

NGOC Evening Meeting 20 August 2012

"Orienteering is a challenging outdoor adventure sport enjoyed by people of all ages, abilities and backgrounds."



Planning an NGOC local event

Paul Taunton

Controller - Grade C (Lowest),

Organiser - Grade D (Lowest),

Planner Grade TBA? not yet awarded

Why are we here tonight?

"Orienteering is a challenging outdoor adventure sport enjoyed by people of all ages, abilities and backgrounds."



Two Key Objectives:

- To help you plan an event that is easy for you (the planner and organiser) to manage on the day.
- To help ensure that your planning provides a challenge appropriate to the standard expected by the competitors.

What will we be discussing tonight?

"Orienteering is a challenging outdoor adventure sport enjoyed by people of all ages, abilities and backgrounds."



Partly:

PRACTICAL TIPS to make planning and running the event easier. *Just my thoughts, not rules*

and:

RULES that should be complied with, even for level D events

What will we be discussing tonight?

"Orienteering is a challenging outdoor adventure sport enjoyed by people of all ages, abilities and backgrounds."



- Event Types
- Risk Assessment
- Choosing Parking, Start and Finish
and RULES that affect the Start and Finish!
- Number of Controls
- Courses and Competitor Flow
- Reliable Control Tagging
- Map Corrections
- Easy Control Hanging and Collection

Event Type- All Level “D”

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•Minileague

- keep to standard NGOC format (Y/O/G/B).
- read and follow BOF guidelines.

•Western Night League

- WNL guidelines – must include yellow standard course.

•Informal

- have become quite standardised, but no reason not to try new formats as long as adequately advertised.

•“Other” e. g. summer events

- try something different ! Catch people out!

Risk Assessment

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NOT a paperwork-only exercise at the last minute

Use commonsense to consider risks from the start of & during planning. What is appropriate depends on event type & course.

- Road crossings? (Major/minor? – Juniors?) Event traffic!

Avoid manned crossings at this level – manpower.

- Direction of approach to crags?
- Rivers, streams, ponds?
- Are risks different at night, or in very wet weather?
- MOST hazards planned out, but some may need taping?

We should have an emergency plan

Choosing Parking

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Consider type of event and expected numbers:

- Close to useable terrain – long (500m plus) walks acceptable for level A & B events, but not ideal for level D family-friendly events.
- Minileague , large numbers, use somewhere reliable, but try NOT to use the same place as the last event!
- For small events (especially night events with low numbers) try new, different locations that might not be suitable for a larger event.
- Can consider parking off-map on an adjoining area?

Choosing the Start Location

TIPS

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- For NGOC level D local events try to use one start only (otherwise manpower problem), so Start must give access to paths suitable for White/Yellow course
- For mass start events try to start in a position in the centre of the map with numerous possible “first” controls, to split up the runners as soon as possible.
- “Start high finish low” – on steep areas a walk uphill to the start can reduce the climb on the course and make it more acceptable.

Start Location – RULES

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- » The position of the centre of the start triangle shown on the map shall be on a mapped feature and identified on the ground by a control banner.
- » For TD1 and 2 courses this feature will need to be a path or similar feature; also it shall not be at a junction or intersection.
- » The position of the start kite or master maps should be such that competitors waiting to start cannot see, or have minimum visibility of the route taken by competitors who have started.
- » The location of map issue should be such that all competitors will visit the start kite.
- » The courses should be designed so that competitors are unlikely to return past the start on their way to the first control site.
- » And don't forget the start does need a control description!

Choosing the Finish Location

TIPS

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- Must be able to see banner!
- Mass starts = mass finish!
 - Plenty of space needed
- Consider uphill run-in to slow runners
 - (be kind - maybe only last part uphill?)
- Safe route for juniors back to parents?
- Take care route back from finish to download does not pass clear station on route to start.

