

# Competition Memo

July 11–13, 2014



## Arena

Toftasjön, about 7 km east of Halmstad. Follow signs from route 25 for all stages and camping.

Parking up to 800 m from the arena. Fee SEK 50 for all days, or SEK 20 per day, and *must be payed in cash*.

Map: [goo.gl/maps/7G1J4](http://goo.gl/maps/7G1J4), GPS: 56.69530, 12.99192.

## Payment

*Note!* Foreign clubs that hasn't payed the registration fee shall do so at the Information desk prior to start.

## Entry on the Day

Entries to ÖM, Insk., and U are sold by the arena at 15:00–18:00 at stage 1 and at 9:00–11:30 at stage 2 and 3. *Note!* Pay by cash or card first in the cafeteria and bring the ticket. Swedish clubs are billed though.

## Map

Equidistance 5 meters, offset printed. Drawn by Carlsson and Svanberg, revised 2014. Scales:

	Stage 1	Stage 2	Stage 3
DH 60–	1:7 500	1:7 500	1:7 500
DH 16–21	1:10 000	1:15 000	1:15 000
Others	1:10 000	1:10 000	1:10 000

The map may be retained at the finish, but not shown to participants who have not yet started. Please note that it is also against the rules to provide information on terrain, map, or course.

There's color maps to be used when following up in Insk. and U1–U2.

Any adjustments of the map is posted by start.

## Terrain Description

Forest with a large number of roads and paths. Also a number of small lakes and marshes in the area. The vegetation is mostly open spruce and pine forests, lots of beech and oak forest occurs. Moderate to strong hilly.

## Stripes in the Terrain

*Stage 1:* An indistinct trail that's in the map is aided with white stripes. Applies to the shorter and easier courses.

*Stage 2 and 3:* Two artificial trails are marked in the terrain with white stripes, and on all maps with violet dashed lines. This mainly affects U1 and ÖM2 at stage 2 and Insk. and U1 at stage 3.

## Water

Water is available all days by the finish, on Saturday also on the way to start. The longer courses will also pass depots with placed water in the race area at stage 2 and 3, which is marked with a purple mug on the map.

## Control Definition

Control definitions are printed on the map and are also

available for separate holders at start. At stage 3 in classes ÖM 2–4, information about the control points for two of the controls are missing on the definitions that are printed on the map, however code number is existing and fully information is printed on the separate definitions.

## Control Sites

The controls sites are marked with orange white flag in the terrain. Check the code of the station, since the controls are close in some areas!

## Bib Numbers

Place the bib on the chest. No part may be folded away or covered. Assignment is apparent from the starting list.

In DH21 L and DH16, all contestants should wear bib every day. Self-service at the start of stage 1 and is the *reused* at stage 2 and 3. Runners that didn't start at stage 1 can pick up the bib from the information subsequent days.

At Stage 3, the first 10 contestants in all classes with chasing start should wear bib, self-service at the start.

## Punching System

Electronic punching and timing with SportIdent is used. Check that the card number is consistent with the starting list. Another must be rented if wrong card is brought to start; with the risk of not managing to start on time. The card should be emptied in placed stations on the way to or at the start.

## Rental Cards

Rental cards can be found in the information. After finish at stage 3, rental cards shall be handed in. If a card is rented for a single stage, it shall be returned at the finish on that stage. Failure to return rental card will be charged at a cost of 600 SEK. Contestants who lost his own card can hire a new one for the stages to come at the competition office.

## Clothing

Clothes should cover the entire body except the head, neck and arms, and be free of tears or gaps. If the rules are not followed, the start may be refused.

## Start

Follow directions of the sponsor's name and stripes to get to the starts. Mostly easy passed roads and trails, distance:

	Hylte Lantmän <i>orange white stripes</i>	Engelsons <i>orange blue stripes</i>
Stage 1	500 m	350 m
Stage 2	2 700 m	2 000 m
Stage 3	850 m	750 m

It's the contestant's responsibility to check that the map in the container for the class also has the right class designation printed on the front side of the map.

There is no transport of clothes back to the arena.

In case of late arrival, ask the starting staff for assistance. Late start is allowed at most 30 minutes after the regular start time, but not in classes with free start times

Insk., M, ÖM and U have free start times and is freely chosen between 15:30–18:30 at stage 1 and 9:30–12:30 at stage 2 and 3. At the start there is a queue to tick off the name. Use one of the punching stations at the starting line.

