

# Wellington MTBO Series: General Stuff (Version 2012A)

Prepared by Orienteering Hutt Valley for your information and enjoyment

## WE ARE GUESTS OF THE LANDOWNER

1. Have you brought a dog? Dogs and other animals are not permitted anywhere onsite unless specifically allowed. We are completely dependant on the generosity of landowners.
2. Gates must be left as found, both on the access road and on the course. The most likely cause of problems is when the opener expects the person behind to close, and there is a person behind them, and a person behind them, and... Because of this: "YOU OPEN, YOU CLOSE. NO EXCEPTIONS."
3. Sometimes we are on farmland and you will meet stock. Be cool, avoid chasing them into a corner.
4. We hardly need to say anything about leaving the place as found. Orienteers are great like that. Just a note that as a landowner I wouldn't even like to see biodegradable stuff like banana skins. Thanks.

## REGISTRATION – THE PAPERWORK

You enter by filling in a CLIP CARD and paying some money. You have to write some things twice, because you tear off the small end of the card and leave it with the starter. The big end is cable-tied onto your bike. Guidance on filling the card in:

1. "Address" - Don't worry about street address but put your email address if you're not on our email list. What we would need in case of emergency is (a) reg of the car you came in and (b) home phone number
2. "Class" for the Wellington series is
  - Recreational (REC) if you're not interested in competition. You can ride in a group if you wish.
  - Otherwise, Junior Men (JM) or Junior Women (JW) Junior is defined as "at school"
  - Open Men (OM) or Open Women (OW)
  - Vet Men 40+ (VM) or Vet Women (VW) Age is as at 31 Dec
3. "Course" may or may not be relevant. If the day is a SCORE EVENT then probably everyone will have the same time period to do as much as they can, and "course" is irrelevant. In this case all riders get their maps shortly before the start, start at the same time, and finish at the same time.
4. If the day is a FIXED ORDER EVENT then there will be up to 4 courses as follows. You get your map in advance, but it has ALL the control points marked on it, you're not told which ones to visit until the start.
  - Course 1 for OM. Expected fastest time usually between 90-120min, distance 20-25km.
  - Course 2 for VM, JM, OW, VW, JW. Expected fastest time 80-100min, distance 13-18km. Note that the juniors this is designed for are very capable!
  - Course 3 is a recreational course with easier navigation and riding. Expected fastest time 40-60min, distance 5-10km. Sometimes there might be an even shorter Course 4.
  - Course 99 is another recreational "course". There is no fixed order, you just get as many controls as you can in 60 minutes. We can give you guidance as to which ones would suit your riding level
5. Check the "Hazard Board" for anything unusual about the venue, and the controller's name.

## STARTING

1. In a SCORE EVENT the event information will list the map issue time (you might be allowed to plan ahead), the briefing time, the starting time, and the finishing time. Some of the controls might be worth more than others – the system will be explained at the briefing. And the penalty for late return ☺
2. In a FIXED ORDER EVENT a rider on each course starts at intervals - every 2 minutes. There's a booking sheet for start times, and fill in that start time on your card as well (two places). At your start time front up to the starter who will keep the tear-off bit of your card.
3. In a FIXED ORDER EVENT your course uses a certain combination of the controls, shown on a MASTER MAP. You will have two minutes to join up the circles for your particular course before you can leave. The start clock will beep every two minutes. The finish clock is delayed by 2 minutes to allow for the copying time.

## OUT ON THE COURSE – RULES OF THE GAME

1. The control points are marked with an orange and white flag – there should be a sample at registration. They have a clipper on a string. To prove you visited a control point you clip your card in the numbered square.
2. In a FIXED ORDER EVENT, riders on courses 1-4 must visit the controls *in numerical order as per the master map. You and your bike must go to each control.* (A number in brackets is just a code so you can be sure you're at the right one before you clip.)
3. *Except for the next paragraph, you must stay on the roads and tracks shown on the map.* But you can choose which tracks to use between control points. We sometimes mark vague tracks with tape to clarify them.
4. *You can travel off-track in these places.* Areas coloured bright yellow (some open land) or white (some forest). These have been checked out and are rideable, but not very fast – however sometimes good for a short-cut. Also green lines on the map. These are allowable routes where there is no visible track or tape. They will generally follow something on the map such as a fence or a forest edge.
5. *Wear a helmet.* The tracks are open to other users. *Ride as if you are going to meet yourself coming the other way, or pedestrians, or logging trucks! On singletrack, downhill riders give way to uphill.* You may use public roads, take special care. *In non-urban events take your cellphone (see #7 rescue plan)*
6. *There may be ONE-WAY TRACKS for safety or course-planning reasons – shown by a purple arrow on the map. There may be FORBIDDEN POINTS – shown by purple crosses. There may be whole FORBIDDEN AREAS – shown by close purple lines. We sometimes show a no-go major road with a RED filling.*
7. Hand your card in at the finish, *even if you decide to abandon the course.* We'll come looking for people who don't check in. Controls will be collected 3 hours after last start.
8. In the event of an injury, here's our *rescue plan.* We haven't got marshals on the course so we rely on you, the other competitors. Each incident is different, but we expect the first rider on the scene to give first aid while the second heads straight to the finish and reports to the “Event Controller”, who will mastermind the response. If you can call base on your cellphone do so; the map will have the controller's number or an alternative landline.

## AFTERWARDS

Results are calculated on the small bit of your card and hung up on a string. Sometimes there are small prizes.

Final results are put on the web within 24hrs. Visit [www.mapsport.co.nz](http://www.mapsport.co.nz) and link to MTBO (to see other bikey news) or OHV (to see news about other forms of orienteering). They both link to the same result page. For series events there's a points table for individuals who feel competitive; best three out of four count.

Check back here at intervals for coming events and news. Come again. Join the club – half price for first-timers – sub form is online.