# 2016 Partridge Run Meet Notes

## **Parking and Amenities**

- 1. The Registration/Start/Finish area is at the junction of Bradt Hollow Road and Cook Hill Rd.
- 2. The parking area is modest. You can try parking on the grass adjacent to the semi-paved area, or else along the South side of the road.
- 3. There are NO FACILITIES of any sort anywhere in Partridge Run. Come prepared.

## **Safety**

- 1. The area is mostly bounded by roads, and completely by State Land boundaries. The Yellow/White courses are near Bradt Hollow Road, Cook Hill Road, and Shultes Road. Red/Green/Orange courses are bounded to the north by Bradt Hollow Road, and to the South by the State Land boundary, and the major powerline just south of the boundary. They will cross over Shultes Road to the west, but then return again to the east, so very soon Shultes Road is western boundary. The eastern boundary is the state land boundary, which runs all the way from the powerlines up to Bradt Hollow Road. If you run into trouble, get to the nearest road, and work back.
- 2. Cell phone coverage exists but is very poor (one bar at best), so do not count on that as a safety feature.
- 3. There is no particular hunting season on right now, but small game and coyotes are pretty much always in season, so there may be a few hunters around; plus, you may hear gunshots from firing ranges miles away. It is very safe, but wearing bright clothing is always a good idea.
- 4. The weather has been really weird so far this year. The ground is much drier than normal for Spring, but that could change, as we have some late season snow and rain coming. Due to its elevation PR is substantially cooler than Albany, and even somewhat cooler than downtown Berne, but be prepared to deal with cold. The Red course will have 2 water stops, and the Green and Orange courses will have 1. The White and Yellow courses will not have water stops. Everyone should consider carrying their own water.

#### Course Statistics

Course	Distance	Controls	Water Stops
White	1.5k	7	0
Yellow	2.0k	10	0
Orange	3.9k	10	1
Green	5.1k	9	1
Red	5.9k	11	2

### Map/Course Notes

- 1. The map is printed at <u>1-10,000, with 5m</u> contours, printed on "letter" size (8.5 x 11) paper. Because this map is a section of the overall Partridge Run map, the North lines are more widely spaced than usual, at 1 kilometer, so there are only two on the map.
- 2. The map uses standard orienteering symbols, but also includes some less common symbols developed by Mark Dominie. There is no legend on the map, but there will be some available at the Start to look over and/or carry with you. Some particular things to note:
  - a. Trails are shown in black, and their different levels reflect the most common uses of those trails:
    - The "vehicle track" symbol is used for wide trails which are mostly intended for snowmobiles;
    - In "rough open" areas, the snowmobile tracks are pretty much invisible except in winter, so don't expect to see a trail, just work with the edges of the rough open;
    - The "footpath" symbol is used for trails which are nominally ski trails or hiking trails;
    - The "small footpath" and "indistinct footpath" and "narrow ride" symbols all show levels of semi-open paths which are much less likely to have been used by anyone recently.

- b. Vegetation as shown on the map is a hybrid:
  - It shows some vegetation info produced by the software program "Kartapullautin"; those areas have been minimally checked for vegetation density by me; but I have not as yet observed any big issues while checking the control locations. I would say that generally some places could be mapped more light green than white, as it doesn't seem to recognize areas with much deadfall or saplings.
  - Areas with larger blocks of green have been determined by me to be indeed at least light green, or medium green, as shown on the map.
- c. The area is crisscrossed with stonewalls in various stages of ruin. They are mapped at four different levels: solid, ruined, very ruined, linear stony ground. Only the last sort might be hard to notice in places when crossing one (but if you see it, you can follow it, which can be useful).
- d. The State land is outlined in Red, with the tag lines pointing towards the State land. This is the only land you are allowed on, but in this section of PR that won't come into play, except that there is one small "in-holding" shown on the map, which is both surrounded by the red boundary line and marked with the Out-of-Bounds" symbol.
- e. The "beaver dam" symbol (and to a lesser extent the "beaver lodge" symbol), could very well be important in your locating or re-locating, and in your route choices.
- f. There is one new symbol which Orange/Green/Red runners should be aware of: it is a "ruined fence" symbol, but is shown in purple. The reason for this is that there was a lot of hard to see barbed wire on intermittent points along the lines shown. I cut all of it down, but it is still there on the ground, and everyone should be careful passing over those lines.
- 3. While the map is getting checked and re-checked all the time, as I set courses and wandered, it has not been completely checked everywhere, as one might expect from a professional mapper. I think I've covered most everything along the probable route lines, but I'm sure to have missed things. So, in general, the regular O-map caveat applies: "What's shown on the map is there; but there may also be other things not shown on the map". In the case of this map:
  - a. The most common un-shown items will be rootstocks; I have tried to show them in relevant places, but there a zillion of them, and it just gets confusing and boring. Where I found some distinct and separate ones I mapped them, and I mapped a few areas of many clumped together with brown X's without much care as to the exact placement of each one. Where there is a control on a rootstock, expect it to be exactly mapped.
  - b. There are also areas with many possible knolls and/or small depressions; I have tried to use a consistent standard on what is mapped, but you may well see some that are not mapped which you think should be shown. Also note that many (but not all) of the mapped knolls are rock, but with much moss and other things growing out of them.
- 4. The ground is actually much drier than usual for this time of year, but expect to get your feet wet. Marshes may be somewhat expanded from how they are mapped (most mapping has been done in the Fall).
- 5. For Red/Green/Orange competitors, there are "Clue Sheets" available at Registration/Start. The clues are also printed on back side of the map, using orienteering symbols without English translation. You can look them over before your Start, and ask for definitions if you aren't familiar with any of them.
- 6. White/Yellow competitors will not have separate "Clue Sheets", but the clues on front of the map will be in English rather than symbols.

## **Final Thoughts**

- 1. You MUST check in with the Start/Finish crew if you have been recorded as starting the event, no matter what; we need to be SURE that everyone has returned; this is for YOUR safety, as well as our peace-of-mind.
- 2. If you think you have seen things on the map which should be adjusted, please let me know; I will certainly research areas where anyone has seen something they do not think is correct.
- 3. Have FUN!