Finish Location - RULES

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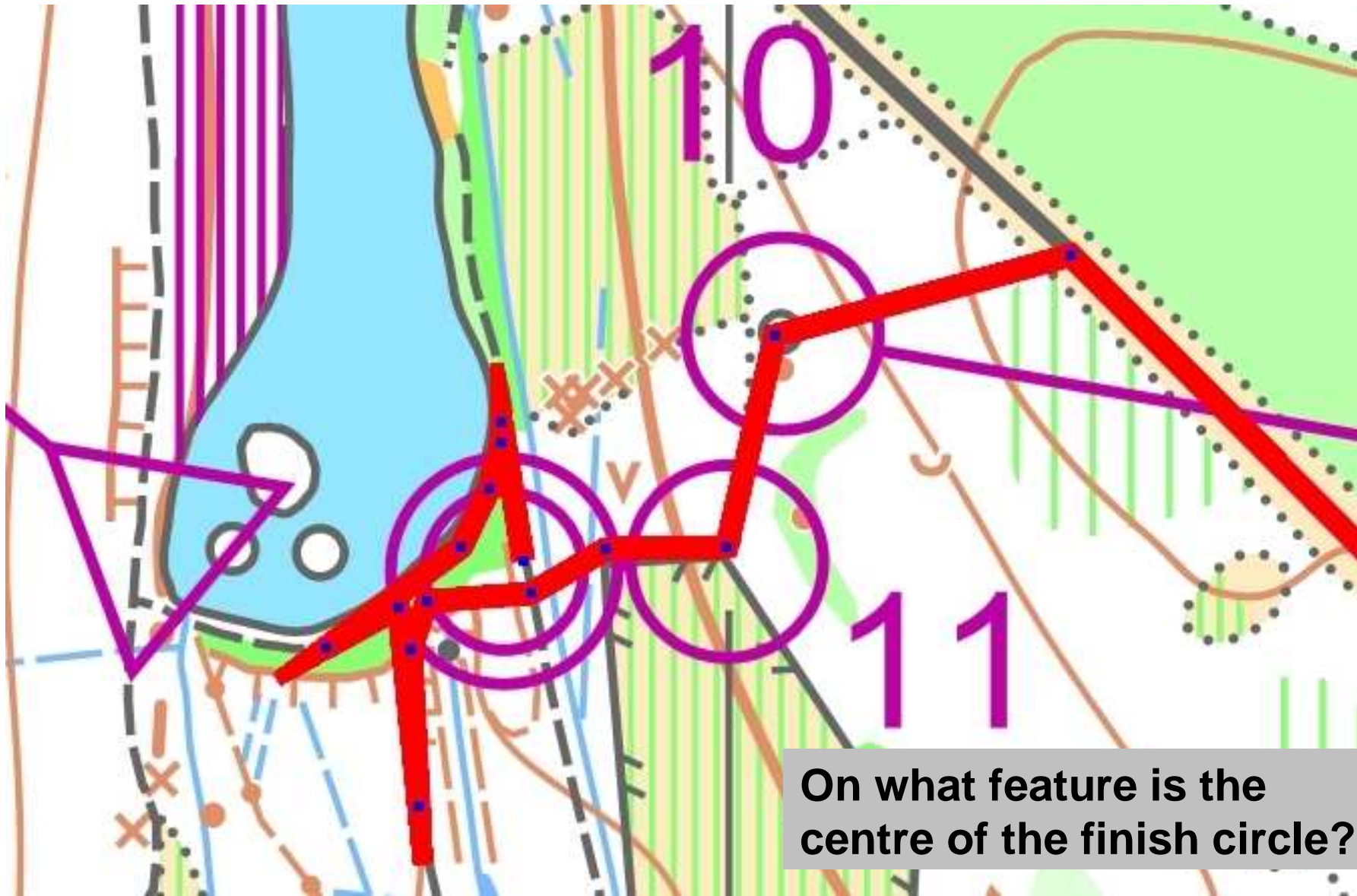


- It is important to ensure that the Finish is easily located.
- "Navigate to Finish" should not be used except (sometimes) for score events where the Finish will normally be next to the start.
- In other cases, there should be an ordinary last control (with description) and then a taped route, which can be just a few metres, to the Finish.
- The taped route needs to be CLEAR

Choosing the Finish Location

EXAMPLE

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On what feature is the centre of the finish circle?

Number of Controls

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- Key message - To make things easy keep the number of controls to a minimum!

- If you are at a control you know where you are!
- TD5 should include long route choice legs:
 - single leg should not be >20% of course length;
 - but two longest legs totalling 33% is good;
 - plan long legs first, then fit rest of course around.
- Acceptable to use the same control on more than one course, but **AVOID IDENTICAL LEGS.**

How Many Controls?

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Major events:

Level A: Lydney 2010	18 courses – 101 controls
Level B: Croeso 2008	25 courses – 84 controls
Level C: Parkend Galoppen 2012	8 courses – 55 controls

Minileague: Level D events

Pre-SI there were 27 controls supplied for 3 courses.

