Gallamuir Night Event 8.11.17
Analysis

Summary

1) First night o of the year. Wise to be cautious. Check the compass more to confirm direction.
2) Don't move off from a control before deciding on your next routechoice and making a plan for the start of the leg.
3) If you're going to change your routechoice through a leg make sure it makes sense from where you are at the current time.

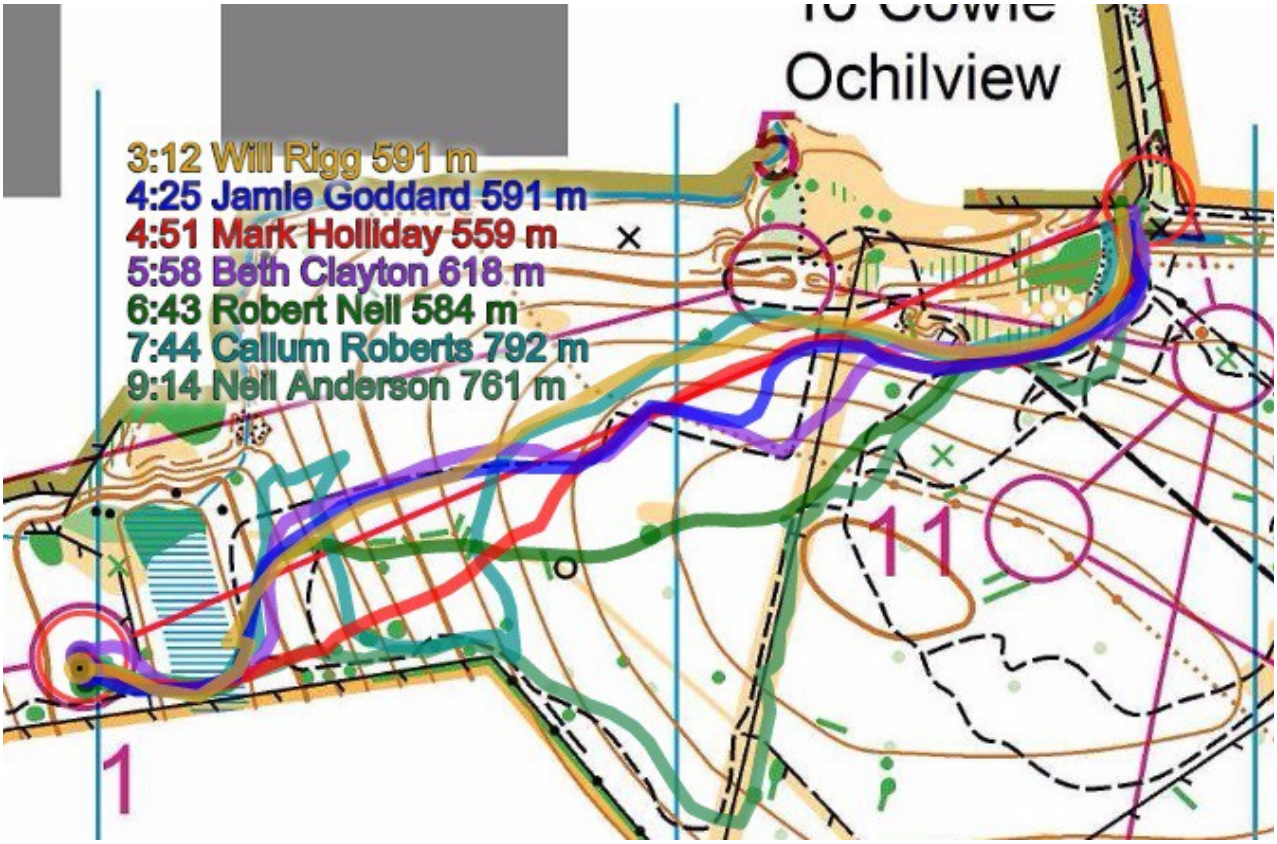
Long: 3 GPS tracks + 2 on Routegadget
Short: 4 GPS tracks

The analysis below was done using 2drerun, this link takes you to the page allowing you to open the map to replay routes etc. The map is from the short course. GPS routes on the Short course are preselected but you can also show the long course GPS routes available.

Notes:

