



These meet notes reflect what's on the website, handily formatted for printing at home or accessing off-line. Print a copy or save-a-tree and download them to a smartphone.

General Information for All Events

Start Call-up

Standard large event call-up 3-minutes before your start time. Visit the event website for more details. ([click here](#))

Maps

Competitors on White and Yellow courses are allowed to study their maps for 2 minutes before their start. Those on all other courses are not allowed to look at the map before their run. Showing your map to anyone who has not yet run yet is grounds for disqualification.

Maps will be collected from finishers until the last competitors have started each day except Sunday. An announcement will be made in the Arena area when you may pick up your map.

WY Courses

White and Yellow competitors will not have assigned start times. Competitors should proceed to the start when ready. White and Yellow course competitors will have 2 minutes to study their maps before starting. Shadowing is allowed for juniors on White and Yellow. **Anyone shadowing a competitor on White or Yellow must have already completed their own course.**

Timing System

Contactless SPORTident Air+ punching will be used. Competitors may also use non-Air SPORTident timing cards.

If the contactless punching does not work, the competitor must use either the SPORTident direct punching mode or use the manual pin punch on your map.

Start and Finish Timing

For all courses, punch the SPORTident box at the Start. You may look at your map immediately after punching the Start box.

At the Finish, those using SI Air do **NOT** need to punch. Those using regular SI cards must punch the finish control. After finishing, competitors should head immediately to the download station. Download the data from your timing card. Should the punch check indicate a mis-punch the download staff will take you through a special procedure.

Bib Numbers

Competitors are required to wear their bib number in a conspicuous location. The bibs will be distributed at the Assembly and should be attached before heading to the Start. Please take care of your bib. You will need it all weekend.

No Touching: Yield to Non-Orienteers

It is forbidden to obstruct other runners, or other users of the competition area (pedestrians, dog-walkers, cyclists or automobiles). You must yield to non-orienteer users of the area.

Quitting a Race

Competitors who abandon a race must immediately return to the Finish and report to the finish staff.

Fair Play

The overarching principle is a competitor must not take any action that breaks the competition rules, is intended to obstruct another competitor, or otherwise provides an unfair advantage. This includes entering or viewing the competition area prior to the race.

Complaints & protests will be handled in accordance with OUSA rules of competition. All protests must be presented to the event organizers within one hour of course closure.

Embargo Violations: Bring any violations of the embargo whether deliberate or inadvertent to the Event Director's attention for adjudication. Don Fish 301-254-2092

Results

Results will be available each day on monitors in the Arena and online using this QR code.



Results will also be posted on Attackpoint, Winsplits and the QOC website including RouteGadget.

LIVELOX Links

Upload your route to Livelox to compare your splits with other competitors. The link will be activated after the last starter has begun their course.



Sprint



Middle



Long

Health & Safety

Competitors should be physically capable of completing a chosen course. Stay aware of the weather forecast. We will post any anticipated weather changes in the Arena. In the event of dangerous conditions that would halt competition, we will communicate with competitors as appropriate.

Water and light post-race refreshments will be provided at the Arena. Stay adequately hydrated.

First Aid will be available for minor injuries at both the Assembly and Arena.

Friday, March 20th: Sprint Champs

Date	Time	Event
Friday March 20 th University of Maryland	11:30 AM	Registration/Check-In
	11:30 AM–3 PM	Warm-Up Area Open
	1–3 PM	Start Window
	4 PM	Course Closes
	4 PM or sooner	Awards Ceremony

Start List Link

Venue Parking: There are two options for campus parking. The first is Lot 9c, with 129 spots and expected to fill early. Enter the campus heading South on Paint Branch Drive from the University Blvd. intersection. ([click here](#)). Follow the QOC event signs to parking lot 9c. ([click here](#)) High profile vehicles should come early and park here.

The second option is in the garage at The Hotel at the University of Maryland, with 850 spaces across Baltimore Blvd. from the main campus. ([click here](#)). There are a few other available lots near the hotel. ([click here](#))

All other campus parking facilities are off-limits and under quarantine.

All visitors must pay to park on campus. Pay with a credit card at the self-service kiosk in the parking lots.

Arrival: Assembly

After parking, competitors should follow the signs to the Assembly area at the Kim Engineering Building. For directions from lot 9c ([click here](#)).

For directions from the Hotel at the University of Maryland ([click here](#)).

You must check in at the Assembly to get your race bib and pick up your shirt if you ordered one.

