

Course and Map

The **XXVI TAOK rogaine** enters its second quarter-century with the longest planned course in its history. At the same time, the expected running speed of the top teams is also higher than ever. By Saturday evening, it will be clear whether the winning teams managed to visit all controls; in the course setter's assessment, this may be possible. The course includes strategic decision points where teams will have to assess which controls they can reach and which ones they should leave out.

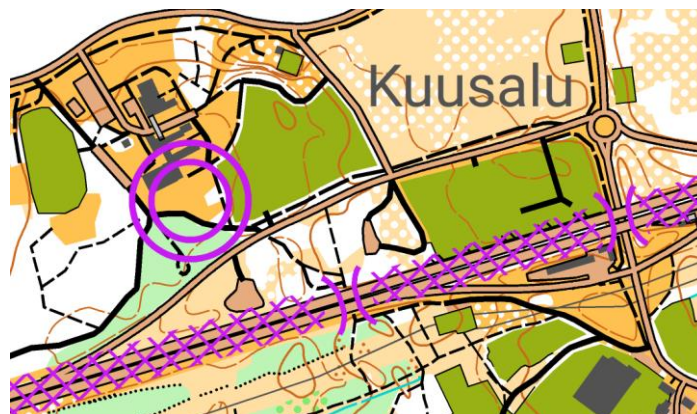
The rogaing area is divided into three parts: the pine forests in the west, where the marshes are generally drier; the pine forests in the east, where the marshes are very, very wet; and the central area with villages and meadows, where the areas around the meadows are thick and the forest is quite unpleasant in places. Controls are more sparsely distributed in the latter part of the terrain.

Start and Finish

For the vast majority of teams, immediately after the start and again shortly before the finish, the route crosses Tallinn–Narva Highway. The highway can be crossed via the pedestrian crossing. The organiser will supervise the crossing in the first few minutes after the start, but **great care is required there before the finish!** Vehicles approach the crossing only from the east.

Crossing Tallinn–Narva Highway anywhere else is prohibited!

The other side of the highway can be reached by passing underneath it.



Map is

- A3 size
- 1:30000 (1cm on the map = 300m in the terrain)
- 5m contour interval

Each competitor receives two maps:

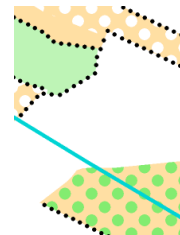
- **Paper map** for route planning before the start.
- **Waterproof map** for navigating the course in the terrain.

The map is highly detailed in some areas. In some places, the detail may be useful, while elsewhere it may simply add clutter. As is usual with rogaing maps, the accuracy varies to some extent. In general, everything visible in the LiDAR data is accurately positioned: open areas, farmsteads and the network of major forest roads.

Greater variation in mapping accuracy occurs with marshes, overgrown forest rides, shallow ditches, very old and especially very recent logging tracks. Some individual ditches may also turn out to be surprisingly wide and water-filled. Grass height in meadows has been mapped inconsistently; some disused meadows that are becoming overgrown or reverting to forest may still be shown as dark yellow on the map (during field checking, these areas were corrected to light yellow).

A specific feature of the map is that the green colour and green dots do not directly indicate runnability, but rather the age of young forest and vegetation height. Clearings in the pine forest areas are considerably easier to cross than those in the more fertile central part of the map.

- Solid light yellow indicates individual, more recent clearings.
- Light yellow + white dots – vegetation generally 0.5–2.5 m high.
- Light yellow + green dots – vegetation generally 2–3.5 m high.
- Light green – vegetation over 3 m high.



Course

There are 45 controls in the terrain, with values of 2–6 points. The control value corresponds to the tens digit of the control number (20 = 2, 31 = 3, etc.). The maximum possible score is 170 points.

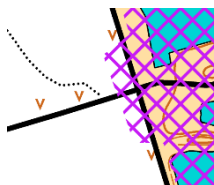
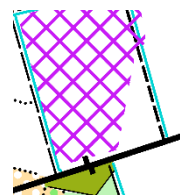
There are two drinking points with clean drinking water. Depending on the route choice, they should be located approximately at one-third and two-thirds of the distance. The drinking points are located very close to controls and are marked on the map with a cup symbol next to the control number. In other words, the drink is available at the control, not at the location of the cup symbol shown on the map.

Control 40 is located very close to the disc golf courses. Please be especially careful when there are players on the courses. In that case, do not run along the course; instead, keep to the east, through the pine forest. Being hit in the head by a flying disc can be very dangerous!

When the **time limit** is exceeded, the accumulated score starts to decrease rapidly. One point is deducted from the team's score for each full minute over the time limit, starting from the full minute corresponding to the team's finish time. If the time limit is exceeded by more than 30 minutes, the result does not count.

Forbidden areas

The out-of-bounds symbol marks the bottoms of quarries with active extraction operations, as well as some private areas. NB! In the example, the out-of-bounds area extends across the ditch on the right.



At one location, a road that is otherwise open to use is prohibited at the entrance to a quarry. This is to avoid triggering the entrance alarm system. The pine forest next to it is sparse, so the small detour causes almost no time loss.

As always, **entering yards marked olive green is prohibited!** In places where the area next to a yard is not marked as out of bounds but is clearly an extension of someone's private yard in reality, please respect the actual situation and take a slightly wider route around the yard.

The course setter Tõnis Erm wishes you an enjoyable rogaining experience.