

CANTERBURY SCHOOLS' ORIENTEERING FESTIVAL 2017

***SATURDAY 16th SEPTEMBER
FERRYMEAD HERITAGE PARK***

AND

***SUNDAY 17th SEPTEMBER
SPENCER PARK***

Programme

HOSTED BY:
PENINSULA AND PLAINS ORIENTEERS
WWW.PAPO.ORG.NZ



Welcome

Welcome to the Canterbury Schools Orienteering Festival. We hope that you all have an enjoyable time and for those of you who are new to this sport that you will feel that you would like to take part in other events in the future. For further enquiries please see our website papo.org.nz

TEAM MANAGERS

It is important that all competitors are aware of the information contained in this programme. It tells you how to get to the venues, important information about starting and finishing procedures and, combined with the attached start time lists, when to be there. Each student should be at the competition venue at least 30 minutes before his/her start time. As well as this copy, the programme will be available on www.papo.org.nz if you wish to direct parents to the web for this information.

GENERAL INFORMATION

Competition rules: This competition will be run in accordance with NZOF rules, unlike the Get2go Challenge that some of you may have experienced, the courses are done by individuals (or pairs in some grades) and the controls are found in the sequence listed in the control descriptions. Please direct any queries during the events to the Event Controller.

Registration: Registration which is at the Event Centre and adjacent to the finish areas each day will be **open from 1:15pm Saturday and 9:45am Sunday**. It would be appreciated if the **team manager collects the registration pack for each school**, rather than individual children. At registration you will be given the hire e-cards allocated to your students for the weekend. It is important that each student (or pair if entered as such) uses the e-card with the number allocated as per the accompanying list.

Start: The first starts will be at 2:00pm Saturday and 10:30am Sunday. Please ensure that you are at the start **at least 6 minutes** prior to your start time. You will be called into the start grid 4 minutes before your start time. A beeping clock will give a five-second count down with a longer tone to start, if there are any competitors who may have difficulty hearing this please advise the start officials. After the signal to start, **each competitor** (or pair) **must put their e-card into the blue box on the start control**, this is when your time starts.

Finish: This is close to the registration area. If for any reason you decide not to finish your course you **MUST** go through the finish procedure. This lets us know that we don't have to start searching for you at the end of the day. **Course closure:** Competitors will be timed out after 2½ hours (i.e. if you are still out on a course 2½ hours after starting you must return to the finish.)

Out of bounds: Please refer to the information relating to each day. Generally any area away from the car park, Event Centre (registration/finish area), start area or the routes between these will be out of bounds, unless you are on your course.

Safety: Your safety is important to us. We want you to enjoy your orienteering free from accident.

We have identified the most likely hazards that you will come across but you are expected to exercise commonsense around any obvious hazard. Take particular care when walking from the parking areas to the Event Centre. **Watch for cars moving in and out!**

Competitors are expected to render assistance on their course to anyone who is injured and requires physical assistance.

Land owners are not responsible for ensuring that any natural hazard or risk associated with orienteering as a recreational activity does not cause harm to competitors or spectators.

First Aid: Triple One will be present both days.

Weather: The weather at this time of the year can be variable. It could be wet and very cold. Be prepared! In the event of bad weather - full body cover will be essential with thermals if it is very cold - competitors who are inadequately clothed may not be allowed to start. Also be prepared with sun block if it is hot. Make sure that you **bring a change of clothes**, including socks and shoes to change into after your course.

Clothing: Competitors should bring a range of clothing to cover extremes – both heat and cold. **Also as this is a schools event it is really great if you wear your school's sports uniform if you can.**

Whistles: Whistles are RECOMMENDED. The distress signal is 6 short blasts, rest, then repeat. Use **ONLY** in the case of injury or emergency.

Maps: Maps are pre-marked with control descriptions printed on them. The maps will be collected at the finish and then be available for you to collect after the last start. Students running as pairs will each have a map but share a Sportident e-card while on the course.

Control descriptions: There will be international symbols for the red course, and written descriptions for all other courses will be printed on the maps. Copies of the descriptions for the courses will be available at the start for those who want them.

Control codes: These are 2 or 3 digit numbers on top of stake, on both days. Please check these codes carefully before punching to make sure that the number on the control is the same as the one on your control description. **There will be a lot of controls out there so make sure you check the number!**

All competitors will be using Sportident. If you are new to orienteering please refer to the Electronic Punching system notes at the end.

Your e-card has a number that is related specifically to you as a competitor. The cards must not be loaned to anyone else during the event. If you lose a hired e-card there will be a charge of \$60 to cover the cost of a replacement.

Results: Provisional results will be displayed on the result board at the finish area as soon as possible. Enquiries regarding finish times and disqualifications should be directed to the Event Controller via the staff at Registration. Please do not approach the finish or results officials.

Confirmed results will be posted on www.papo.org.nz

Prize Giving: Due to the difficulties of printing in the field, certificates and trophies will still be distributed to the relevant schools when they are available.

Protests: Protests will be handled in accordance with NZOF rules. Before a protest is made you are entitled to complain to the controller about an infringement of the rules or organiser's directions. A complaint shall be made in writing (on a form available from Registration) to the Controller as soon as possible, but within 60 minutes of the affected competitor finishing. A complaint is adjudicated by the

Controller. The Controller's decision on a complaint shall be advised to the complainant, and displayed on the results board as soon as possible, but in any case within 60 minutes. If you are not satisfied, a protest may be made against the controller's decision. Any protest shall be made in writing to the Controller within 60 minutes of the Controller's decision about a complaint being advised to the complainant and displayed on the result board and handed to the controller with a fee of \$10 which will be refunded if the protest is upheld.

Protest jury: A protest jury will be formed if and when necessary on the day.

Cancellations: The events will only be cancelled in extreme conditions. **A cancellation notice will be posted on www.papo.org.nz**

HAVE A GREAT TIME AND HAVE FUN

Electronic punching system

We shall be using the SportIdent electronic punching system for both events.

The e-cards that you carry with you on your course must be electronically cleared and checked before you start your course. As you enter the start area, place your e-card into the "clear" control unit. It will be clearly marked. Hold it there until you get a red light and a beep, confirming that your card has been cleared. Next, place your e-card into the "check" control unit, to confirm that it is working properly.



At each control, place the end of the e-card into the hole in the top of the flat box mounted on the control stand. Hold it there briefly until a red light and a beep indicate that the control unit has transferred its number and time on to your e-card. If in doubt, do it again – it does not matter if you record the same control twice. If a control unit should fail during the event and not give you a red light and a beep after a couple of tries, use the clipper on the control stand to punch one of the boxes printed on the edge of your map. Draw this to the attention of the staff at the finish.

If you go to the wrong control and put your e-card into a control unit that is not yours, don't worry. Just find the correct control and go through the process again. The wrong one will be discarded. However it is essential that all controls on your course are visited in the correct sequence. For example if control 3 is missed and control 4 punched with your e-card, you must go back and punch control 3 and then revisit and punch control 4 again before proceeding to control 5.

When you reach the finish line, you must put your e-card into one of the control units situated directly on the finish line. Again, wait for the beep and the red light, confirming your finish. Then proceed down the chute to the download station, which will read the information off your e-card and print out a sheet showing your course time and the split times between all controls.