

Sport Labyrinth



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1. Origins of idea of «Sport Labyrinth»

1.1. Problem of increasing of spectacle of classic sport orienteering

Classic sport orienteering (OS) has a lot of positive qualities, due to which this type of sport successfully develops. To such qualities it is possible to take mass character, availability, season independence, intellectuality, large benefit for the health of people of any age. It is a remarkable type of sport for the physical and intellectual health of whole nation.

However there is a serious brake, retentive development OS. It is an insufficient spectacle which is stopped up in nature of classic orienteering. Indeed, on distance in-field a sportsman usually individually decides tasks on finding of control point (CP) on locality, closed from extraneous eyes. In classic OS a control point is hidden, disguised from the eyes of both sportsman and spectator. That does see man, by chance appearing in-field, where are competitions conducted on an orienteering? From somewhere come running and somewhere the concerned people escape with the scraps of paper in hands, in bright, but not always clean sport suits. Not far more interesting it will be to the fan on a finish, where a commentator (and that only on good competitions) declares the results of running back sportsmen droningly. Even protocols with results in the area of competitions (protocols with split-time usually appear in our Moscow only in the evening in the Internet) do not give to feel motion of the last fight on distance. Besides is information of the «second freshness». In a word, in a classic orienteering intrigue of interesting, keen fight of sportsmen with each other and with distance hidden from a spectator in-field. And, there is not an interesting «picture» for potential tele viewers. Intellectual work of sportsmen, due to which our type of sport advantageously exudes between other kinds, not visible for a fan. And without it OS at outside look becomes look like a cross-country race with a mark, wherever a sportsman is visible from a start to the finish. At the best, on distance there is a spectator point on which sportsmen demonstrate the art of mark. A decision-making process, the most interesting constituent of orienteering, remains off screen.

As a result of small spectacle, there is not the personal interest of television in the show of our competitions, that means absence of serious advertisers and sponsors. In modern terms it conduces to the almost complete lack of information of population about our kind of sport, as exactly television is a basic information generator. Without a «picture», interesting for tele viewers, our type of sport is doomed to the insulativity from society, does not have chances to become Olympic and quickly to develop.

How to increase the spectacle of our basic competitions?

Front-rank part of organizers of competitions already a long ago realized this problem and tries to decide its different ways within the framework of classic OS. We will mark only some of these methods. It is both classic relay races and relay race of one sportsman, when participants repeatedly pass through the area of start-finish, where it is possible to see the results of sportsmen several times during the competition. It is the impressive mass heats, when simultaneously the whole age-related groups start and there is an atmosphere of rivalry on a start. It is expensive and technically difficult attempts of show on the largest European competitions, by GPS, trajectories of motion of sportsman in a map on the large screen and in the Internet. However much the «birth-mark» of classic orienteering remains - to the fan not evidently internal fight of sportsmen on distance.

To my mind, to do competitions on a sport orienteering by a more spectacle, it is necessary to rotin to the fan, as a sportsman makes decision. How he will realize the plans. How he make a mistake and goes out from a difficult situation, i.e. to look after the keen process of orienteering. It is more interesting for a skilled fan to see a map with distance of sportsman. Then a spectator will be able to experience with a sportsman, estimate his actions, notice errors. For this purpose a spectator (or operator of TV) must be in a position constantly to hold sights at both sportsman and locality in the field. Thus, the size of area of orienteering must make a few ten of meters.

The best place for these aims is an ordinary stadium with tribunes for an audience and standard places for placing of TV video cameras. But an ordinary stadium is too empty for an orienteering. Consequently, it is necessary to fill space of stadium by artificial objects. About creation of such objects speech will go later.

1.2. A problem of unicity of locality in orienteering

In the classic sport orienteering, main attribute of competitions is a suitable for an orienteering locality. On Earth there are different types of locality with the characteristic features. Most interesting, from point of orienteering, there are districts of Scandinavia and north Europe, where the suitable forests and difficult relief are. Absence of the forest or vice versa, the difficult to traverse forests makes many districts of Earth not so interesting for an orienteering. Therefore an orienteering intensively develops only in certain parts of planet. Even our Moscow suburb forests, by comparison to difficult and interesting Scandinavian locality, seem poor on objects for an orienteering: there is not good relief, a few stones, too «green» forest etc. Therefore personally I have a natural wish to «help nature», by building additional objects for an orienteering.