But now 4 courses as yellow added.

How many controls should we aim for?

This seasons events with 4 courses: L1 = 37, L2 = 31, L4 = 35,
L5 Cranham = 42 , L7 = 35 , L8 = 32. **Average 35**

I would suggest aiming for 30 controls

Competitor Flow

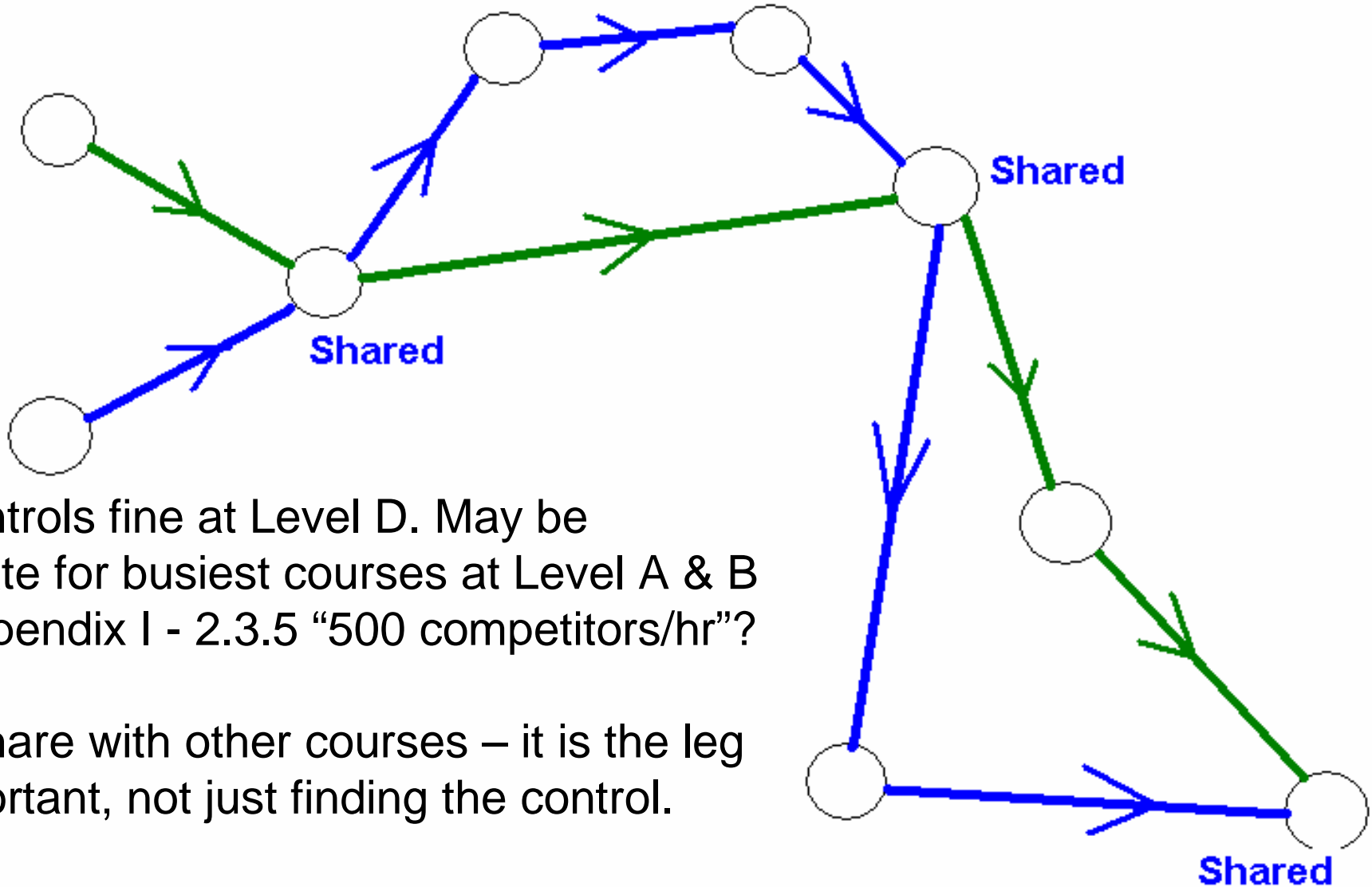
"Orienteering is a challenging outdoor adventure sport enjoyed by people of all ages, abilities and backgrounds."