All contestants are ticked off to check card number against the starting list. Also, the card are punched in a check station, indicating whether it is properly emptied and records that the runner came to start. This punching along with the finish punch is needed to know that everyone returned from their course. If another card number is presented than specified in the starting list, a new card must be hired at the start.

Contestants in DH16 and down takes up the map a minute before the start time, to look at it and wait by the starting line. In the classes DH18 and up, the map is not taken up before the starting moment.

### **Pursuit**

At Stage 3 pursuit is applied in all classes – except DH10 who have staggered start times every day, and Insk., U, M and ÖM who have free start times every day.

Pursuit means that the contestant with the best cumulative time starts first. Others in the class then starts with the total time difference against the time from Stage 1 and 2. After a maximum of 45 minutes staggered starts are used instead of pursuit.

The first 10 contestants in each class with pursuit should wear bib with class designation and number of the total position after two stages. Self-service at each start location. Other contestants in DH16 and DH21 L carries last stage's bib.

About 5 minutes before the start time, the startup's name is called up for ticking off and verification of the card number. Then there is a queue ahead. When the start time (hour, minute and second) is shown on the display the runner is dropped away.. Everyone with pursuit thus have their map just after the starting moment, even DH12–16.

For classes without pursuit, the same starting procedure takes place as in Stage 1 and 2.

### **Follow Up**

It's allowed to have a follow up in classes Insk., U and ÖM – but not before the own race of contestants in ranking meritorious class, ie. DH 18–21 L.

### **Punching at Control Site**

Make sure the punch is confirmed by sound and / or visual signal from the station. If no confirmation is obtained after repeated attempts, make a punch in the map with the pin clip available on the control stand. The card must be carried around the whole course. Lost card means disqualification, even if the punches with pin clip is presented.

### **Finishing**

Punch at the finish line and then move on to the card readout to verify the punches. If the pin clip where used at any control, present it at the competition office for manual control of the punches. The return any rented card.

### **Officials decides in pursuit.**

For classes with pursuit on stage 3, the race ends at the finish line but the punching is made further ahead. In equal races officials decides the order and directs the finish punch.

### **Uncompleted Race**

Contestans who fails to finish the competition must have their card registered at the competition office. If this is not possible, for instance an accident, the competition office must be informed as soon as possible. Otherwise a search party will be sent out.

### **Max time**

Maximum allowed competition time is 2.5 hours. If longer time is used the contestant will not get at result. .

### **Results**

On digital screens at the arena and on Eventor after every stage.

### **Price Giving Ceremony**

Prices will be awarded for a total result, time for ceremony will be announced at the prize tent after stage3.

Insk. will get a price every day, this can be retrieved in the price tent at stage 1 and 3 and at the cafeteria in form of ice cream at stage 2. Prices in U1 an U2 will be raffled after stage 3. No prices in M or ÖM.

### **Toilets**

Available at the arena during all stages. At Stage 2 toilets will also be available on the way to the starts.

### **Kids Orienteering Event**

Available on all stages, start between 15:30–18:00 at stage 1 and 09:30–12:00 at stage 2 and 3. Fee of 20 SEK per stage, payment in cash at start.

### **Service**

Well provided cafeteria, sports sales from SM sports and shower are available at the arena. Medical care for acute injuries and defibrillator are available in medical tent.

### **Babysitting**

Available in the arena for children between 3–8 years. The kids will be out of diapers. Bookings on site costs 50 SEK per day, payable in cash.

### **Camping**

Camping in the competition area outside the assigned campsites is not allowed.

### **Competition Jury**

Bernt Andersson (IF Rigor), Peter Aronsson (FK Friskus-Varberg) och Henrik Bengtsson (Falkenberg OK).

### **Organizers**

Race Director: Per Gerdle (Halmstad OK), Asst Race Director: Göran Svensson, (Halmstad OK), Competiton Secretary: Filip Holm, (Halmstad OK), Press Officer: Kennet Horvath, (Halmstad OK), Course Planner: Joakim Gustafsson (Halmstad OK), Erik Memmi (Halmstad OK), Nils Wallentin-Tärk (Halmstad OK), Event Controller: Bo Månsson (Hallands Orienteringsförbund), Course Controllers: Kjell Erlandsson (OK Lindéna), Peter Johansson (Simlångsdalens IF), Per-Olof Nannesson, (Simlångsdalens IF).