The start window is quite full, so please plan to arrive early enough to check-in and prepare for your assigned start time. Those who miss their start time may face a considerable rescheduling delay.

Bathrooms

At the Assembly area, bathrooms are available in the lobby of the Kim Engineering Building and the adjacent EA Fernandez Idea Factory.

At the Arena, facilities are available in the nearby Martin Hall. Signs will be placed to direct you.

Warm-up Maps (1:3000) (1:4000)

Competitors must confine their warm ups to the mapped area.

Course Stats

University of Maryland Sprint

Course	Distance K	Climb M	# controls	Print Scale
White	1.9	25	17	1:4,000
Yellow	2.5	40	16	1:4,000
Orange	2.7	55	15	1:4,000
Brown	2.5	45	17	1:3,000
Green	3.0	55	20	1:4,000
Red	3.5	65	17	1:4,000
Blue	4.1	70	20	1:4,000

Time Limit: All Sprint courses have a **1-hour** time limit. Any competitor who exceeds this time limit must abandon their course and go directly to Finish/Download. All competitors, including those who do not finish their courses, must punch the finish and download. This is how we know you are safely off the course.

Water locations: Available at the Start and Finish and at controls as marked on the map and clue sheets on the Blue/Red/Yellow courses only.

Mapper's Notes: University of Maryland

Map: 1:4,000 2m contours. Mapper: Ted Good. Map updates 3/5/2026

The area to be used is a typical college campus with many buildings, sidewalks, and other paved pedestrian areas, roads, open grassy areas, scattered trees, and ornamental plantings. The easternmost part of the campus is quite flat, with the land generally rising gently farther west. Stairways of varying lengths abound. Mapped to IOF ISSprOM 2019-2 Revision 6, with the whole area updated in 2025 through early 2026. North lines are blue (120m apart).

Traffic: Although this event is being held during Spring Break, the campus will not be deserted. Roads will be open to vehicles, and campus buses will be running. Look both ways before crossing roads and yield to traffic. Students often use scooters, and bicycles, and they can go quite fast on the roads and sidewalks.

Roads use the darker brown pavement color (possible heavy traffic). Parking lots and sidewalks use the lighter, tan pavement color (light traffic).

Vegetation: the large green circle symbol represents very large trees. The smaller green circle is used for smaller trees and bushes. The smaller green circle is also used for trees in narrow strips of grass lining the roads. Some large evergreens with branches low enough to impact runnability are mapped as dark green fight.

Open with Scattered Trees is used when there are too many trees to map individually, or when there isn't room for the larger tree symbol between other symbols. There are areas where ground cover is rounded stones the size of gravel. These are usually mapped with the sandy symbol (rough open with black dots).

Olive Green is **OUT OF BOUNDS** and should not be crossed. Gardens are mapped with olive green. The garden areas can't always be determined by looking at them, especially early in the growing season. Some mulch areas are gardens, and some are not. Please respect the olive green on the map. It is always safe to run on cut grass. There will likely be judges on the course who will note violators.

Stairs: virtually all stairs have crossable railings that aren't mapped. Don't expect to be able to run across stairs, just up/down them. To improve legibility, small stairways may be extended slightly on the map so there are at least two steps.

Boulders: Boulders are typically less than 1 meter in size but are very distinct.

Complexity in the built environment: it can be difficult to determine at a glance which "uncrossable lines" are walls and which are cliffs/drop-offs. They are forbidden to cross regardless. Where there is a significant change in level and room exists on the map, cliff tags are used to show up vs. down, but in many cases, the tags obscured features and couldn't be used.

The map includes several multi-level areas and runnable areas under building canopies. Some are quite small, like walkways over an area, and may be hard to see on the map. Some are large and include buildings/parking garages. Only two levels are mapped, generally the top-most and bottom-most. Unusable entrances are either not on the map or have a purple line to indicate that entry is forbidden. Look for the line of triangles to show the locations of the lower-level entrances/exits.

Specific manufactured objects.

- Henson/Kermit (Muppet) statue is a black circle.
- Testudo statues used black X. Testudo, the UMD mascot, is a giant turtle.
- Helicopter is mapped as a helicopter-shaped building.
- Large electrical and HVAC boxes are mapped as small buildings (usually minimum sized, but some are large enough to be mapped actual size and shape)

The following are not mapped:

- Dumpsters
- Street lights
- Fire hydrants
- Telephone lines/poles
- Benches
- Picnic tables

- Emergency phone poles

The campus is never free of active construction sites. These vary in size from very small (e.g., a cordon around a small excavation) to large construction sites where entire new buildings are going up. Every effort has been made to keep the map up to date, but projects can pop up without notice and may not be mapped. Mapped construction areas use the purple hash. Depending on the nature and progress of the construction activity, the area of the map under the hash may not accurately represent the actual state of affairs during the event.

The Metro Purple Line runs through the middle of the campus, along the south edge of the event map. The railroad tracks are flush with the road (not raised or below ground), and the road is shared with vehicles. The Metro tracks aren't currently in use, and there is no reason anyone should cross them while on course.

Course Setter Notes: Sprint–University of Maryland

Maps will be printed at 1:4,000 except for the Brown course, which will be printed at 1:3,000. The contour interval is 2m.

Shoes with metal spikes or studs in their soles are forbidden on campus.

The University of Maryland campus is a complex-built environment, including many nooks and crannies around the edges of buildings, roads, sidewalks, and paths, a mix of passable and impassable walls and fences, landscaped open areas with trees, shrubs, and hedges, and some abrupt changes in elevation that may be difficult to detect on the map at a glance. The primary challenge will be choosing the best possible route through this complexity at your best possible speed. Reading ahead sufficiently, on the map and in the control descriptions, to plan around all relevant impassable features and always know which side of them you should prefer to be on is likely to be rewarded. Of course, so will quick decision-making. Yours is the task of getting as close to the ideal balance between well-considered action and swiftly decisive action as you possibly can.

There are no pretend impassable barriers in the terrain created specifically for this event, with the exception of thick magenta lines just inside portions of the perimeters of multilevel parking garages where it is physically possible to enter and exit the structure, but where entry is forbidden for this event because the interior is too complex to map in a way that would allow competitors to successfully navigate inside without luck coming into play. Out-of-bounds on the map will therefore occur only where construction activity is underway. Please check at registration and the start for any last-minute notices regarding any late-breaking developments affecting the courses.

Other than the aforementioned unused multi-level parking garages, the map does not feature any extensive areas offering a choice of more than one runnable level. However, the complexity of the built environment does include some small-scale multi-level features. If you aren't familiar with how the latest IOF sprint mapping standard dictates how these should be depicted, please review it before the event.

Other than areas with construction activity and those enclosed by impassable barriers, the only no-go areas on the map are those mapped as olive green. These are flowerbeds or other ornamental plantings. They are not always easy to distinguish at a glance, from other areas of bare earth. There should be no reason for anyone to be tempted to run through any area marked as olive green.

There is one significant exception where an insufficiently attentive orienteer might run through a rather sparse garden just as they approach or leave one particular control that features on two

courses. This olive green will be enhanced in the terrain with a barrier of pink streamer tape to make it more obvious that the garden mustn't be crossed.

As mentioned in the map notes, the main safety concern for this event is that the terrain will be open to non-orientees, including pedestrians, human-powered vehicles, small electric-powered vehicles, and motorized vehicles. All courses will cross multiple roads, and there are also parking lots and loading bays in which moving vehicles may be present. There will be signage warning drivers to expect runners crossing roads; unfortunately, it would be impractical to place crossing guards at every possible road crossing. Participants are therefore implored to exercise adequate caution and make certain while running on any pavement that is open to motor vehicles that it is safe to do so. Look both ways before crossing roads and stay alert for vehicles elsewhere.

Cyclists, electric scooter riders, and pedestrians abound on campus. Please make every effort to avoid collisions with them and your fellow orientees. Blind corners and narrow passages will be encountered. Please be careful everywhere on your course. Keeping to the right would, if universally observed, reduce the chance of collisions while disadvantaging no one.

The campus is thankfully low on man-made deathtraps, but there is some low-to-the-ground piping a very short distance out of the start triangle that could pose a trip hazard to a stressed orienteer trying to focus on the map as they determine how to navigate to the first control. Some pink streamer tape will be deployed to help people see and avoid this hazard.

Even with many controls being tucked out of sight or at least away from high traffic areas, many are quite exposed, and given this is an active campus, there is a possibility of a control being stolen or vandalized. There will be course monitors keeping an eye out in the terrain, but not nearly enough to guard all of the controls continuously. If you are **absolutely** sure you are in the correct spot and there is no control, please proceed with the rest of your course and inform course personnel once you have finished.

