Dallas ISD Interscholastic Championships 2019

Course Setter Notes

Terrain

Crawford Memorial Park includes some technically challenging terrain in the form of complex erosion systems. Much of the park is criss-crossed by old mountain bike trails. Although there are some steep slopes in the erosion complexes and along the stream, the park is mostly flat.

Maps, Contour and Scale

The map has a 3-meter contour interval. All courses are on 1:5000 scale. Athletic Fields Avoid soccer and football fields that are in use.

Hazards

Running through unfamiliar terrain is always dangerous. Notable terrain hazards include high cliffs, steep slopes, briars, loose rocks, cedar tree branches, deep water and leaf-hidden hazards. Trash and debris have accumulated along some parts of the creek and on the wooded slopes near the soccer fields. Watch out for glass bottles if you come across this kind of material. Wild hogs have been observed in the park. Leave them alone and they will refrain from eating you for lunch.

Stream/Lake

A large stream flows southward through the middle of the park. In the northern half, the stream has been partially remapped, where it might affect route choices on Green and Red courses. Stream Crossing points In the northern part of the park the creek may be crossed easily on the Elam Road bridge or the large footbridge on the paved trail near the middle of the park. Two shallow water crossings are mapped in the north; otherwise the creek should not be crossed in the north part of the map where you cannot see the bottom of the streambed. In the southern part of the park there are several places for shallow water crossings.

Course Details

There is a significant increase in technical difficulty of Brown and Green from Orange. Similarly, Orange is more difficult than Yellow. Thus, do not select course based on distance alone. Orange, Brown and Green all require one or two stream crossings -- shoes will get wet and muddy

Course Length(M)

White 3.2

Yellow 4.1

Orange 4.71

Brown 4.2

Green 5.4

Tom Carr