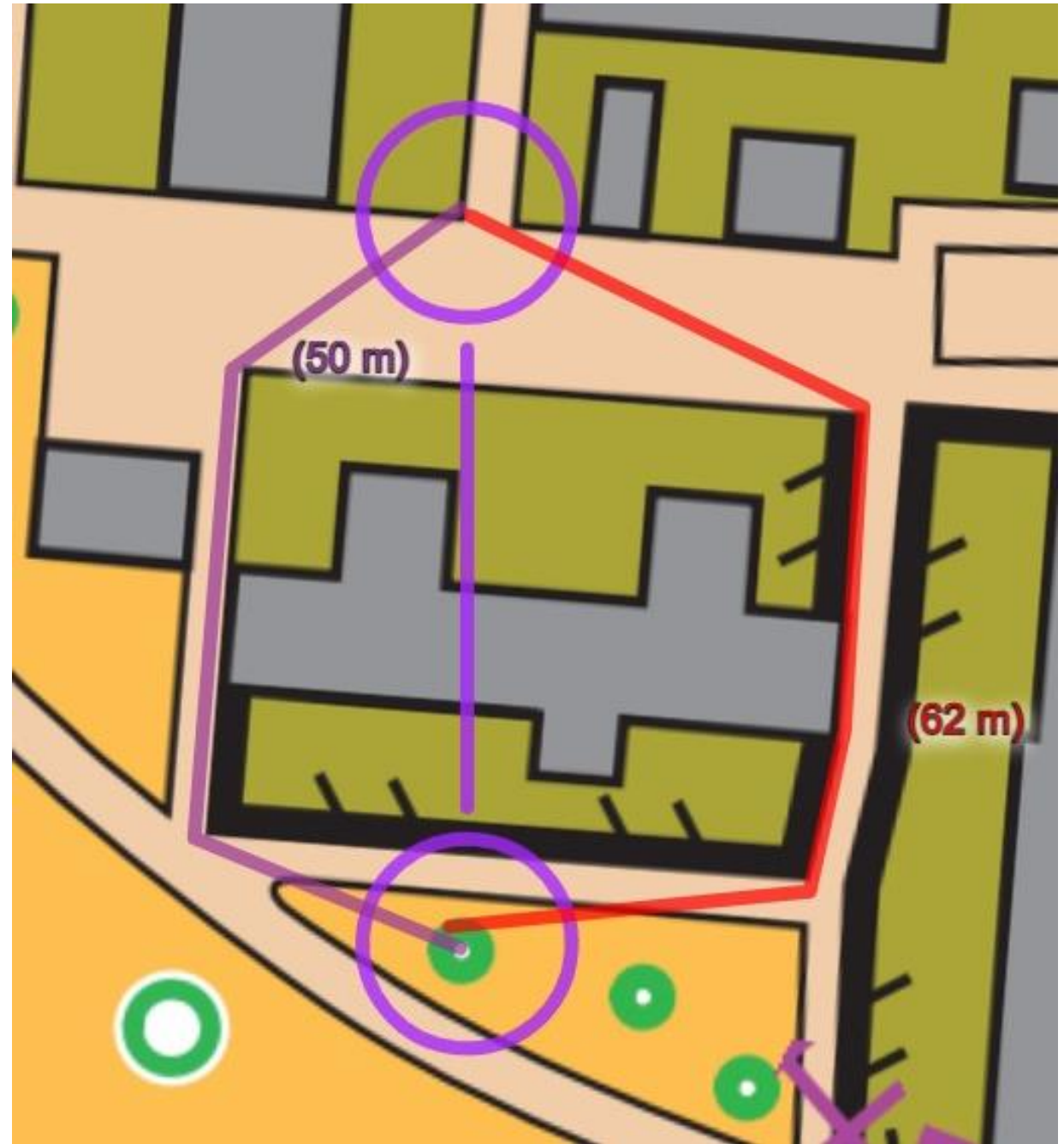# South Queensferry course 3 routechoice analysis

Leg 2

An interesting longer leg after a straightforward #1. Lots of options, shortest is going right. Think it's quite tough mentally to see this because you have to come straight back the way you came into #1. The middle red option isn't a bad choice, and neither is the far left blue although the two grassy hills on the route are slow.

Leg 3

Left slightly shorter on this small leg.