- Safety- keep junior courses within the overall area used by senior courses, not in a separate area elsewhere.
- Environment - leave some areas unvisited by any course, so that deer / boar have a refuge.
- Avoid direct contraflows!
- If two courses use the same control they should approach and leave in similar (but different) directions

Competitor Flow

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Shared controls fine at Level D. May be inappropriate for busiest courses at Level A & B events. Appendix I - 2.3.5 "500 competitors/hr"?

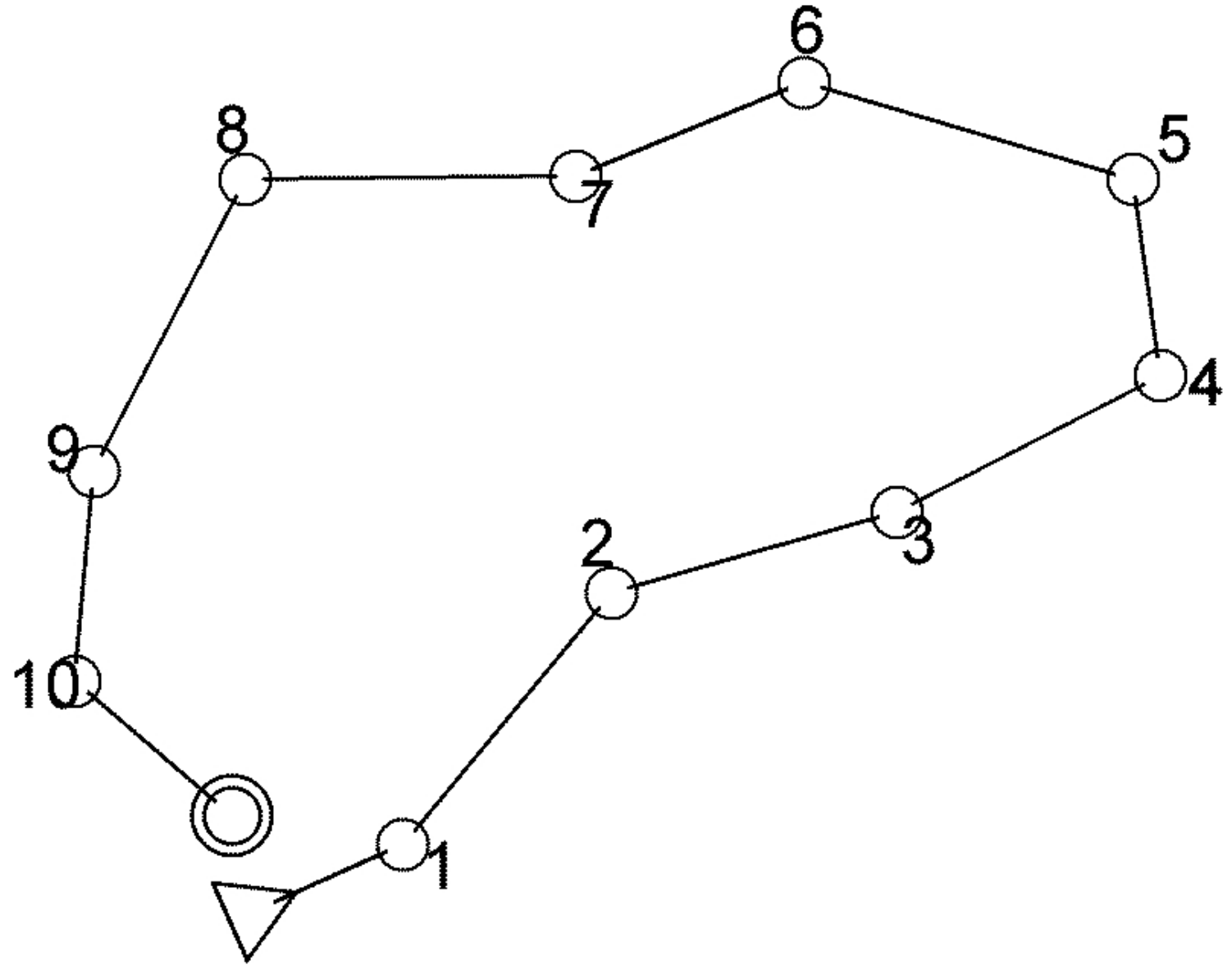
TD5 can share with other courses – it is the leg that is important, not just finding the control.

Course Shape

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Circular route 4.9km
Legs similar lengths
Little change of direction



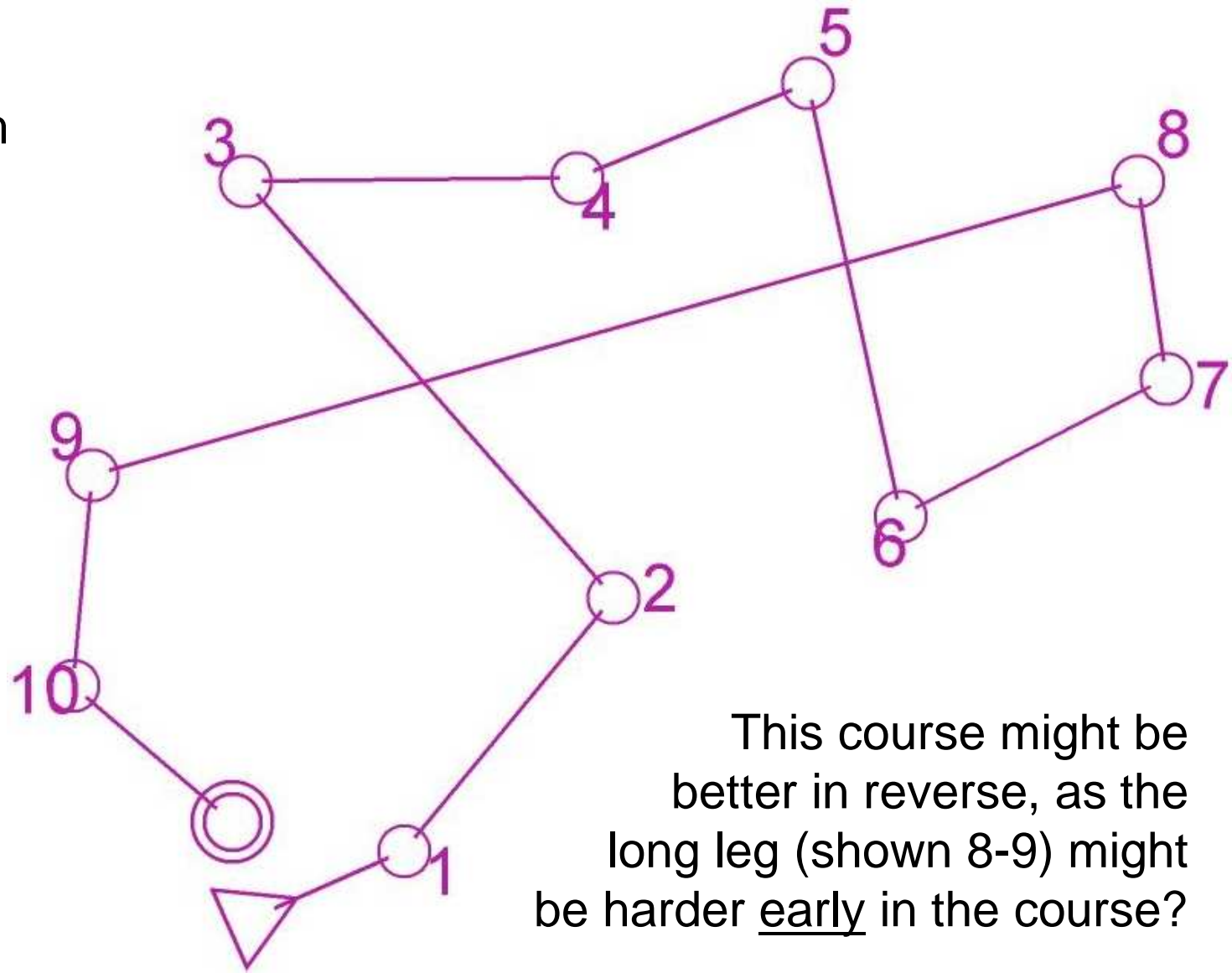
Course Shape

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Identical controls
Crossover route 6.8km
More varied leg length
Sharp changes of direction (but NOT doglegs?)

Course 30% longer
but can be hung
in same time!



This course might be better in reverse, as the long leg (shown 8-9) might be harder early in the course?