Orienteer, who is arriving from other part of the world, needs some time, to adapt oneself to the features at run and orienteering on unusual locality. It is known in fact, that the Scandinavian sportsmen are strong on «Scandinavian locality», Europeans on «European» etc. Herein there is a difference of orienteering from other kinds of sport, where default attributes of competitions, approximately identical by all Earth, are (racecourse, track-and-field shells etc.). In an orienteering locality of every new competition is unique. Therefore world champion on Swedish locality, probably, there will be other, what world champion on Swiss locality. In the total, we can hypothetically have simultaneously a few World champions in one discipline, but on the different types of locality, that for the ordinary type of sport there is nonsense.

Application of standard, identical objects results in that sportsmen do not have advantage of «home locality». And identical Labyrinths, put in Moscow and, for example, Tokyo will differentiate nothing for a sportsman, arriving from Sweden. Artificial locality is everywhere identical. So it is possible to compete with other tellurians, keeping indoors in your home city!

1.3. Development of sport orienteering and enlargement of scale of map

Interestingly to nose after the change of scale of sport map as far as development of sport orienteering.

In Russia a sport orienteering was engendered in a tourist environment at the end of fiftieth years. By the first organizers and first participants of competitions on With there were tourists. For a tourist hike optimum is a topographical map or chart of scale 1:100 000, where a 1 centimeter of map corresponds to 1000 meters or 1 kilometer on locality. On the maps of such scale the first competitions of tourists passed on an orienteering on locality under the name «The closed route».

People are oriented on objects which are present on locality and which must be reflected in a map. But how many objects can be rotined at such scale? Here and it was necessary to be in those years oriented on a very generalized map.

I think, already then there was understanding that for the increase of physicality of competitions it is needed to combine into larger units the scale of map. In those years competitions were conducted on maps which can it was be got. Therefore the first organizers used topographical maps with a scale 1:50 000 (1cm=500 m) and 1:25 000 (1cm=250 m).

In 1959 the first daily personal competitions passed without an additional load on the corrected map with a scale 1:20 000. After it there was a long period, when basic was a scale 1:20 000 and 1:25 000.

Time went, an orienteering developed. This development resulted in a new standard in the scale of maps - 1:15 000 (1cm=150 m). Considerably anymore objects with greater working out

in details became possible to represent in a map. This scale and now is used on long distances of the World cups on OS for limitation of size of map. But on difficult, saturated by objects localities such scale results in difficulties in «reading» of map for sportsmen and necessity to slow motion. On this account sportsmen all more frequent use a lens for the increase of image of map.

Presently most popular in a sport orienteering is a scale 1: 10 000 (1cm=100 m). Such scale allows to inflict on a map most objects and to simplify «reading» of map. On some competitions, simultaneously with a basic scale, other scale is sometimes used for the so-called cuttings in. For example, scale 1: 2 000 or 1: 1 000 used for the detailed reflection of quarries, separate stone in mineral deposits etc.

Last years on competitions "Moscow Compass» on basic distances is used scale 1: 7 500 and 1: 5 000 for drawing of the known Lytkarino microrelief. At more shallow scale of map the image of these micro relief meets and them becomes hardness to «read», that results in the decline of speed and quality of orienteering for sportsmen.

Quite recently, from 1995, in the world began stormily to develop «park orienteering» a basic scale of which is 1:5 000 now (1cm=50 m). Along with this scale for parks, near-school areas, city courts used et al, more large, scales: 1:4 000; 1:3 000; 1:2 500; 1:2 000.

It is important to mark that the process of orienteering from enlargement of scale wins only. It is not needed to strain sight, it is not needed to reduce speed at run for reading of map. Even the use of legends of CP becomes optional from good visibility on the map of object and point of CP. Sportsman all sees, all understands. Exactness and speed of orienteering increases.

Presently at support of the International federation With actively a project develops on a «micro-orienteering». Although, judging on a scale, it is a not «micro-orienteering», but simply mini-orienteering. Within the framework of this project, including of insertion was assumed with a «micro-orienteering» in the midrange of the World cup -2006. A sportsman must was in the middle of distance be commuted from a scale 1:10 000 on a scale 1:4 000 and then back. The broadcasting companies of Norway and Denmark came forward the customer of project. However to signing of contract, unfortunately, business did not reach. We hope that on the next World cup, it will succeed to be done. That in a root will change a situation with development of mini-orienteering in the world.

Further enlargement of scale to 1:500 (1cm=5 m) results in that on a map in place of the forest, marked one color, it is already necessary to inflict separate trees, estimating their thickness. But it is not terrible, if the forest is rare. Do the sizes of in-use locality, at the use of map of the most used format of A4, turn out about 100x100 meters. Exactly at such sizes, as be rotined higher, and begins to show up new quality With is a spectacle.

In the program of competitions «Moscow Compass-2002» was shown experimental start on the mini-orienteering of «Orient-show» for the sportsmen of elite groups with the scale of map 1:500. Length of distance made a few honeycombs of meters, and time of winner was a few minutes. This start rotined that, at such scale of map, the spectacle of competitions on an orienteering begins to approach the spectacle of «stadium» types of sport. An audience can look after the actions of competing sportsmen on greater part of distance and to be ill for them. Sportsmen must be tensely oriented on eyes for an audience.

The same and yet more large scales 1: 200 (1cm=2 m) and 1:100(1cm=1 m) used in other types of mini-orienteering - in buildings of schools, in sport halls, offices etc. Here it is already actual micro-orienteering. The objects of orienteering are become by surrounding objects - benches, chairs, school desks, mates, sport shells, windows, doors and other objects, being on the indicated territories. A spectacle on such measures turns out maximal. All actions of participants and their eye, complete to the tense idea, are visible «as on a palm». Such orienteering is used in a training process or has entertaining goals.

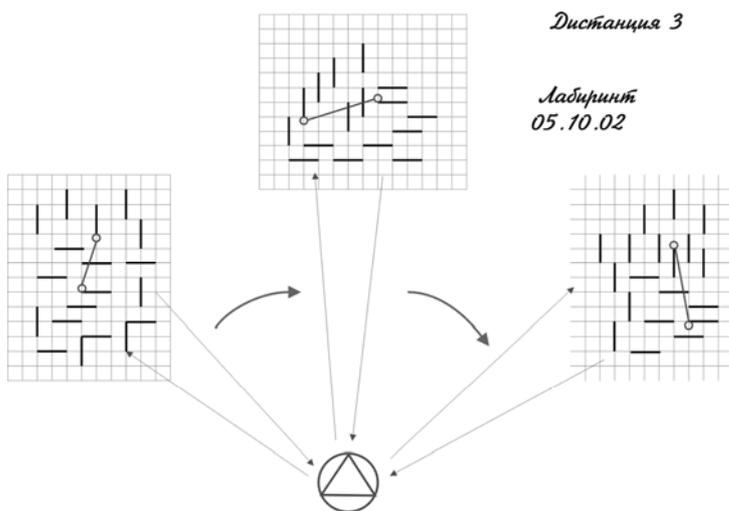


Fig. 1. Map (chart) of the first Labyrinth with distance.

However, as far as I know, nobody got busy at building of the special objects and creation of artificial locality for the aims of orienteering before us.

First in the world competitions with artificial objects, specially created for an orienteering, we conducted on October, 5, 2002 on the anniversary of Lytkarino sport school as an entertaining competition for all persons interested. There is in magazine «Azimuth» №4 for 2002 a publication passed on this occasion: «Labyrinth or "10 meters of orienteering"!». A scale of that chart was 1:200. Used there, yet strange for

Russia, electronic system of mark from a company SportIdent. Participants need it was to take 28 points in three areas of orienteering with objects as simple geometrical figures (fig. 1). Unexpectedly for us not many participants successfully made off the offered distance, that brought back to life the emotional background of competitions notably.