Leg 5

Long leg of the course. Lots of choices for you to evaluate, the shortest routes are taking some wiggles through the middle, either on green or red. I think far right green is also quite a good choice as it doesn't require a lot of focus which means you have the chance to get up to full speed, or plan ahead.
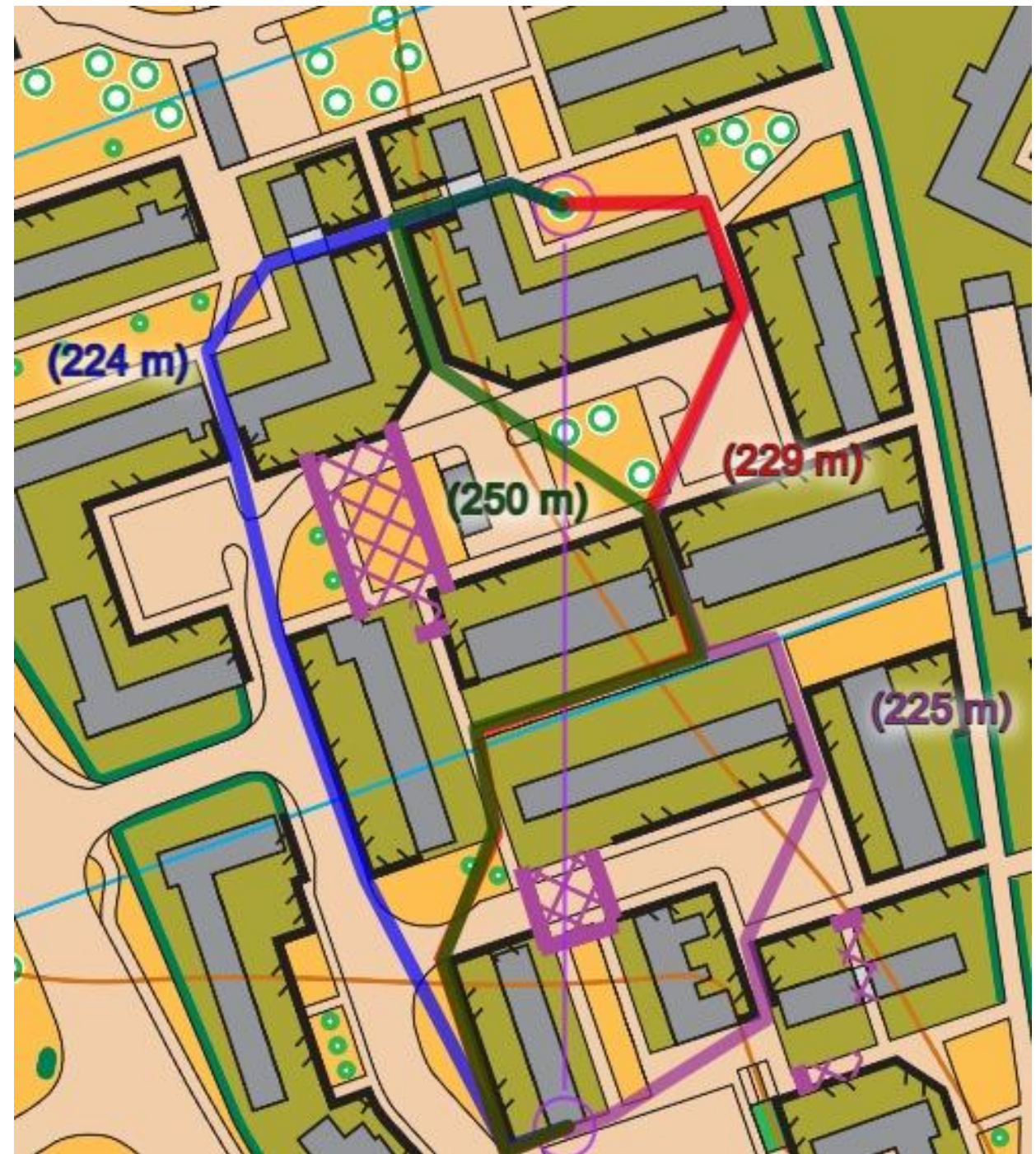
Leg 8