Jon Torrance, Course Designer

Previous Maps University of Maryland ([click here](#))

Health & Safety

Closest ER to the University of Maryland:

Adventist HealthCare White Oak Medical Center (5.6 miles)

11890 Healing Way

Silver Spring, MD 20904

240-637-4000

[Google Map Link](#)

Police:

University of Maryland Police Department Non-emergency, 301-405-3555 Mobile #3333

Saturday, March 21st: Middle Distance Champs

Parking, Assembly, and WYO courses will be at Bowie State University in Bowie, Maryland. Shuttles will transport competitors to advanced level courses a short distance away. Those who checked in on Friday do not need to revisit registration. All others must check-in to pick up their race bibs and shirts if they ordered one. Porta-johns are available at both the Assembly and Advanced Courses shuttle drop-off location.

[Start List Link](#)

Bowie State University

Venue Parking: Enter the campus at the intersection of MD-197 and Jericho Park Rd. Follow the QOC event signs to the covered parking lot on Loop Rd. ([click here](#))

The start window is quite full, so please plan to arrive early enough to check-in and prepare for your assigned start time. Those who miss their start time may face a considerable rescheduling delay.

Date	Time	Event
Thursday March 19 th	12 Noon–6 PM	Model Course Open
Friday March 20 th	8 AM–6 PM	Model Course Open
Saturday March 21 st Bowie State University	8 AM–1 PM	Model Course Open
	8:30 AM–12:30 PM	Registration/Check-In
	10 AM–1 PM	Start Window
	3 PM	Course Closes
	3 PM or sooner	Awards Ceremony

Middle Model Map: Horsepen Park

Due to the highly complex and technical terrain, QOC strongly recommends that you find time to check out the model course for this venue. Controls marked with flags on stands but no e-punch.

There are different scale model maps so print the one you will be using; click for the Middle Model map at a scale of [1:5000](#) or [1:7500](#).

Parking for Model: Horsepen Branch Park, 8609 Race Track Rd, Bowie MD. ([click here](#))

Shuttles to Advanced Courses Start Location

We will be using three, 24 seat shuttles to transport Advanced Course competitors to the starting area. The ride should take less than 10 minutes. Upon completion of their course, competitors will return to the Assembly area via the shuttles.

Here is the shuttle schedule as planned. Shuttles will continue to run until everyone has been returned to the Assembly area.



2026 US Orienteering Nationals

March 20 - 22, 2026

Shuttle Bus Schedule - Saturday, March 21

Bowie State University → The Advanced Courses Start

Bus 1	Bus 2	Bus 3
9:00 AM	9:10 AM	9:20 AM
9:30 AM	9:40 AM	9:50 AM
10:00 AM	10:10 AM	10:20 AM
10:30 AM	10:40 AM	10:50 AM
11:00 AM	11:10 AM	11:20 AM
11:30 AM	11:40 AM	11:50 AM
12:00 PM	12:10 PM	12:20 PM
12:30 PM	12:40 AM	12:50 PM
1:00 PM	1:10 PM	1:20 PM
1:30 PM	1:40 PM	1:50 PM
2:00 PM	2:10 PM	2:20 PM
2:30 PM	2:40 PM	2:50 PM



Clothing Drop

For both the Advanced-level and WYO courses there will be a clothing drop available near their finish areas. Both finish areas are near the starts, so please remember to collect anything you left at the drop area before boarding the shuttle. Clothing will not be returned.

Course Stats

BSU/Fran Uhler Middle

Course	Distance K	Climb M	# controls	Print Scale
White	2.7	10	15	1:5,000
Yellow	2.8	10	12	1:5,000
Orange	3.0	15	13	1:5,000
Brown X	2.3	35	11	1:5,000
Brown Y	2.2	30	10	1:5,000
Green X	3.3	30	13	1:5,000
Green Y	3.1	30	16	1:5,000
Red	3.8	40	16	1:5,000
Red F18/F20/F21	3.8	40	16	1:7,500
Blue	4.9	40	16	1:7,500

Time Limit: All middle courses have a **2-hour** time limit. Any competitor who exceeds this time limit must abandon their course and go directly to Finish/Download. All competitors, including those who do not finish their courses, must either use SI Air or punch the finish and download. This is how we know you are safely off the course.

Water locations: Available at the Start and Finish and at controls as marked on the map and clue sheets.

Mapper's Notes: Fran Uhler Natural Area

Mapper: Dave Linthicum Map updates Spring 2026

The Bowie map (a.k.a., Fran Uhler Natural Area) contains large flat regions within the Patuxent River flood plain, as well as some sudden transitions to steep hillsides. The contour interval is 3 meters. The trail network is both maintained and unmaintained. Most of the maintained trails are unpaved.

