

Map and Terrain PM

Map information

Map with scale of 1:7,500 for the Youth Relay and 1:10,000 for other classes. The equidistance is 5 m. The map was drawn between 2018–2022 by Pär Norén and Anders Järvelä. The supporting material has comprised laser-scanned material, drawn according to the map standard ISOM2017.

For the Youth relay, the map has been complemented with a red area in the northern part of the map.

Terrain

It's possible there are some leftover snow and ice still in the terrain, especially in areas used as ski slopes and on trails used for cross country skiing.

Due to the late and rapid melting of snow, marshes and other wet areas in the competition area are very wet and likely to slow down the running speed. Also, some paths can be very wet and muddy.

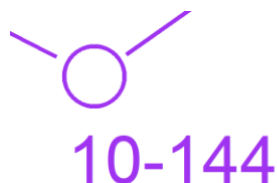
The courses in the Youth Relay are passing by an “uncrossable marsh”. For safety reasons, the uncrossable parts of the marsh are marked with white tapes in the terrain. The tapes are not marked on the map, and the marshes are not marked as out-of-bounds area.

When crossing busy roads, general traffic rules apply, even if the running route is marked with tapes.

Control description and control codes

The control code is printed on the map alongside the control number. The complete control description is also printed on the map.

Example below, control number 10, control code 144:



IMPORTANT

Control code 86 and 89 are in use. These codes are clearly marked with underscore: 86 and 89. Control code 68 or 98 are NOT in use.

Special map symbols

Prominent man-made feature

The black (x) is used for:

- Large light masts
- Fire pits with or without a small hut (Larger huts are marked as buildings.)
- Advertising sign (the last control for all courses)
- Other man-made wooden objects that is NOT a part of a MTB-track, see example below and also separate section regarding MTB-tracks.

An example of a large light mast:



An example of a man-made object of wood:



The blue square

In the proximity of the arena, there are many wells for making artificial snow. These are marked with the sign for well as the example below:



An example of such a well:



Map discrepancies

MTB-track

In the area close to the arena, there are tracks for mountain biking. *These are marked on the map as trails*, but the tracks consist partially of ramps and jumps. *These ramps and jumps are not marked on the map* in any other way than as trails.

An example of such a ramp:



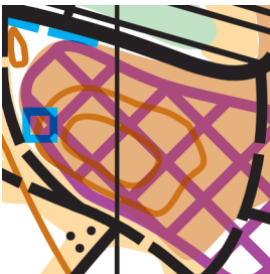
Area of temporary barracks

In an area with newly set up barracks, the barracks shall not be used for navigation, because they are mapped roughly. The area with barracks is marked as an out of bounds area.



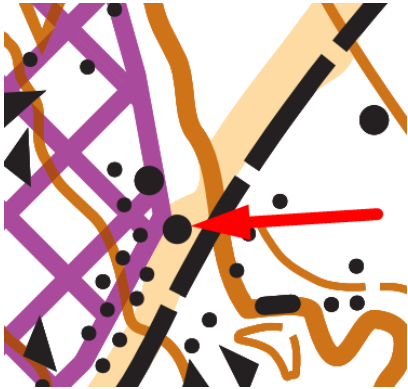
Large pile of saved snow

In the competition area, there are a large pile of snow, covered with saw dust. The size of this hill is just roughly marked on the map. The hill is in an out of bounds area, with marked boundaries.



Removed boulder

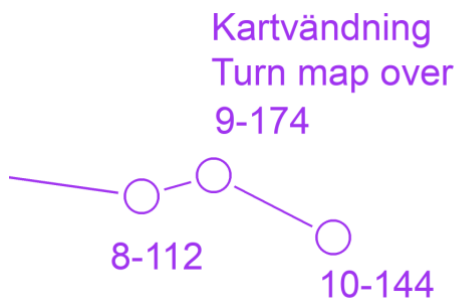
The boulder marked below, in the corner of the out-of-bounds area, has been crushed:



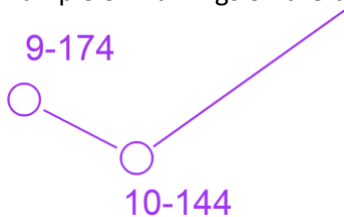
Map turnover

In the *Tiomila relay, leg 4*, the map must be turned over two times. Start and finish is on one side of the map and the middle of the course on the other side. It's clearly marked on the map at a control (see example below) when it is suitable to turn the map over. The turnovers take place as the runner passes under the highway E4, to and from the eastern part of the competition area. The course is overlapping with at least one leg on each side of the map. The whole control description is printed on both sides of the map.

Example of marking on the map front:



Example of markings on the backside of the map:



Marked route

Some courses have a marked route between two controls. The competitor shall punch at the control at the start of the mandatory marked route and at the control in the end of it.

An example of the marked route in the control description:



Refreshment points

Refreshments points are present for the Women's relay leg 1,3,4 &5 and for the Tiomila relay leg 1,2,4,5,6,7,8 & 10.

The refreshment points are marked as below:



At the Tiomila relay leg 1,2,4,8 & 10, the refreshments are placed at controls and not marked on the map itself. The marking of refreshments is done in the control description:

