

Rattlesnake map and terrain notes

Rattlesnake Hill Game Management Area, along with adjacent and nearby state lands, consists of approximately 30 km² of terrain. This area was base mapped by Stirling Surveys using high-quality aerial photos in 2004, and the base map was enhanced through significant field checking by ROC members to yield a map that was much better than a typical rogaine map, but which was not orienteering quality. The club used this map for a 3, 6, and 12 hour rogaine in the fall of 2005.

ROC hired top mapper Mark Dominie to field check and map, in the spring and early summer of 2009, approximately 10 km² of Rattlesnake Hill to orienteering standards. This is the terrain utilized for the 2009 US Ultra-Long championships.

Rattlesnake Hill offers a wide variety of terrain types.

- A large part of the area is open woods, generally well runnable. Some of this terrain is quite detailed contour-wise, while other parts are hilly but with fewer features, and parts are relatively flat.
- Many small streams cross the area, there are numerous ponds, and a few marshy areas.
- Rock features are few but not non-existent (ruined stone walls, linear sections of rocky ground, rock piles, and very occasional boulders).
- There is a moderate trail/road network, consisting of everything from dirt roads open to the public, to well-used vehicle tracks closed to the public but used by DEC vehicles, to wide trails, single-track trails, and a fair number of indistinct horse trails that are recognizable more by blazes on trees than by a worn-down path.

Much of the light green area consists of pine trees, which offer generally good visibility and good footing, but progress is slower than in white-mapped woods due to numerous branches protruding at knee to head level. There are some areas of unpleasantly thick vegetation, mapped as medium green or dark green, but this is a very small percentage of the competition area.

Areas mapped as **open land or rough open land can vary between one or the other, depending on when they were last mowed**. The DEC has, within the last 4-6 weeks, done extensive mowing, and most but not all areas mapped as open land do in fact have fairly short growth. Even with recent mowing, though, the open-land areas are fairly rugged (rough ground, ready to twist any unsuspecting ankles).

There is one **special symbol** used in this map. A **“green stone wall” symbol (like the stone wall symbol, except green instead of black) refers to a line of rootstocks**. There are multiple instances of this feature.

Rattlesnake course notes

Despite the name Rattlesnake Hill, the hills, while numerous (and with few really flat areas), are generally not terribly steep. Climbs for the courses, although not insignificant, are not extremely high as a percentage of distance.

All courses except for White and Short Brown are approximately **double** the expected winning time of a typical “Classic” or “Long” course. The Short Brown is offered for those advanced orienteers who want to take part in the meet but who may not want to be out on the course for as long as the Long Brown would require. Note that the Short Brown course is not part of the championships. The time limit for all courses **is 5 hours except for White and Short Brown; for White and Short Brown, the time limit is 3 hours.**

White and Yellow courses have control descriptions in IOF symbols and in English; all other courses have IOF symbols only. Control description sheets will be printed or pasted onto each map, and will also be available at the call-up line.

The **Red X, Red Y, and Blue** courses will use a 1:15000 map scale, while all other courses will use a 1:10000 map scale. The contour interval is 5 meters on all courses.

Red X, Red Y, and Blue courses will each have two maps, both given out at the start, arranged back to back in the map bag, and designated as Red X1 and Red X2 (etc.). The two back-to-back maps cover the same general area as each other, and are split into two maps strictly for legibility of the courses (to avoid too many overlapping connection lines or control circles close together, for example). There will be a two-control overlap between map 1 and map 2; for example, if the last control shown on map 1 is control #10, the first control shown on map 2 will be control #9.

The assembly area for all courses is approximately 2.5 miles from “downtown Ossian”. There will be buses leaving every 15 minutes, starting at 8:00 a.m., from the Ossian Community Center, where competitors will park, to the competition area. The call-up line for the start is very close to the assembly area (about a 1-minute walk). Similarly, the finish is very close to the assembly area as well. The call-up line for all courses is the same, although the start triangle for the White course is very close to the call-up line, while the start triangle for all other course is about 150 m from the call-up line, in a different direction than the White start triangle.

Important information for the White course:

1. There are no streamers from the last control to the finish (this is the case for all courses).

Important information for the Yellow course:

1. A double row of black dots is a broken down stone fence that is not very high.
2. From control #5 there are streamers to take you PART WAY to control #6, the streamers will end at the ruined stone fence.
3. A part of one trail (between #7 and #8) that is less distinct has been streamered.
4. There is a copse (stand of trees in a field) in the general vicinity of control #10 that has been streamered off because there is a bee hive. DO NOT go near the streamered area, there is no control there!
5. There are no streamers from the last control to the finish (this is the case for all courses).

Important information for the Orange course:

1. There is a copse (stand of trees in a field) in the general vicinity of control #9 that has been streamered off because there is a bee hive. DO NOT go near the streamered area, there is no control there!

Water stops: There are nine water stops in the competition area, one of which is a manned aid station, and three of which have a sports drink and food as well as water. None of the water stops are at controls, but all of the courses are designed to pass very close to one or more of the water stops (the longer courses, multiple times).

Important: The notation used to distinguish a water stop, from a water/sports drink/food stop, from the manned aid station, is as follows:

Water only:



Water, sports drink, food:



Manned aid station:

