

Monday Night Training Run 3rd September 2007, 7 PM

Start Location: Hilda St Reserve, Hilda St, Balwyn. Melway Ref: 46 C6.

Map Details: Balwyn Central map, Scale 1:11,000 (note), Contours 10m

Course Setter: Mark Besley

To optimise your enjoyment of this event, please read the following.

Many years ago, I used to navigate in car rallies. I have often thought about how various types of navigation instructions used in car rallying could be successfully applied to novel orienteering events.

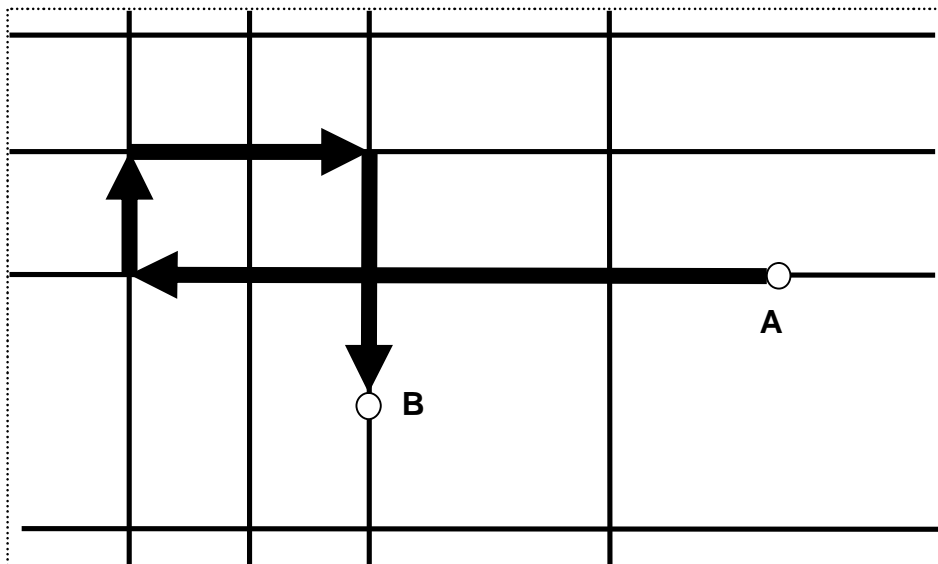
One issue is that most rally instructions require "plotting" of the course onto a map before the event starts. For this reason "plotting time" is normally allowed before a rally starts. I believe that if we had allowed 10 minutes or so "plotting time" before the recent event run by Keith Anker, most competitors would have been quite happy with the event.

This time, I have decided to use a type of navigation that does not require pre-plotting onto a map. In fact a map is not required at all! This type of instruction is called a "Route Chart".

A route chart is simply a set of instructions telling you what to do at each intersection and where to turn. Consider the fictitious network of streets below. An example of a route chart to take you from Point A to Point B by the route shown could be as follows (assumed 1:10,000 scale):

Depart Point A to West

200 m Straight On
300 m Straight On
150 m Straight On
150 m Turn Right
150 m Turn Right
150 m Straight On
150 m Turn Right
150 m Straight On
150 m You are now at
Point B, pole number
12345, note number of
nearest house.



When you arrive at the end of the route chart, you should check the light pole number to ensure that you are in the correct place. Note that distances quoted in the route chart are as measured on the map. Compass directions may be part of the specification. Make sure you know which way is North!

In this event the route charts will be relatively short - they won't take you to the other end of the map. Therefore you should think about the route charts when you are planning to visit controls 1 - 5. It's likely that it would be best to get 21 - 25 at around the same times. Don't forget to look carefully and think!

What will happen at the start?

Fill out a card as usual (standard 25-control card). You will **not** receive a map. You will receive a simple route chart. When the event starts, you must follow the instructions on the route chart which will take you to a nearby location where you can collect a map.

What is on the map?

It is a normal Street-O map with 20 controls (numbered 1-20). You can choose to simply do a 20-control score course and ignore the route charts and bonus controls if you aren't interested. 1-20 are on light poles and you should note the last digit of the pole number on your card as usual.

Do I have to go to the controls in a specific order?

No, you can do any controls you choose in any order (although this may not be very practical with controls 24 & 25).

Where is the finish?

The finish is at Hilda St Reserve, **not** at the location where you collect the map.

Bonus Controls

Controls 21-25 are bonus controls. Each one can be reached by following a route chart from the control numbered 20 less. For example, you can follow a route chart from control 1 to control 21, from 2 to 22 and so on.

The full number on the light pole will be stated for controls 21-25 and you will be asked to note another piece of information, e.g. the number of the nearest house.

The bonus controls are not marked on the map and you will need to either keep track of your location as you follow the route chart, or else work out the location of the control using the route chart and the map before leaving the previous control. Unlike a car rally, in this event there are no information or checkpoints along the course defined by the route chart and the control is simply at the location defined by the end of the route chart.

Controls 24 and 25 are more difficult (and worth more!) as they are ***off the map***. After getting these controls, you will need to either retrace your steps back to control 4 or 5 by following the route chart in reverse, or use your navigational and logical skills to get back on the map perhaps by a more direct route. (If you have no idea where you are after getting these, go East.)

Scores

Controls 1 - 5: 2 points

Controls 6 - 10: 3 points

Controls 11 - 15: 4 points

Controls 16 - 20: 5 points

Bonus Controls 21 - 23: 6 points

Bonus Controls 24 & 25: 10 points

Getting your map without assistance: 10 points

Warnings

All roads are dangerous. Balwyn Road runs North-South through the map and most competitors will have to cross it, please take care.

Belmore, Burke and Whitehorse Roads are the North, West and South boundaries of the map. You ***must not*** cross these roads. If you believe that a route chart that you are following is instructing you to cross one of these roads, you have made a mistake and should find your way back to the previous control and start again.