It is possible to draw conclusion from all foregoing.

Problem of increase of spectacle of competitions, problem of «poor locality» on objects for an orienteering, and also process of sport orienteering, in the plan of enlargement of scale of maps, inevitably result in the idea of creation of artificial locality which I would give the name «Sport Labyrinth» (SL). Why «Sport Labyrinth»?

2. A labyrinth is in history of humanity

Images of labyrinths behaves to the most ancient creations of human hands (fig. 2). They appeared practically simultaneously (approximately 2000 years b.c.!) in different parts of the world, on large distances from each other, in North America, India and on Sumatra, and also on territory of Europe. Word "labyrinth" in ancient Greece and ancient Egypt was meant by a structure, specially created by people, with difficult, tangled motions, from which hardness it was to find an output.

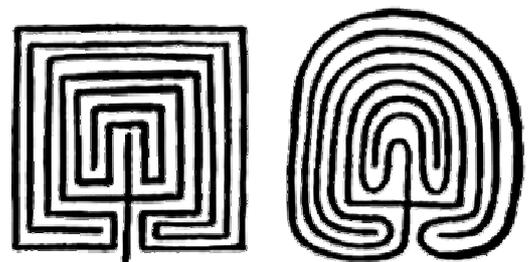


Fig. 2. Ancient images of labyrinths.

Labyrinths are different. In one windings paths are reported between itself and conduce to the single center. In other - along with passage-ways can be deadlocks, and for man going on it there is a task consists of that, passing deadlocks, to find an exit in the opposite end of labyrinth.

The first recital of labyrinth is to be found at the ancient Greek historian Herodotus, describing the enormous labyrinth of Faiyum in the north of Egypt. In this place the Egyptian pharaoh Amenemkhet III (ab. 1456-1419 b.c.) built a pyramid and sacral temple at the foot of this pyramid, which was built as a labyrinth. Here that wrote about him Herodotus as about one of seven wonders of light: "A labyrinth excels the sizes... of pyramids".

This building has length of 200 m and width of 170 m., contained the great number of rooms and corridors, located by part higher than surface of earth, by part under earth. Words by word of Herodotus, the number of such apartments reached to 3000. Difficult system of corridors, courts, rooms and colonnades was such tangled, that without an explorer an outsider

would be never able to find an output in it. This labyrinth, mainly, served to the religious aims: victims were there brought to all gods of Egypt.

Legend is no less known about the Cretan labyrinth in which Minotaur dwelt once - half-man, half-bull. A labyrinth was lined up with such tangled motions, that nobody could find an exit from it. An Athenian hero Theseus got through a labyrinth and put Minotaur to death. Youth unthreaded due to a gold filament which resulted in from an entrance. This filament Ariadne gave him.

People, standings on the most different stages of historical development, have labyrinths in all parts of the world - from stone age to contemporaneity. The special place in this many-sided picture is occupied by stone labyrinths of North Europe. The incurrence of north labyrinths exceeds 500, from them in Russia - about 50! In the north of Russia labyrinths named «babylons» everywhere, that reflected their intricate, tangled arrangement.

Setting of labyrinths is difficult certainly to bind to some by one function, and forms of display can be most different: subject, verbal, ceremonial. It is decorative patterns and pictures, artificial motions and paths, device of underground and surface buildings, dances, games, religious and moral symbolism, stories and to lead.

It is possible to say that Labyrinth is character of all humanity with four-millennial history.

So why not to use this character, firmly sitting in memory of humanity, for development of sport orienteering?

Our experience of socializing rotined with sport leaders, that sense of word «Labyrinth» is clear them at once and further decoding of expression «Sport Labyrinth» is not required, unlike words «sport orienteering».