Key Takeaways

The Bowie map has been carefully prepared to balance accuracy, fairness, and legibility in a uniquely detailed area. Although created at 1:7,500, the symbol sizes closely match ISOM 2017-2, Rev. 6 symbols at 1:10,000, to ensure a clear and consistent navigation experience.

Printing is at 1:5,000 except for M21+ and F21+. Water features follow a clear, logical system. Real-world conditions vary along with orienteer perceptions—water with dark blue bank lines is uncrossable anytime. Vegetation is partly simplified with less usage of light green. Since there are several differences from a fully ISOM 2017-2, Rev. 6 map, **QOC highly recommends competitor**

participation in the Model Event which is being offered. For more detailed descriptions, read further.

Vegetation

One may pass through wide-open vegetation and then suddenly encounter dense and thorny fight. These transitions may be densely spaced. Three green forest vegetation symbols were used. However, in the area of competition little light green (Slow Run) is present. The low vegetation symbols were used sparingly. Some course vetter's perceptions of running speed indicate often slower than expected paces in White Forest, yet faster speeds in Medium Green and Fight:

- White woods vary from very open 100% to 70% running speed
- The medium green color ranges from 30 to 70% running speed
- Fight is from 0% to 30% running speed instead of 0% to 20% running speed

There are thorns, sometime single strands, sometimes more. Lower leg protection is recommended. Rootstocks are not mapped.

How the Scaling Works

You will find there is an unusually high density of small landforms that were created by mining activity 90 years ago. To keep the map readable at running speed, multiple symbols have been consistently resized so that, although the map was created at 1:7,500, the symbols match the ISOM 2017-2, Rev. 6 dimensions used for 1:10,000. This preserves clarity while still showing the terrain's richness. This approach follows ISOM's core principle that legibility must never be compromised. In terrain with this level of detail, using full-size 1:7,500 symbols would create clutter and overlapping features. The adjusted symbol sizes ensure that the map remains fair, accurate, and easy to interpret. Please note that actual printing of the Bowie map for the competition may be at 1:5,000, dependent on course.

Water Features and Marshes

Being a flood plain, water levels vary from year to year. Multiple colors of blue are used to show possible extent of water features. This map has vast areas disturbed by the aforementioned mining excavations. Water features in mining areas are difficult to map, being dramatically variable in the extent and depth of water, depending on rainfall, and the flood level of the immediately adjacent river.

Water features and marshes are mapped very similar to ISOM specifications. However, for uncrossable water, the mapper intentionally used very dark blue bank lines instead of pure black for bank lines to avoid visual clutter and to distinguish bank lines from trails. Dark bank lines are shown only for water/marshes that are uncrossable at any level, any season. Crossing dark blue water is generally not a profitable route choice.



Some short linear features across water represent beaver dams. All are crossable except the one associated with the darkest blue water. Only one course passes near these, and no special competitor action is required.

Reference Table of Other Non-Standard or Adjusted Symbols

These adjustments (see table below) preserve clarity in dense terrain. Symbol meanings remain unchanged.

Feature	Variation Noted	Reason / Context
Contours, index contours, form lines, slope line tags	Slightly narrow or lighter than full 1:7,500 size; slope line tags are shorter	Adjusted to maintain clarity; sized consistently to 1:10,000 standards
Small knolls, depressions, pits, earth walls, fences	Slightly reduced dimensions	Prevent symbol overlap in micro-terrain
Broken ground / stony ground	Single density used	Terrain-driven generalization
Railway	Older symbol used	Overprinted with danger symbol – out-of-bounds, so it is not crossable
Out-of-bounds boundary	Non-standard red lines and red text	Stronger contrast
Hunter-stand lines	Reduced thickness and a little shorter	Prevent symbol overlap in micro-terrain
Text	Not oriented north	Original map design continued and it allows fixing text closer to related objects

Course Setter Notes: Middle-Fran Uhler Natural Area

Setter: Mihai Sirbu

A high-speed rail track crosses the map. There is no reason to get close to or cross the tracks. They are out-of-bounds. **Stay away!**

Most of the woods are open and very runnable. Respect the dark green. Even if vegetation is just starting to grow in the spring, thorn thickets can be quite vicious.

The map has extensive water features. Depending on the amount of rain in the lead-up to the event, some water features may be full, partially full, or even dry. For example, mapped dry pits may contain significant amounts of water. Continuous dark blue water (rivers, ponds) is not safe to cross. Some beginner/intermediate trails have segments mapped as wet ditches. The amount of water/mud there depends on recent rain.