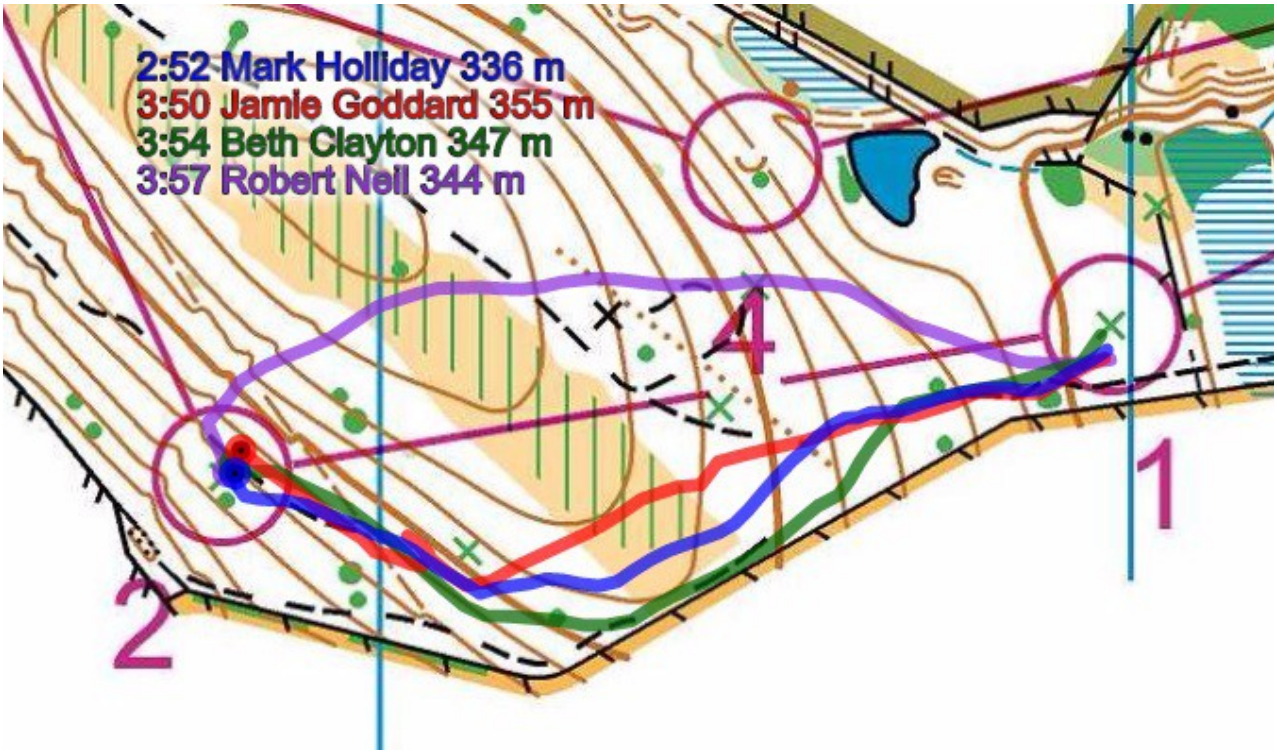
- Short course controls are analysed with associated legs on the Long course.
- The times in the map segments are calculated from GPS and not the timing system so are not super accurate.
- Control numbers match the short course.

If you have any questions, suggestions or comments you can can contact me (Chris) at developmentofficer@fvo.org.uk



1.
First leg on the first night event of the year. Good time to be cautious and get into into it again? There was a long run out to the start kite, plenty of time to select your route and make plans to carry out the route. I like Beth's route (purple). Mostly paths (fast and navigationally secure) but cutting the occasional corner.

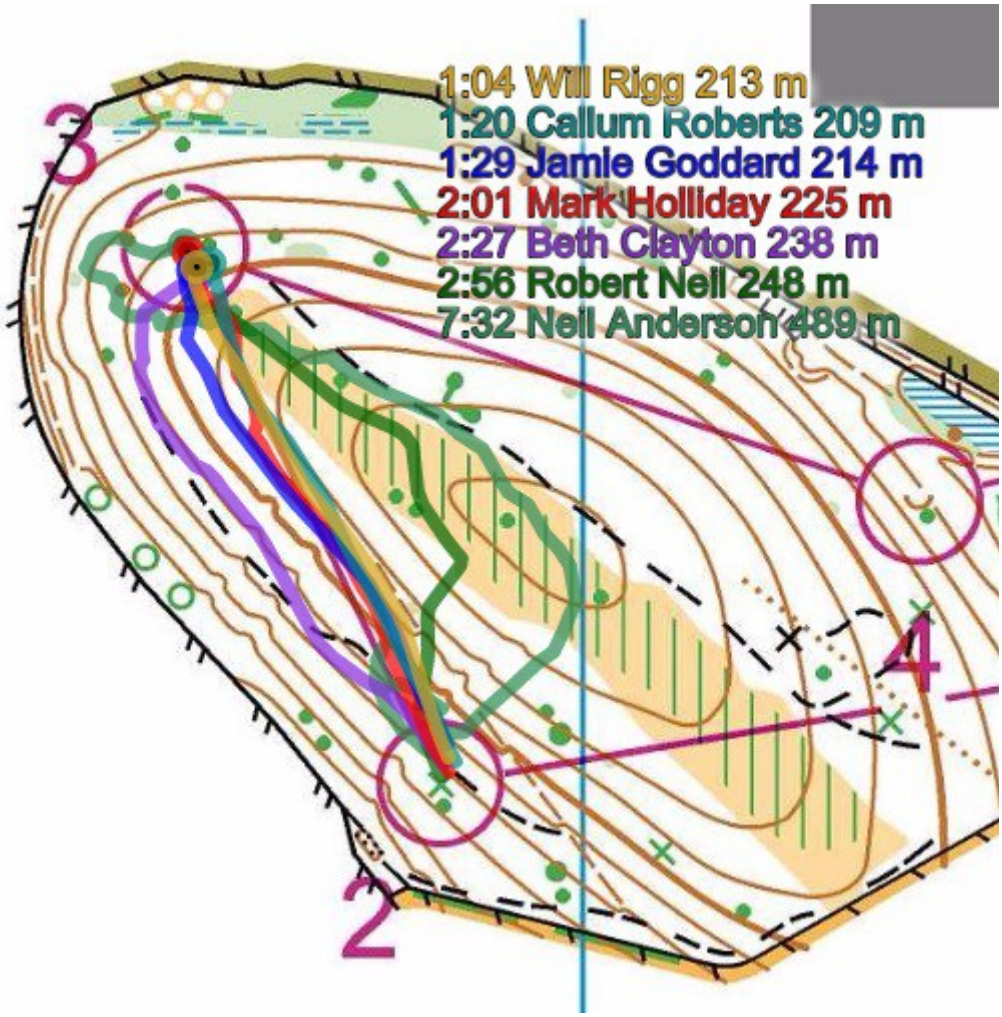
Once you got towards the end of the leg the marsh was a large and obvious attackpoint and people seemed to have little problem finding the control (looking at GPS/RG).