An interesting routechoice leg with two easier legs before it that hopefully gave you a chance to preread what was after the map flip. The right option, while offering less turns and tight alleyways, is quite significantly longer. Left and middle roughly the same.
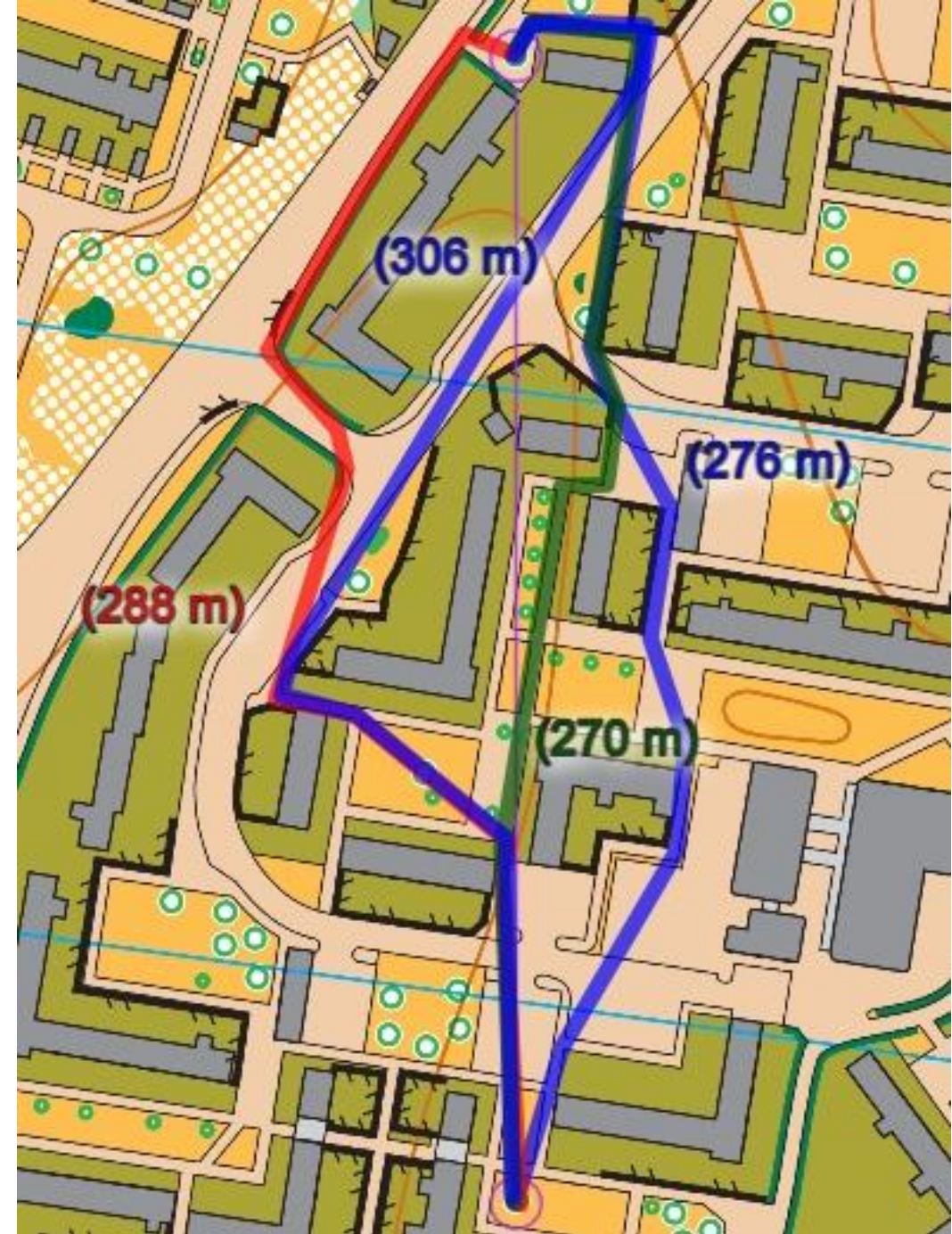
Leg 10