In the advanced section, there are a number of paired pits and knolls; in other words, a pit was dug, and the resulting earth was heaped on the side, forming a knoll. Sometimes, either the pit or the associated knoll did not meet the mapping threshold, so they do not show up on the map. At other times, the smaller heaps of earth are mapped as “broken ground” adjacent to the pit.

The beginner/intermediate start is close to the Assembly area in parking lot I. Do not walk or run on the road on your way to the start.

White course: Do not run on the road. The course has a loop; in other words, leg 2-3 is the same as leg 9-10, so controls 2/9 and 3/10 will be visited and punched twice. Leg 7-8 is steamed with orange, to guide to a safe crossing of the creek.

Yellow: Do not run on the road.

Orange: Do not run on the road. On legs 3-4, the trail is mapped as a water feature, and the marsh to the west (see image) is much drier than the map indicates. At the last check, the trail was fully dry.



Advanced courses have a remote start. A shuttle will take competitors to the NW Amtrak parking lot. From there, signs follow the signs on Lemmons Bridge Road for 500m to the advanced finish/start areas. Remember to stay away from the train tracks.

Near the end and at the start of some courses, there is a very technical area with many controls. Please check the control number before punching.

The Green, Red, and Blue courses pass by or intersect a "green" marsh. Water and mud might be deep and/or unpassable. Use it as a route choice at your own risk.

Blue: You will get wet. Leg 4-5 goes across a yellow/open marsh. The water is about knee high, can be very cold, but the bottom is firm. The passage is straightforward, even if uncomfortable.

Previous Maps Fran Uhler Natural Area ([click here](#))

Health & Safety

This event is being supported by [Austere Medical Professionals](#). 443-815-4267

All competitors must carry a whistle with them on their course. Three whistle blasts are the universal signal for help—whether injured or lost. Any competitor hearing a distress whistle is required to stop competing and render assistance.

The Mid-Atlantic region has a flourishing tick population. Please use insect repellent and appropriate clothing to deter tick bites. You might consider bringing a commercially available tick remover or a pair of tweezers to help remove a stubborn tick.

We recommend wearing full leg coverings on all forest courses. Chances are good that competitors on the advanced courses will get their feet wet, so bring dry socks and shoes to change into after competing.

All courses will have water, and light post-race refreshments will be provided at the Assembly arena. Stay adequately hydrated.

Closest ER to Bowie State University:

University of Maryland Bowie Health Center

15001 Health Center Dr.

Bowie, MD 20716

240-677-0700

[Google Map Link](#)

Police:

Bowie State University Police and Public Safety Non-emergency, 301-860-4040

Sunday, March 22st: Long Distance Champs

Parking and Assembly are at the Anne Arundel County Fairgrounds. Shuttles will transport all competitors courses a short distance away. Those who checked in on Friday or Saturday do not need to revisit registration. All others must check-in to pick up their race bibs and shirts if they ordered one. Porta-johns are available at the Assembly and Start locations.

[Start List Link](#)

Anne Arundel County Fairgrounds

Venue Parking: Enter the fairgrounds at the intersection of Crownsville Rd. and County Fairgrounds Rd. Follow the QOC event signs to the parking lot area. ([click here](#))

The start window is quite full, so please plan to arrive early enough to check-in and prepare for your assigned start time. Those who miss their start time may face a considerable rescheduling delay.

Date	Time	Event
Thursday March 19 th	12 Noon–6 PM	Model Course Open
Friday March 20 th	8 AM–6 PM	Model Course Open
Saturday March 21 st	8 AM–6 PM	Model Course Open
Sunday March 22 nd	8–11:30 AM	Registration/Check-In
	9 AM–12 Noon	Start Window
	3 PM	Course Closes
	1 PM	Awards Ceremony

Shuttles to Advanced Courses Start Location

We will be using three, 24 seat shuttles to transport competitors to the starting area at Bacon Ridge Natural Area. The ride should take less than 10 minutes. Competitors will return to the Assembly area via the shuttles. The start and finish are very close to the shuttle drop-off.

Shuttles will continue to run until everyone has been returned to the Assembly area.