2 Short only

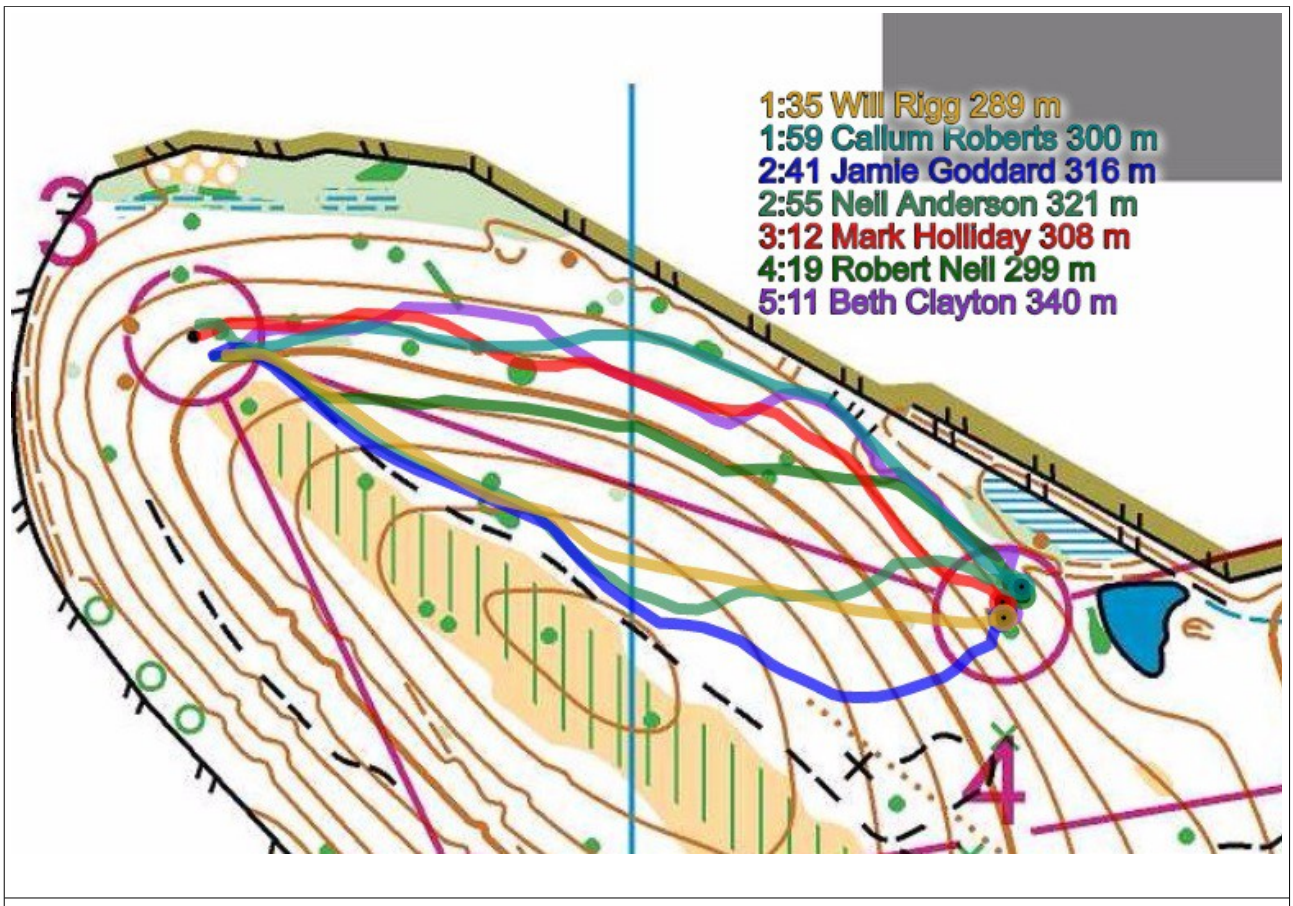
At first glance seemed straightforward but due to height on slope required more caution. Best strategy seemed going round fence and contouring along using one of the bushes by the fence to judge height.

