, and feel that yet another course at a local event will put more people off planning. We also feel that we have almost no TD5 terrain in our area, so that in practise the Short Green, of similar length to a Light Green, is broadly a TD4 course anyway. Only one leg at The Dowards was felt to be inappropriate for a Light Green course. We will therefore encourage those looking to step up from TD3 to enter the Short Green, but will try to provide shadowing if requested, or if we feel there are legs which might prove too difficult or risky for a TD3 runner.