An interesting leg with many routes. The shortest and simplest is definitely left. Right and middle are okay (except green), but harder to execute.
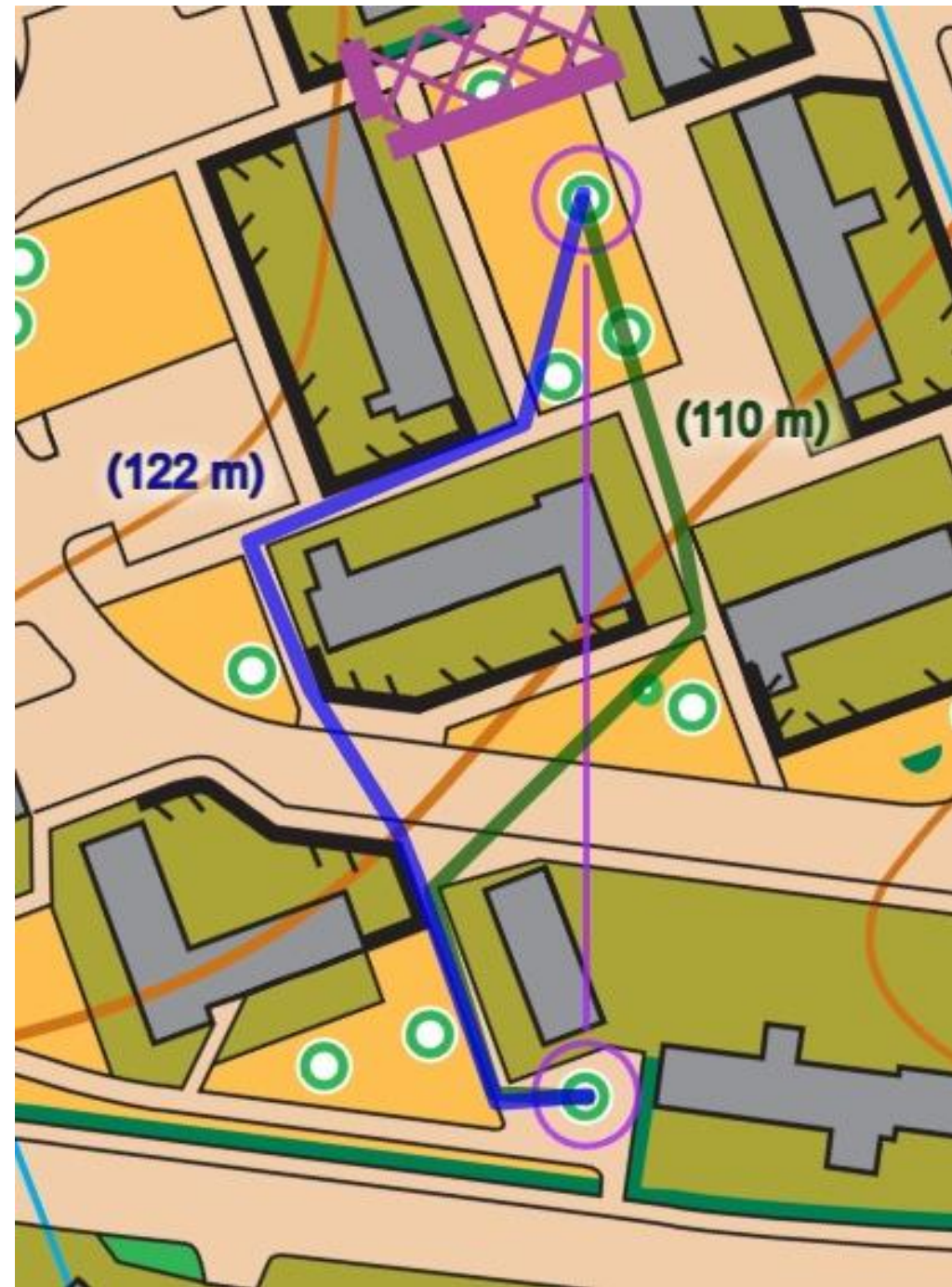
Leg 11

