

MapRun Update and FAQ's

In light of a few queries and inconsistencies please see some FAQ below:

The course distance said it was 5.5km but my Strava says I ran 8.6km, why is this?

Orienteering courses are planned and recorded by the straight line route 'as the crow flies' however it is mostly impossible to run the straight line route, and definitely so on urban areas. Generally you should expect to run 30-50% further than the stated distance depending on the area and terrain.

Should I endeavour to get a 'beep' or should I apply a Rev (revised result)?

As we have become more familiar with how MapRun works certain flaws have been found. This is due to how accurately pins can be placed, which is extremely difficult in wooded areas, how well individual phones track a runner and how good a GPS signal is on a given day and in different conditions. Consequently beeps can sometimes be hard to pick up and it can be very frustrating to run around in circles trying to pick up an invisible beacon. We would much prefer to see people running the course as an orienteering course and if they are sure they are in the right place just carry on running and apply a low Rev after they have finished than to see people getting frustrated and running around in circles trying to pick up a beep.

How do I apply a Rev?

If you need to apply a Rev then use the HITMO function which is found by clicking on the 3 parallel lines in the top right corner when your result is displayed. When you click HITMO it shows the controls you activated in green and then the ones missed in red with a box next to them. You need to click in the box of each control missed and set a tolerance limit. It is recommended to start at a tolerance of 10 metres and then work up if needed. You then click the 'submit a revised result' button at the bottom to update your result.

What number of Rev is allowed?

A Rev of up to 30 metres is allowed without query as this should accommodate discrepancies with different phones etc. Revs of higher than 30 will be checked on individual cases and Revs over 50 are very unlikely to be allowed as you probably were not near enough to the control circle.

Do I have to go to the centre of the circle?

Ideally you should navigate to the centre of the circle to the exact control description. Of course at a normal orienteering event this would be necessary in order to dib the control but with MapRun it sometimes happens that a beacon is picked up before or after the centre of the circle has been passed. Sometimes the beacon picks up on the wrong side of a boundary so there is no apparent need to go to the centre of the circle. Ideally you should still go to the exact control description in the centre of the circle but as a minimum you must have been within the circle.

Can I cross through Olive Green areas or climb over walls and fences?

You must not cross over Olive Green areas or features that are mapped as forbidden to cross even if it looks to be possible to do so. This is because an area might be private property or not an official route. There may be a hazard on the other side that you cannot see or there may be a risk of something being damaged, e.g. a fragile wall or fence. The reason you must not cross these areas are for 3 reasons. Firstly we do not want anyone to be injured during any of our activities. Secondly it is unfair to other people as usually the crossing of such features is because it is a shorter route. Finally we do not want to jeopardise future use of any of our areas. It can be difficult at times to obtain permission to use some areas and any act that could give orienteering or EPOC a bad name can cause future problems with this. Below is a summary of the features that are not to be crossed.

Urban Maps

General notes for those new to this type of event

The map is drawn to ISSOM 2007, the International Sprint Map standard, and it uses some symbols with which "forest orienteers" may be unfamiliar. It is of great importance that all competitors are aware of these, especially those which denote "passability". The most important map symbols used are shown below (and a selection of symbols will appear in the map legend too):

Symbol	Colour	Meaning
	Black	Passable fence
	Black	Impassable fence
	Grey	Passable wall
	Black	Impassable wall
	Medium grey	Building – not to be entered
	Light grey	Canopy – may be passed under
	Black	Steps of a stairway
	Black	Underpass or tunnel
	Green/black	Impassable vegetation – not to be crossed
	Green/yellow	Forbidden access (as for "forest maps")
	Green	Large tree (more than 0.5 m diameter)
	Green	Small tree (less than 0.5 m diameter) or bush
	Black	Monument or statue
	Black	Out of Bounds
	Purple	Out of Bounds
	Purple	Out of Bounds

In general, a thick black line represents a feature which is **impassable**, i.e. **must not** be crossed, whether or not it looks crossable.

If you have any other queries please email them to the EPOC email address and they will be forwarded to the relevant person to answer.

We hope you keep enjoying the MapRuns!