3. «Sport Labyrinth»

Task of this manual - to tell about the new type of sport orienteering in which for an orienteering the specially created objects are used. These objects as in the case of ancient Labyrinths, are also created on purpose tangle a man and complicate the process of orienteering. But our purpose, unlike ancient Greeks and Egyptians - other, sport - to expose the best participants at times, at the correct passing of distance. Therefore would be logical to name in future this type of competitions by «Sport Labyrinth» (SL). Basic tasks which are decided by a sportsman in a classic orienteering are present and in SL. It is recognition of objects on locality, collation them with a map, choice of variant of motion, finding of CP and mark on him.

Determination of «Sport Labyrinth» can be given therefore, leaning against determination of sport orienteering:

«Sport Labyrinth» is a type of sport orienteering, in which participants through a map must pass the set number of control points (CP), located on specially to the artificial locality created for this purpose. The results of participants are determined at times passing of distance (in certain cases taking into account penalty time or penalty circles). Artificial locality consists of aggregate of standard objects of type «wall», located on a small, even, opened ground.

Maybe, that an orienteering in «Sport Labyrinth» is the same orienteering, only more concentrated in space and in time. As distance between the objects of orienteering minimum, a sportsman does not have possibility to be weakened even on the stakes of second.

In opinion of known in Russia orienteering sportsmen, an orienteering always remains an orienteering, without depending on the scale of map and original appearance of orienteering points.

As compared to a classic orienteering, some «illnesses» disappear at «Sport Labyrinth», elements of injustice and new important qualities appear:

1. *The compiler of map does not have freedom and, in this connection, possible errors in interpretation of one or another object and determination of his exact position on locality. That, there is not subjectivism of compiler of maps, inherent to the classic orienteering. Sizes and form of artificial objects are known beforehand with high exactness. Application of tapeline and certain method, described below, allows within centimeters to set all objects on locality and check up exactness of setting. As a result, we have an exact and objective map of artificial locality.*
2. *As it was said before, application of standard, identical objects results in that sportsmen do not have advantage of «home locality». Every sportsman knows always exactly, what objects of orienteering expect him on distance. His result in SL depends only on his rate of movement and speed of thought. Thus the value of component of thought obviously prevails above speed of movement. «Sport Labyrinth» becomes in one row with other types of sport, where standard terms and standard equipment are for the lead through of competitions.*
3. *In «Sport Labyrinth» of condition on distance identical both for starting first and for the last participant. Therefore qualifying heats, necessary in classic OS for placing sportsmen in a final heat, in SL not needed.*
4. *In existent practice of orienteering in Labyrinth, a compass usually is not used. A map can be orientated with locality on the location of entrance which is always visible to the participant from any point of Labyrinth. Although further development over SL can again bring to appearance of compass for a participant. On this stage of development absence of compass is undoubted dignity of Labyrinth. For participation no additional accessories are required in SL (sport boots, compass, sportswear for at run). A map and card (or chip) a participant gets on a start and hands over on a finish. Therefore any man, by chance passing by, can take a part in these competitions. An orienteering in Labyrinth becomes look like attraction for all persons interested, regardless of age and degree of preparation.*
5. *Complication of configuration of Labyrinth can be set by different, coming from the degree of preparedness of participants, which is known beforehand. Complication of distances in concrete SL it is possible also to vary and offer at choice, depending on the desire of participant. Small time-of-flight SL allows the participant to start repeatedly and to promote on his own the level of complication of distance.*
6. *Small, even, opened ground for building the SL allows to get an interesting «picture» for an audience. And it and am one of our main tasks - to rotin to the spectator (and better and to the tele viewer) the process of orienteering and, thus, to promote the spectacle of sport orienteering.*
7. *In a classic sport orienteering before the organizers of competitions a task always costs on providing of safety of participants. Organizers can not give by the hundred-percent safe conduct reason of finding sportsmen in a large forest array, inaccessible for control. In this sense, «Sport Labyrinth» is a fully safe place.*

It is especially important, that children would acquire orienteering skills, necessary in an ordinary orienteering (orienteering of map, reading, search, mark) in safe terms under the supervision of trainer. I would say even, that a child can not be produced in the forest, while it will not learn to be oriented in Labyrinth.