A variety of different routes on this leg, none of them much significantly shorter than any of the others. Middle green shortest though, maybe because it stays close to the red line the whole way?
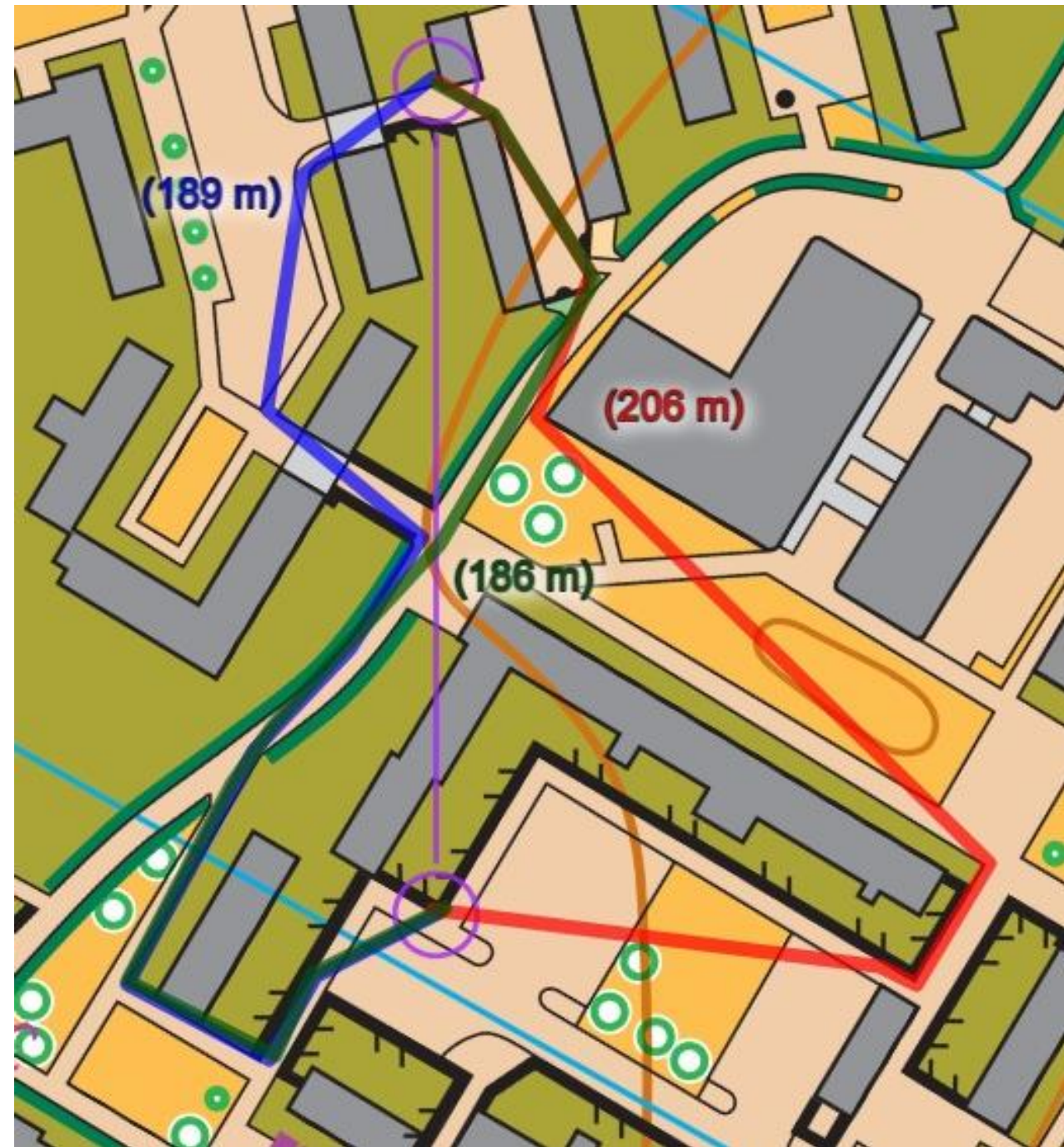
Leg 12

Small difference of 12m on these two routes, maybe worth a couple of seconds.

Leg 14

Either of the two left options are shorter than right on this leg, running round the top of this L shaped set of buildings on the right option is just too far.

Leg 16

Not a very significant leg, middle looks shortest, and is shortest, but right isn't a bad option.

Leg 17

An interesting leg. Left (red) looks about the same as middle (blue) at first glance but it's actually 25m longer which is quite significant, maybe worth close to 10s which could be a race decider.

Hope you enjoyed the course, it's been about 6 months in the making. Many thanks have to go to the controller Graeme Ackland, organisers Jim Bailey/Fiona Eades, map layout/tech support Joe Sunley, as well as numerous pre runs and general advice on the planning process from all of the above plus a few more friends. Enjoy the ceilidh. Frank