Control Tagging

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- Unique (*consistent type/colour*)
 - Visible (*but competitor must not see tag before control*)
 - Durable
 - Correctly numbered (*signed by controller?*)
 - Timing?
 - At exact site (*& height? or high tape & peg in ground?*)
 - Beware duplicates/replacements!!!!
-Don't forget to collect!

Control Tagging

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Tags can be hard to see:
Planners tag (red) and
Controller's tag (yellow)
less than 1m apart

Map Corrections

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- Only what's essential
- Close to control site:
 - New (or missing) attack point essential
- Distant from control site:
 - Major changes that could affect route choice
- If you can, print a map at 1:5,000, mark any corrections on and send to me with courses

Preparing Course Maps

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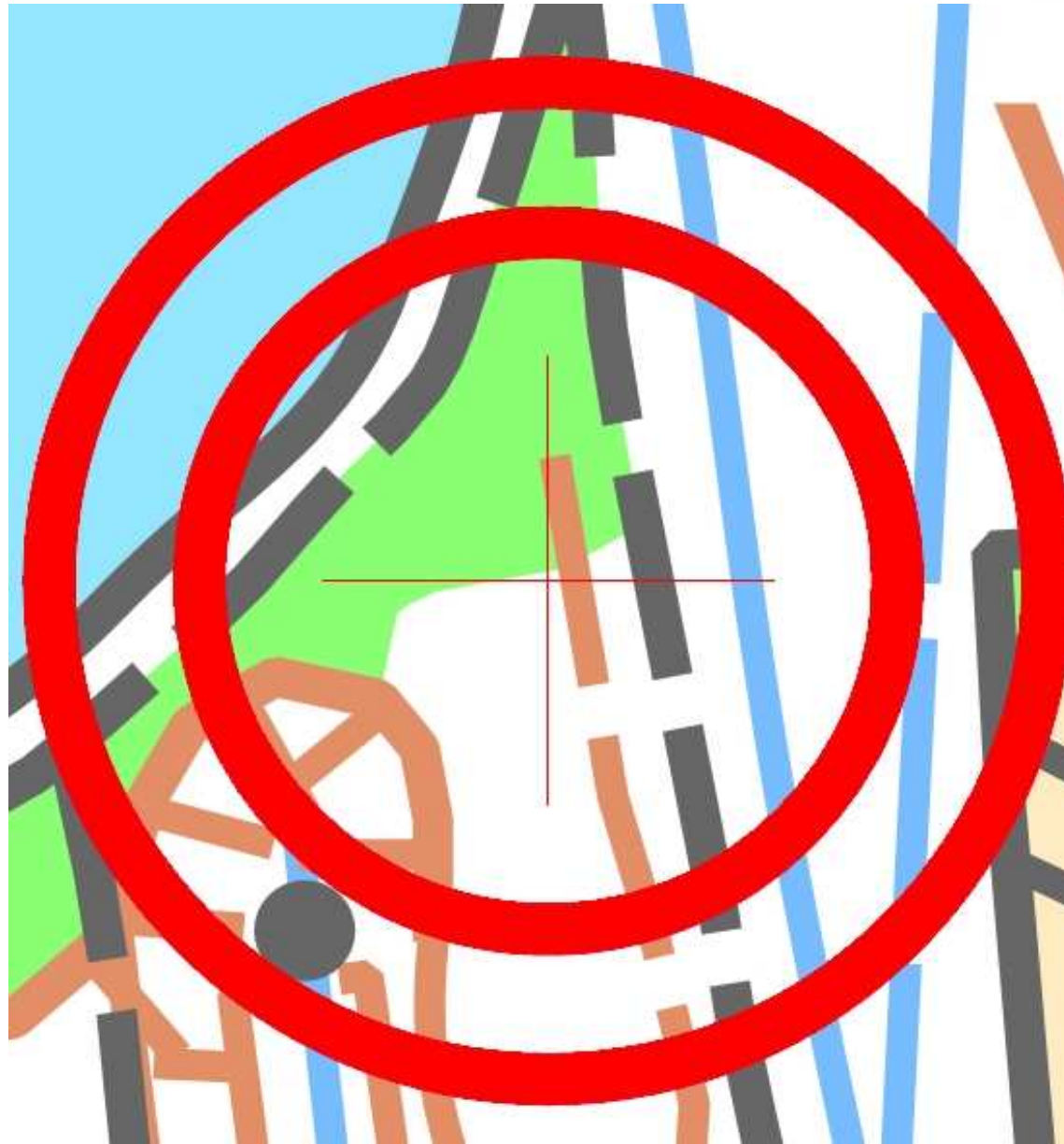
- If possible, please use Purple Pen
- Always check the scale of a “dummy” course along the scalebar – there have been errors!
- View map at a sufficiently large size to see that circles are exactly centred on the feature!!