Robert's route (purple) using bush in the open on top of hill and then using re-entrant (I'm guessing that's what he used) is fine but requires more caution as features aren't so distinct (especially at night). Therefore it is probably slower compared to the route along the fence which is easier allowing for more confidence and therefore greater speed.



3. Short and Long
Fairly straightforward. Run along to end of hill and control is just after the open area.

Neil makes a mistake here which looks like poor direction as he comes out of the open area. This is especially easy at night. To avoid this keep checking the compass when the features aren't so clear.

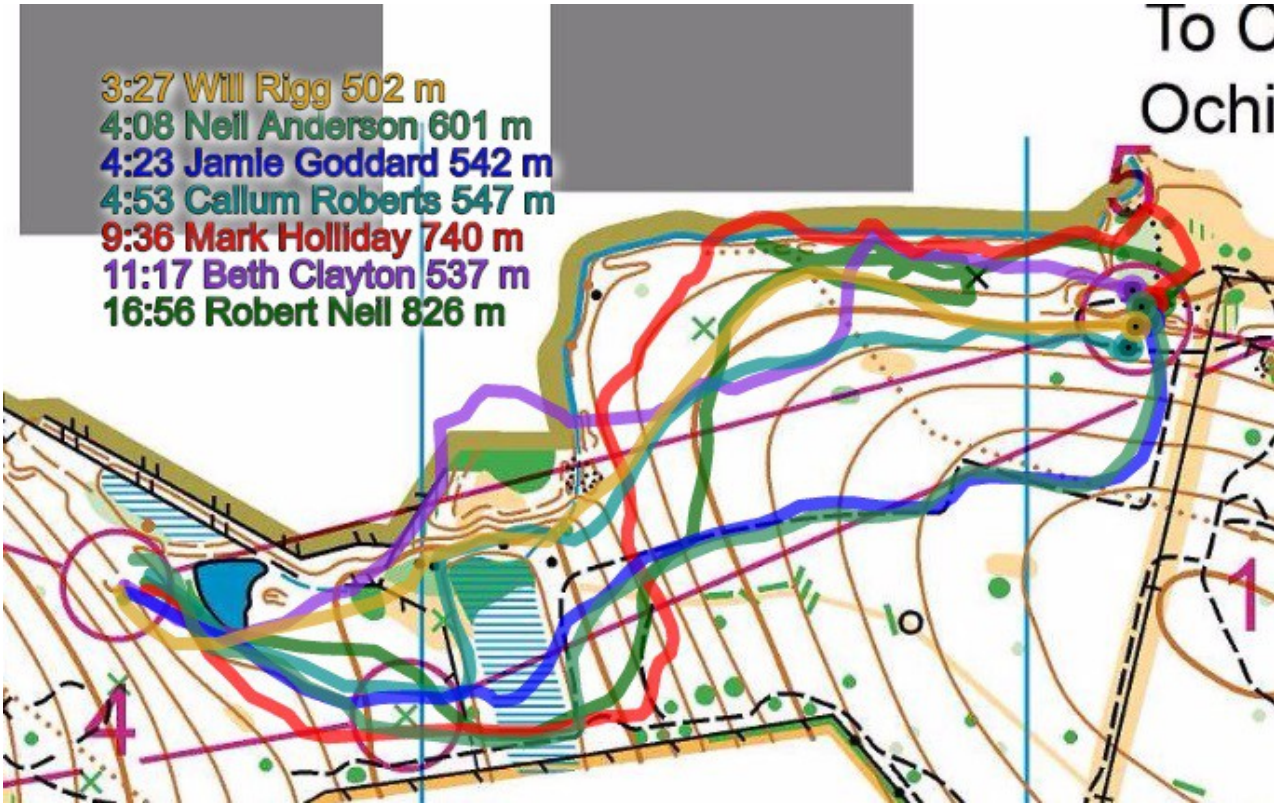


4. Long and Short
All our GPS runners seemed to hit this control well.

The route to the right (south of line) is probably slightly faster due to better runnability on the path (even with hill) but requires more precision to drop down in the right place. Neil Kitching took this route and overshot control to SE (see Routegadget) although seemed to realise fairly soon where he was and went back.

Contouring from 3 is still a good option. Here maintaining the right height should mean you see the bush behind the control even if you're slightly too high or too low.

On both routes the pond behind the control acts as a collecting feature to stop you going too far, although maybe tricky to see in the dark(?).

