

TECHNICAL BULLETIN

WAWEL CUP 2022

DESERT DESSERT

ADDITIONAL RACE

PUSTYNIA SIEDLECKA

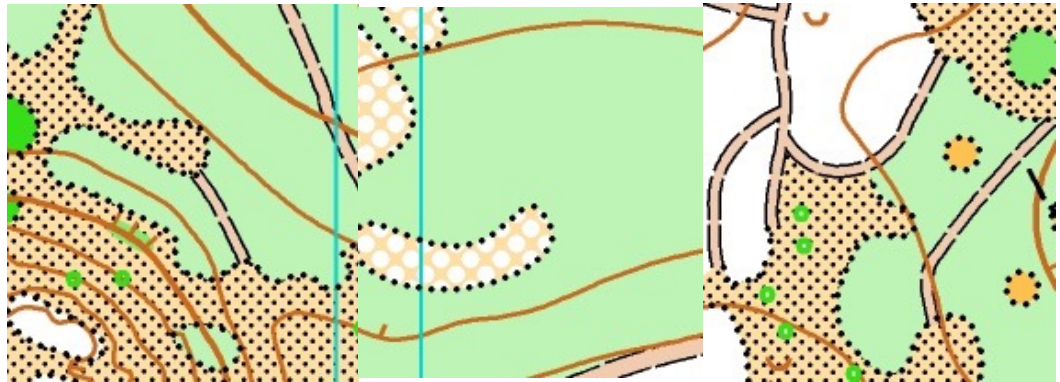
08.07.2022

mapper:
Karol Galicz

course planner :
Karol Galicz

map scale:
1:4000, E=2,5 m,
ISSprOM 2019

Control Point
Description are
only on the
maps.



Many people spend their holidays on the beach. There is no difference at our competition, especially on our additional sprint race, where it will be plenty of sand! Even if you have been running for years, Desert Dessert will be filled with unique experiences! The arena is the Siedlecka Desert which is post-mining sand excavation. The terrain is basically divided into three parts, young pine forrest with poor runnability, in the northern part of a map, pine forrest with very good runnability in the western part of the map, and the frosting on the cake - sandy terrain in the central part. The landscape is quite diversified, although maximum elevation is below 20 meters. There are a few rock forms, however the main challenge is to navigate in terrain with conifer vegetation. The most demanding part is sandy ground, which take about 25% of the course. We recommend wearing clothes covering whole legs!

PRELIMINARY

Road to start - 200m - blue stripes
Road to the starting point - 40 m
Interval start from 4 pm
Interval lenght - 1 minute

	LENGTH	CONTROLS		LENGTH	CONTROLS
M-YOUTH	2,3 KM	24	W-YOUTH	1,9 KM	19
M-ELITE	2,7 KM	24	W-ELITE	2,5 KM	24
M-MASTERS	2,6 KM	26	W-MASTERS	2,2 KM	21
M-SUPERMASTERS	1,9 KM	19	W-SUPERMASTERS	1,6 KM	18

FINAL

Mass start from competition center
Road to the starting point: 100m
Mass start final A – 6 pm
Mass start final B – 6.40 pm

	LENGTH	CONTROLS		LENGTH	CONTROLS
M-YOUTH	2,8 KM	29	W-YOUTH	2,6 KM	28
M-ELITE	4,1 KM	41	W-ELITE	3,3 KM	34
M-MASTERS	3,7 KM	34	W-MASTERS	3 KM	33
M-SUPERMASTERS	2,9 KM	29	W-SUPERMASTERS	2,1 KM	23

INFO

In case of categories starting in mass start about victory in Wawel Cup decide punching finish control.

Form of the competition (additional information):

In final, every competitor gets a map under their leg at 8 minutes before start. Please stand next to your map early enough.

Every map is printed on both sides, competitor first run a course number 1., after that he/she turns the map around and runs a course number 2. A map change happens after finishing a whole length on first map. After punching a last control on a course number 1 a competitor turns the map on the other side and continuous on running. Last control on map number one is a starting point on course number 2. On map number 2. the order of controls start again from number one. After finishing the second side of map a competitor, according to course, runs to finish. After punching a finish control, competitor reads out SI card.