2026 US Orienteering Nationals

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Shuttle Bus Schedule – Sunday, March 22

Anne Arundel Fairgrounds → Bacon Ridge Natural Area

#	 Bus 1	 Bus 2	 Bus 3
1	8:00 AM	8:10 AM	8:20 AM
2	8:30 AM	8:40 AM	8:50 AM
3	9:00 AM	9:10 AM	9:20 AM
4	9:30 AM	9:40 AM	9:50 AM
5	10:00 AM	10:10 AM	10:20 AM
6	10:30 AM	10:40 AM	10:50 AM
7	11:00 AM	11:10 AM	11:20 AM
8	11:30 AM	11:40 AM	12:20 AM
9	12:00 PM	12:10 PM	12:20 PM
10	12:30 PM	12:40 PM	12:50 PM
11	1:00 PM	1:10 PM	1:20 PM
12	1:30 PM	1:40 PM	1:50 PM
13	2:00 PM	2:10 PM	2:20 PM
14	2:30 PM	2:40 PM	2:50 PM
15	3:00 PM	3:10 PM	3:20 PM



Clothing Drop

There will be a clothing drop available near the shuttle drop-off area. The finish area is near the starts, so please remember to collect anything you left at the drop area before leaving for the shuttle. Clothing will not be returned.

Course Stats

Day 3 - Long - Course Stats

Course	Distance K	Climb M	# controls	Print Scale	Paper size
White	2.07	55	8	1:7,500	Letter Landscape
Yellow	3.00	90	9	1:7,500	Letter Landscape
Orange	4.43	165	10	1:7,500	Letter Portrait
Brown X	3.73	125	11	1:7,500	Letter Landscape
Brown Y	3.45	105	9	1:7,500	Letter Landscape
Green X	5.84	220	12	1:10,000	Letter Portrait
Green Y	4.69	190	10	1:10,000	Letter Portrait
Red	8.77	270	14	1:10,000	Tabloid Portrait
Red F21	8.77	270	14	1:15,000	Legal Portrait
Blue	11.05	405	21	1:15,000	Legal Portrait
Model	1.9	60	7	1:15,000 / 1:10,000 / 1:7,500	Letter

Time Limit: All long courses have a **3-hour** time limit. Any competitor who exceeds this time limit must abandon their course and go directly to Finish/Download. All competitors, including those who do not finish their courses, must either use SI Air or punch the finish and download. This is how we know you are safely off the course.

Water locations: Available at the Start and Finish and at controls as marked on the map and clue sheets.

Long Model Notes: Generals Highway Corridor Park

Parking for Model: Generals Highway Corridor Park, 1754 Crownsville Rd, Annapolis, MD. ([click here](#))

There are different scale model maps so print the one you will be using; click for the Long Model map at a scale of [1:7500](#), or [1:10000](#), or [1:15000](#).

The model start is in the farthest parking lot from the park entrance. There is no fee to enter the park. There are porta-johns in the first parking lot as you enter the park.

Model terrain is the same as Bacon Ridge terrain except for the differences described below. Bacon Ridge notes apply to the model as well.

Instead of forested plateaus like Bacon Ridge, the model area has ball fields on the plateau top.

Model Park built a disc golf course so there is a new trail linking all the tee areas and baskets. So now there are more trails than the Bacon Ridge area in addition to the tee areas (small pavement areas) and disc baskets (in orange). The tee and baskets sit directly on top of the trail so are hard to see on the map. If you can picture the model wooded area without the disc golf it is the same as the Bacon Ridge area.

Model Park has more ditches/gullies than most areas of Bacon Ridge, which has ditches/gullies but usually not as many in such a tight area. The mapping standard/style is the same.

Mapper Notes: Long-Bacon Ridge Natural Area

Bacon Ridge base map 1:15,000 with 5m contours. Mapper: Ted Good.

Map uses current IOF ISOM 2017-2 Revision 6 symbols. North lines are 300m apart.

Overall terrain: Multiple large plateaus with steep sides down to drainage areas. Larger drainage areas are flood plains so may be wetter than mapped depending on rain conditions.

Hillsides are steep and will be quite slippery when wet.

The area has an extensive trail system created by mountain bikers. This means the trails wind all over the place. Area is used by both bikers and hikers. Be alert for bikers so you don't get run over.

Rootstocks use the green x and are at least 1m high. Those less than 1m are not mapped.

Trails are small foot paths and used by mountain bikers. In several cases the trails have wood platforms across the streams and marshes. The wood platforms are annotated with a wider trail symbol on the map. Rides are old roads/trails. They often have trees across them so are not faster than the surrounding woods but are navigationally noticeable.

Uncrossable cliffs are used for steep hillsides (i.e. large unsafe earth banks). It is somewhat arbitrary as to when a steep hillside becomes an earth bank, and when an earth bank becomes an uncrossable cliff. Rarely do they have a 90-degree drop. Uncrossable cliffs show where a fall could cause serious injury. Earth banks are when it would be difficult to get up. There are plenty of very steep hill sides that have no other symbols so pay attention to the contours.