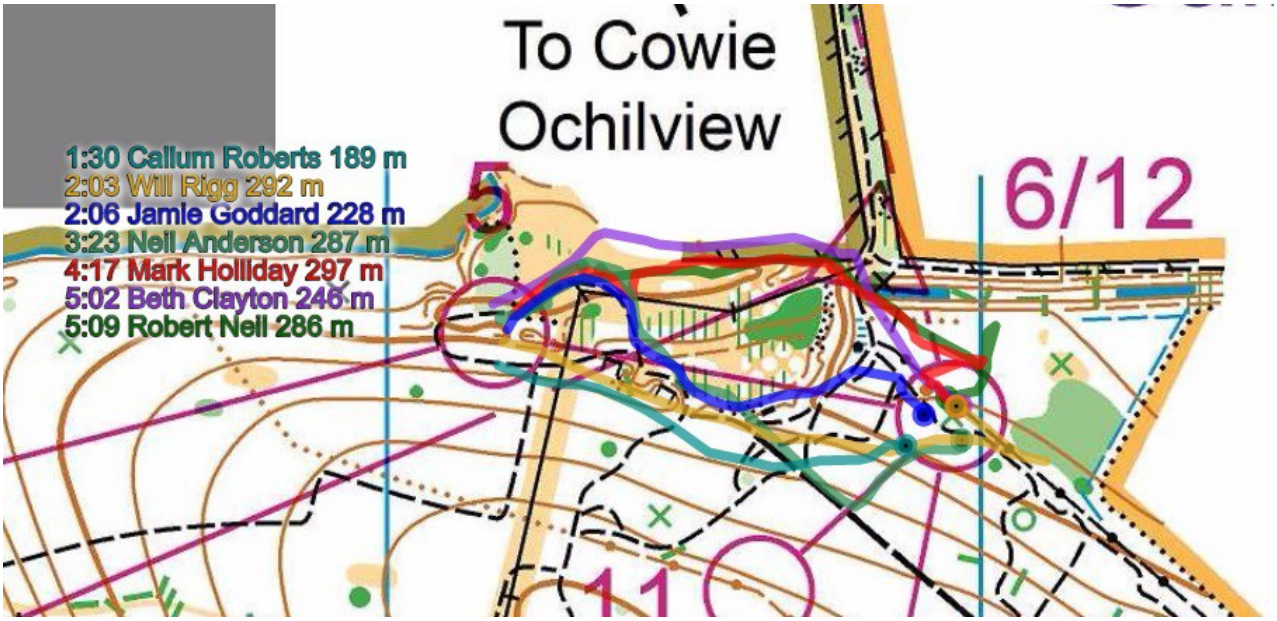


5. Long and Short

A nice variety of routes here.

Will's route (yellow, straightish) is probably the quickest if executed well. The path option to the right is safer (maybe even cutting diagonally where the path bends near to the gully would be as quick as Will's route?).

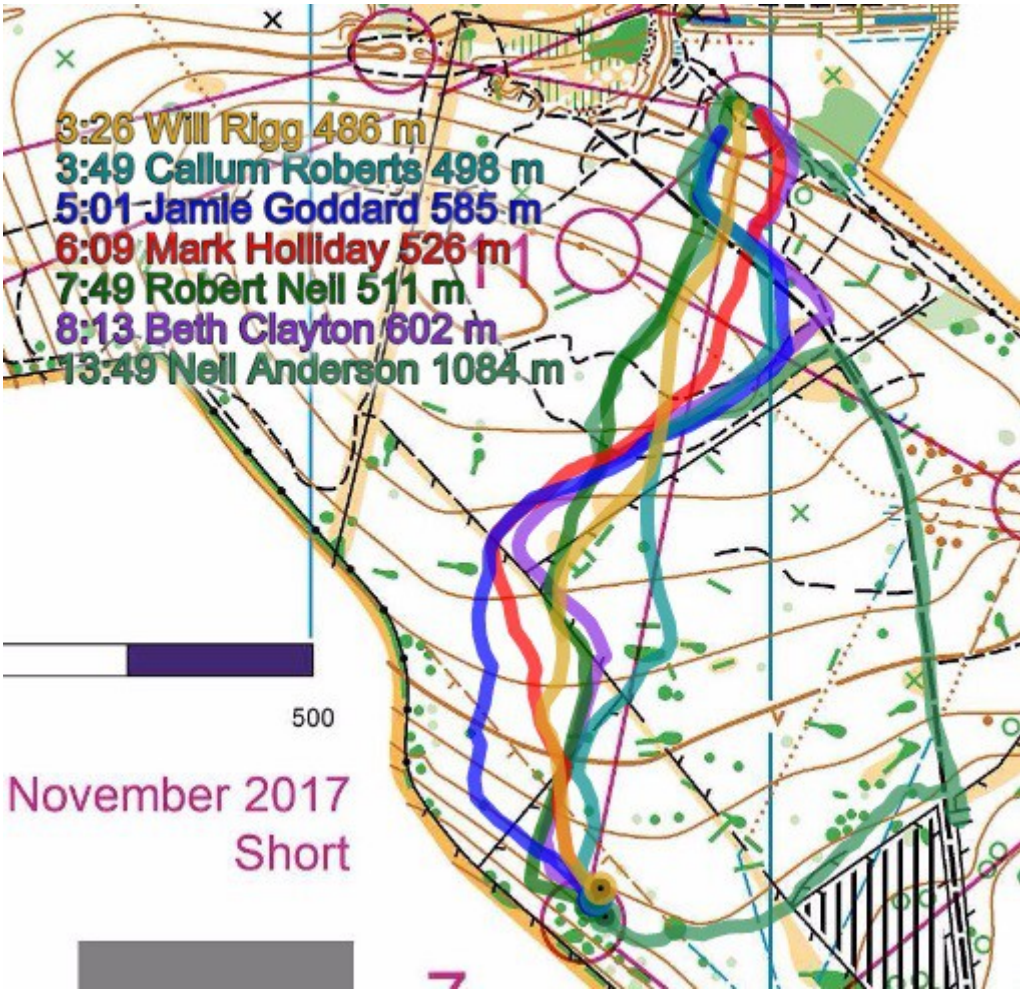
Callum seems to change his mind on which route to take during the leg (he's heading towards the path before turning sharply and joining Will's route) losing considerable time. If you're going to change your routechoice through a leg make sure it makes sense from where you are at the current time.



