

Monday Night Training Run 21st July 2008, 7 PM

Start/Finish 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.

Again, I have borrowed an idea from car rally navigation - this time I am using a "specified direction of entry" for some controls. In this event, you will need to approach Controls 21-25 from a specified direction. The direction will be specified on the map with an arrow, and also in words so there should be no confusion.

Apart from that, the event is a "normal" 25-control score event and controls can be visited in any order. Controls 21-25 are worth 6 points as usual, however you will not receive any score for these controls unless you enter them from the correct direction.

Consider the example map below:

Control 21 is specified as "Enter from East"

Control 22 is specified as "Enter from South"

Control 1 can be entered from any direction.

You cannot head west from 21 and then simply turn left at the next street and head south to 22, as this would mean you would be entering Control 22 from the *wrong direction* (North).

To take a valid route, you may consider visiting other controls on the way, e.g. the route shown in bold which visits Control 1 en route from 21 to 22.

You could also head directly south from Control 21 until you reach the E-W street where Control 1 is located, then turn right twice and approach 22 from the south. Any route choice is allowed as long as you approach the control in question from the specified direction.

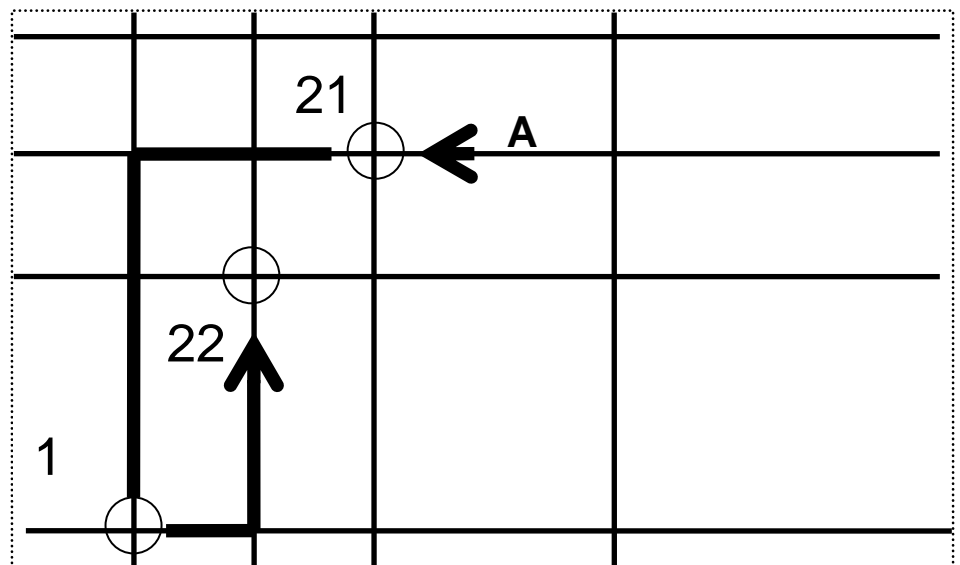
Enforcement

The most common question I am asked is how I will enforce the requirement to enter from a specific direction. I could just trust people to go the right way but past experience tells me the folly of this.

Therefore, the following procedure will apply (*please read this, it's the important bit*):

Along the street heading to the control from the specified direction, there will be a street-O control punch chained to a pole. It may be a light pole or a "dark" (power) pole. The punch will be somewhere between the last possible "legal" entry point on the street and the control location.

You must punch the square on your card that corresponds to the control you are heading towards. When you reach the control, you must also write the last digit of the pole number. Unless both things are done (punch and number written), you will not receive a score for that control. Forensic testing will be done to ensure that the number was written *after* the card was punched.



For example, consider that there is a control chained to a power pole at Point A. On your way to Control 21, you must punch square 21 on your card when you find the punch at Point A, then write the last digit on the light pole at Control 21 in the same square that you punched. You need both things to get a score for 21.

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.