



Mapping notes for Lunsen

Never go anywhere unless you know where you're going (Øyvvin Thon).

I thought it might be useful to give a rundown on the mapping norms in Sweden. (By the way, these follow the IOF norms, which we don't seem to do very well in the UK as far as I can tell.)

In particular, **ROCK**. There is a lot of rock around on Lunsen. A few thousand years ago the whole area was scoured by a 2km thick wad of ice. It was thus scraped down to bedrock. As the ice melted everything ended up underwater instead. Clay, up to 50 metres deep, filled the valleys, while the raised areas were left bare. The situation hasn't changed much today; there is precious little soil, although the depressions have turned into peaty bogs. Boulders, left behind by the ice, are scattered around here and there.

'So what?' I hear you say. Well, only a tiny proportion of this rock appears on the map. This is of course by stark contrast to the UK where mappers seize on the tiniest pebble in the desire to add some black dots to their creations. On Lunsen (and according to the IOF guidelines) only boulders over 1.5 metres high are marked! I'm not sure what the guideline is for crags, but it's about the same. Vertical or near-vertical, and about 1.5 metres high or more. As Heather Munro once said (in world champs advice for the brits) if you can't parachute off it, it's not marked.

'What about areas of bare rock?' I hear you ask. 'I found a huge unmapped boulder 3 metres high' I hear you say after your run. Bare rock is in itself of no interest whatsoever to Swedish mappers; it is not marked at all. To be mapped as a boulder, an object should be something you could pick up (if you were strong enough). To be mapped as a crag, it should be vertical or near-vertical. Everything else is just marked with contours.

In between all the rock there are **MARSHES**. Note that some of these (marked with thick blue stripes) are uncrossable. The others are crossable but likely to be heavy going and very cold. We have tried to avoid the need for major marsh crossings, but there are such route choices available if you want to take them.

So, that's all for know. Let me know if you found this useful or interesting, and I might post some more stuff.

Good luck!

Rob