There are only a few mapped rocks, and they are only about 1/3 meter (1 foot) high. Most courses won't encounter any rocks. There is only one rock cliff on the map, and it is small. All the other cliffs on the map are dangerous earth banks.

Man Made Features: Black Circles are wooden benches. Black Xs are old cars, old metal appliances, and bird feeders on a pole. Hunter stands are mostly ruined and consist of pieces of ladders or fallen on the ground.

Ruins are below ground (i.e. the basements are all that remain). There aren't any above ground walls.

There is a multi-year effort to remove invasive vegetation: mostly bushes/shrubs/vines. In these areas they often cut the vegetation an inch or two above the ground which can leave hazardous debris and mini stumps. Future areas may be flagged with lots of wire construction flagging. Previously cleared areas often allow greenbrier to start growing.

Light Green is likely close together saplings or spread-out bushy shrubs. Medium Green is closer together bushy shrubs or mountain laurel.

Greenbrier thorns exist in some of the valley/marshes and less so on the plateaus. There are occasional smaller thorn bushes on the plateaus. Most of the thorny areas are mapped as fight. Fight is either impenetrable or very, very slow. There are areas of sparse greenbrier that are still mapped as white woods as it doesn't slow someone down enough to warrant a green color.

Small areas of Double Green Slash represent fallen trees/debris when in the forest. Double Green Slash in open areas tends to be thorns.

There are a few small beaver dams. The earth wall symbol across the stream was used for one you are likely to see. Stream remediation efforts, which are small water breaks, are not mapped.

Low lying areas may be wet and muddy even when not mapped as a marsh. Mapped marshes tend to have standing water but depending on recent rain, smaller marshes may just be muddy or have an inch or two of water. Larger marshes will have varying amounts of water/depth.

There are three types of out of bounds that should not be crossed. Olive Green areas are private land and shall not be entered. Park boundary uses a thick purple line and crossing it is out of bounds. The Purple Hash area is out of bounds.

This is the premiere event on this map.

Course Setter Notes: Long-Bacon Ridge Natural Area

Competitors will need to catch a shuttle from the parking area to the start/finish. Please stay off the road and away from the shuttle drop off area after being dropped off.

There is one start for all courses but two different finishes. White/Yellow/Orange use one finish, and the advance courses use the other. Both finishes are within 100m of the shuttle drop off area. The start is about 150m from the shuttle drop off location.

Clothing drop will be at the shuttle drop location. Drinking water will also be located here.

There are lot of controls in the woods so check control codes. Blue, Red, and Green Y have control leg lines that cross previous control circles so be sure to go the correct control and not repeat a control.

There are lot of controls in the woods so check control codes. Blue, Red, and Green Y have control leg lines that cross previous control circles so be sure to go the correct control and not repeat a control.

This area is heavily used by mountain bikers and hikers, so be alert on trails.

Hillsides can be steep and slippery so plan your route accordingly. Spiked shoes recommended.

Red and Blue courses cross several streams and will get your feet wet. Green, Brown, Orange may also get their feet wet depending on their route. All advanced/intermediate courses have

several marsh options including crossing of one sizable marsh. Crossing that marsh will get your feet wet but the marsh is crossable with decent footing.

It shouldn't be an issue, but all roads are out of bounds.

After finishing, catch the shuttle back to the Anne Arundel County Fairgrounds to download and see results.

Health & Safety

This event is being supported by [Austere Medical Professionals](#). 443-815-4267

All competitors must carry a whistle with them onto their course. Three whistle blasts are the universal signal for help—whether injured or lost. Any competitor hearing a distress whistle is required to stop competing and render assistance.

The Mid-Atlantic region has a flourishing tick population. Please use insect repellent and appropriate clothing to deter tick bites. You might consider bringing a commercially available tick remover or a pair of tweezers to help remove a stubborn tick.

We recommend wearing full leg coverings on all forest courses. Chances are good that competitors on the advanced courses will get their feet wet, so bring dry socks and shoes to change into after competing.

All courses will have water, and light post-race refreshments will be provided at the Assembly arena. Stay adequately hydrated.

Closest ER to Bacon Ridge Natural Area:

Luminis Health Anne Arundel Medical Center (5.2 miles)

2001 Medical Parkway

Annapolis, MD 21401

443-481-1000

[Google Map Link](#)

Police:

Anne Arundel County Police Department Non-emergency, 410-222-8610