6.Long and Short

Short leg, turning you before another long leg.
Right is probably quicker (shorter and more on path).

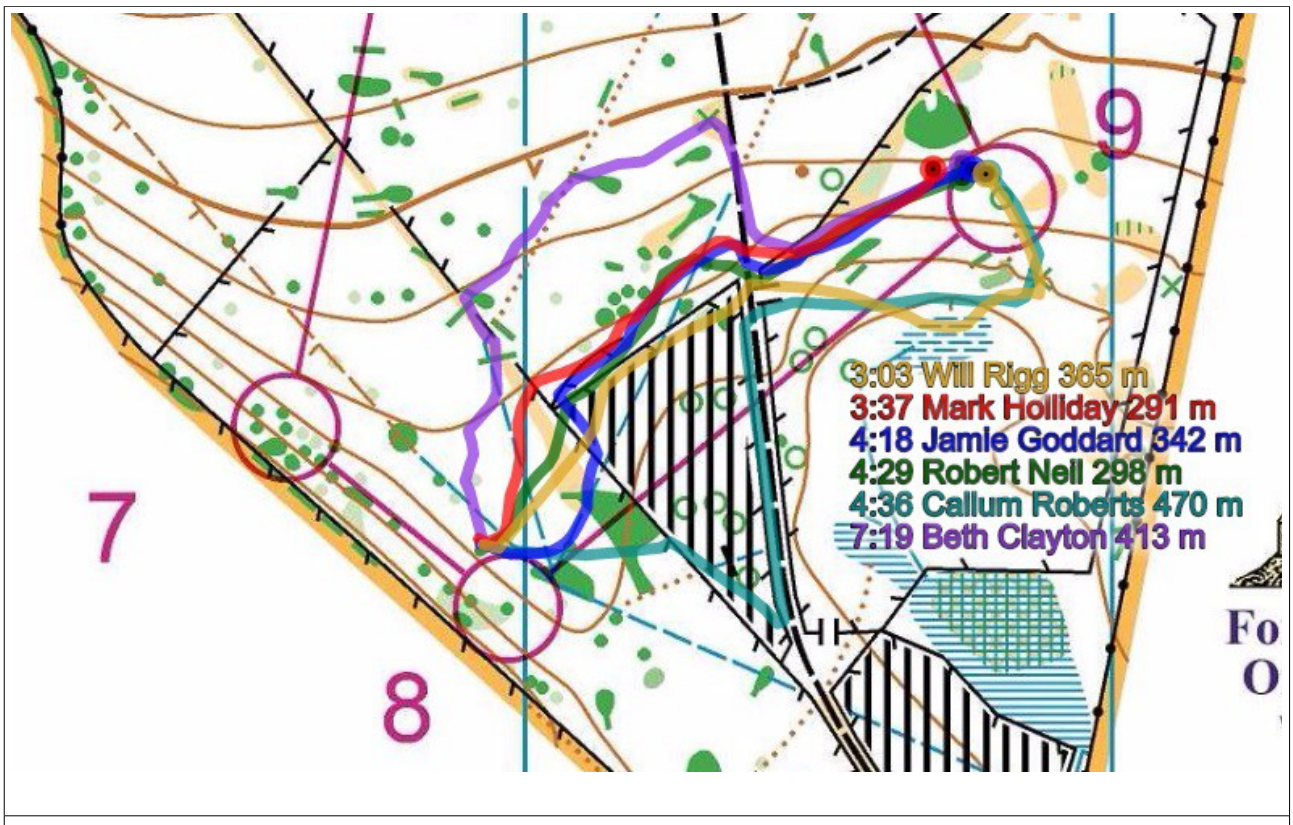
A couple of people exit 5 to NW before looping round. I observed one of them doing this – it was more that they punched the control and started moving away anticipating the route to the next control instead of knowing which way they would go. By the time they decided which way to go they had to loop round to join that route. If you haven't decided on your route to the next control and planned which way you will exit the current control then stop when you punch the control and make a plan before moving off.



