

Planners Comments Luddenden Valley South

I should have read David Morgan's comments about planning on OOMap on your doorstep!

I thought I knew this valley like the back of my hand! I didn't, though I know it more intimately now.

If I'd known how poor the map was, I would never have volunteered for this October. The really good article in the last Epistle were a good place to start, but the first iteration of the map bore no resemblance to real life, it does more so now but there are still little tweaks needed.

Originally, I wanted to do three cross country courses, using the streets and public rights of way. However, they were really very boring and no more difficult than a Yellow course at different distances! So, I decided to do a score event. Now I know some traditionalists hate them, but I know that many of our newcomers like them. They are also, in an area like Luddenden very cerebral.

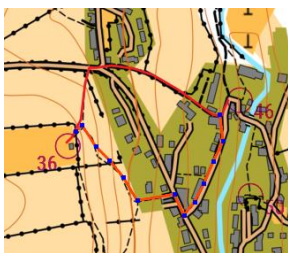
These courses were all about decisions, right from the outset. Do you go clockwise or anti clockwise? I think it was anti clockwise. Then it's how do you string the controls together? I deliberately made some clusters of controls, some very close to each other to tempt runners up the valley. I also had to put some in the Midgey, Midgley Maze as it's such an unusual place. I also wanted you to get some views, and the complex path network in the south west corner by the rec. I also placed a few on the periphery of the map to tempt the fitter faster runners, and it looked like some slower un-fitter runners too! I still don't know the optimal route(s)!

I wasn't sure a Public Rights Of Way as street race would work, but some of the feedback I received personally seems to suggest, yes it does. In safety terms it worked well too, as you were only out for an hour (or 70 minutes if you want to visit every control!).

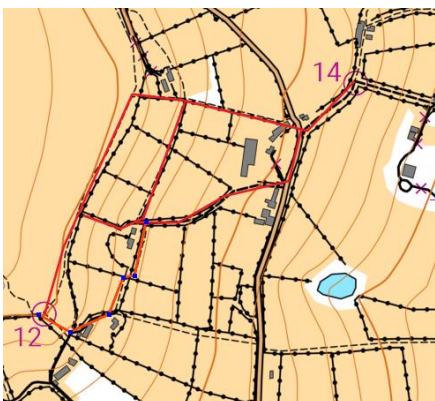
So, thanks to people who came and it made mapping the area worth it. Now I need to go back and tweak it more.

What advice could I give anyone? Firstly, make sure that OSM has all the features on OOMap, and secondly read the final details!

Training Activity feedback

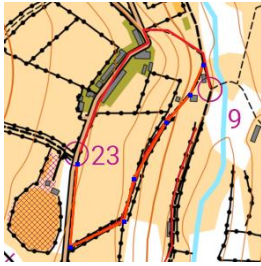


So, the north route went up a seriously steep cobbled lane, the south slowly contoured up. In terms of time they were roughly the same in both directions! If going east to west the south route meant you didn't have to recover as much, so overall was quicker. In the opposite direction the northern route might appear quicker, but I think the southern one was.



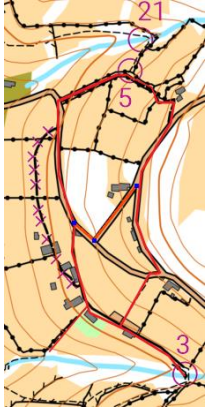
There were a myriad of routes here. Interestingly east to west they all take the same time give or take a few seconds!

Going west to east the middle route was quickest!



This is an interesting one, from 9 to 23 is uphill north being 100m shorter but up a very steep hill. South is better running, so both routes about the same in time. Distance might have impacted later.

23 to 9, north was definitely slightly quicker.



There were really only two choices here, east or west, though a little kink in the middle was another option. I ran both east and west, both in a north and south direction. East was quickest after the first little up, then downhill all the way.