7. Long and Short

Generally people went west of the line. This offered greater security with the fences.

When approaching the control it was best to aim slightly to the west and then contour once you hit the steeper part of the slope and/or saw the bushes.

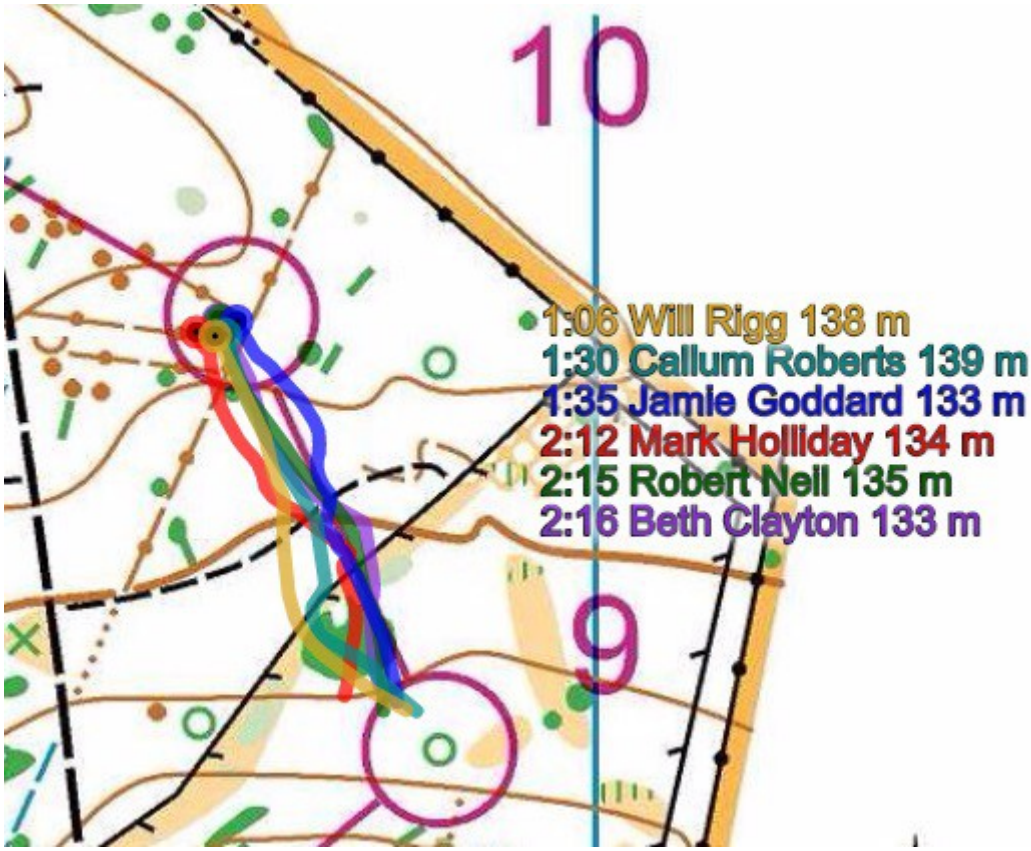


8 (GPS data round here isn't very accurate so no point showing tracks)

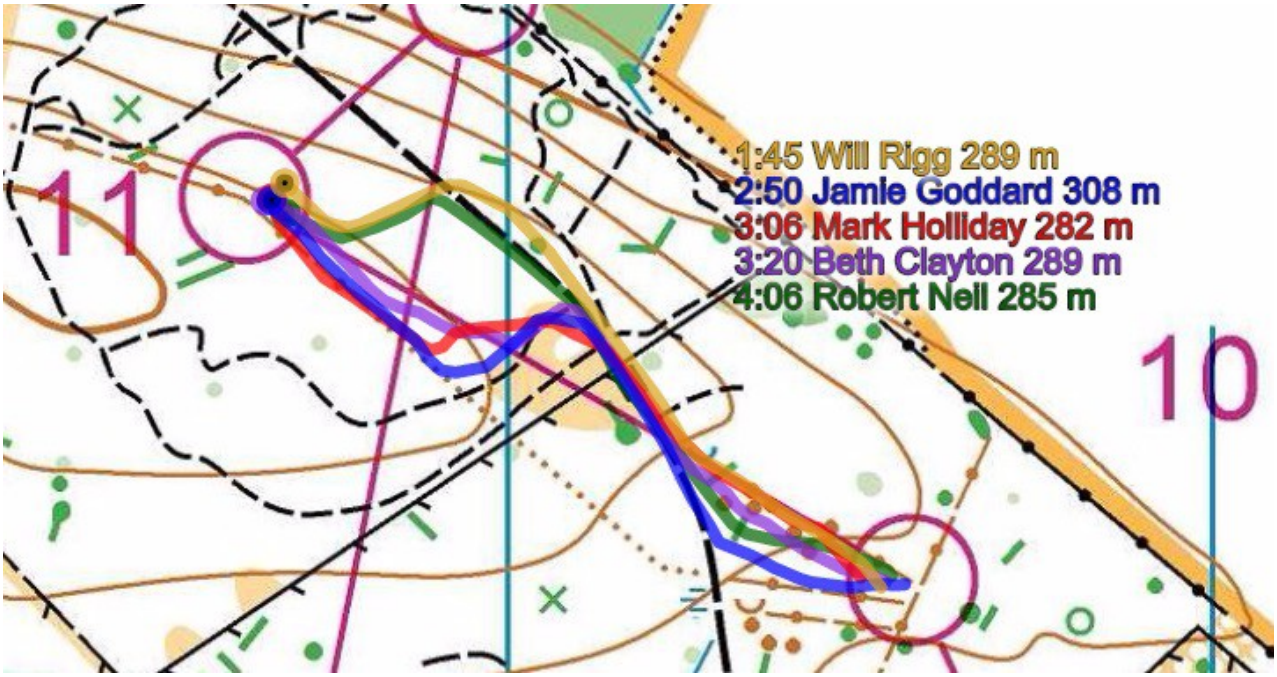
9. Again GPS isn't great round here.

Beth (purple) goes too far north. It is tricky to know where where exactly the out of bounds is as it is just forest all along. Jamie (blue) on the other hand starts by going too far east. In both cases checking the compass (more) would have helped get better direction as the features round here are had to distinguish.

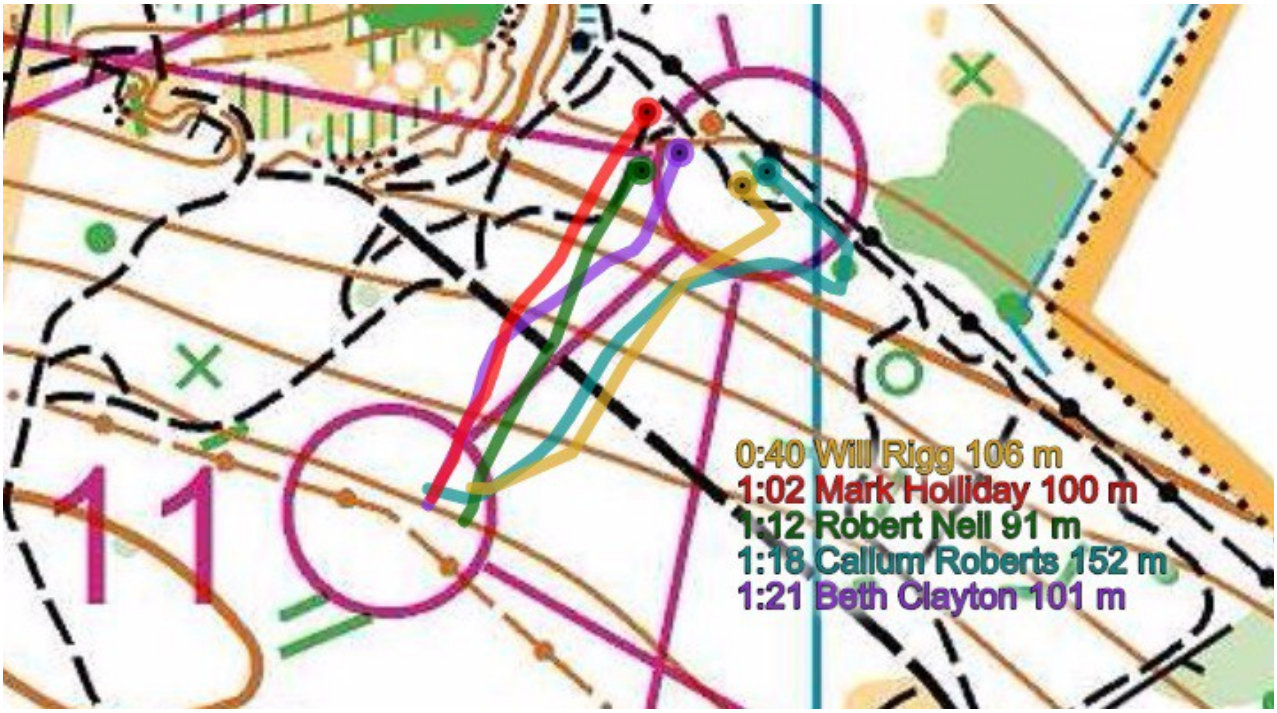
Callum and Will got pulled off to the right of the control. Here it was better to keep the fence in sight then cut in after the 2 strips of green like the others did in the map above.



10. Short and Long
Good control for the GPS group. Good compass was helpful here.



11. Short and Long
Mixture of following the paths/gully/earthbank whilst others cut the corner. GPS group didn't seem to lose (any) time although over on routegagdet Josh seemed to miss the earthbank eventually circling back in to find the control.



12. Long and Short
GPS analysis struggled a bit here and couldn't track Jamie's movements as he made a mistake. Rushing(?) off from 11 to the last control he ended up too far west of the control and struggled to relocate. Last control needs the same respect as the other controls, stick to the normal routine!

Chris Smithard 16/11/17