Preparing Course Maps

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View map at a sufficiently large size to see that circles are centred on the feature



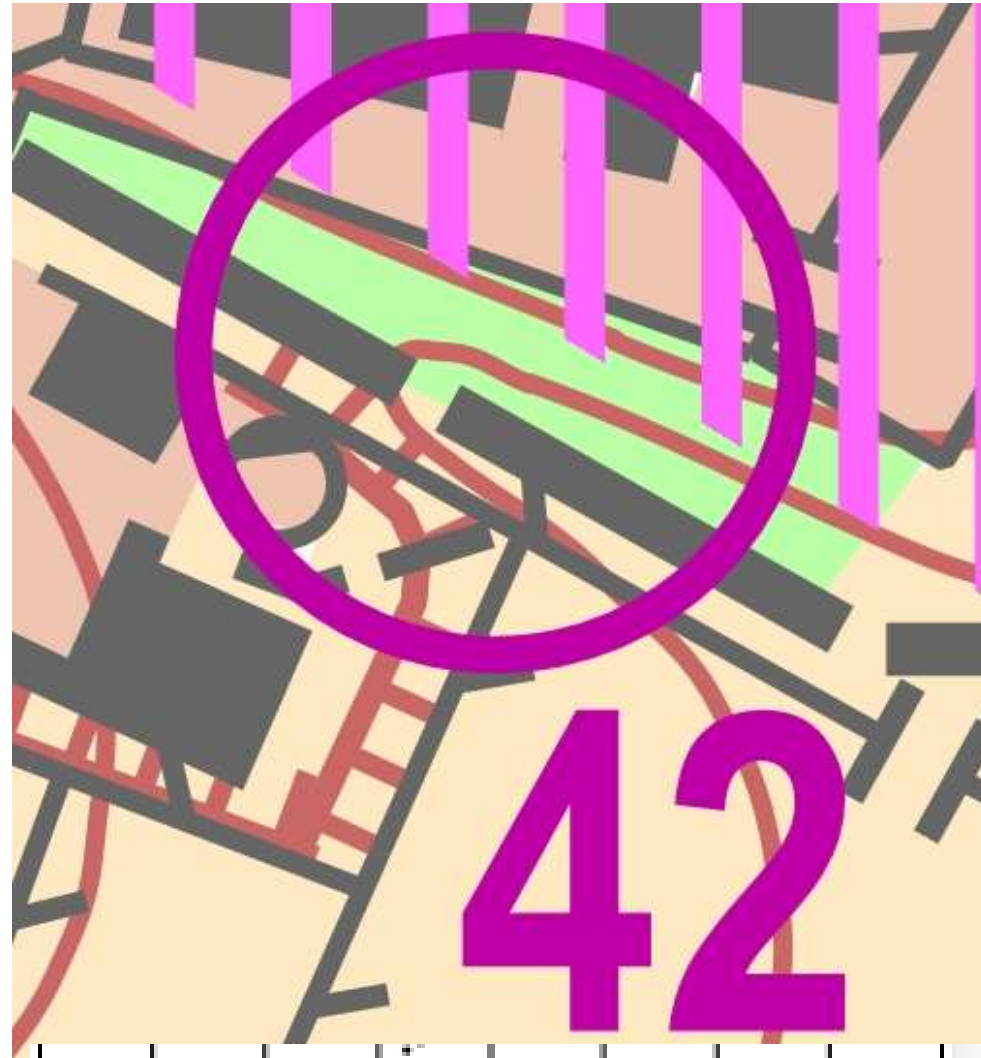
Preparing Control Descriptions

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Where is the control?
Is it SW or NE of the path

The description should refer to a feature shown on the map



42						
...						

Control Hanging

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- For MOST controls (20+) planner places stake & kite (on ground) beforehand
- Day helpers - easy to find NUMBERED stake
- EXACT as planner (not helper) has placed
- Helpers only carry boxes on the day – fast
- Hang by area, NOT by course
- Maximum 2 helpers needed for a league
- On the day the planner places ONLY path controls, kite & SI box (yellow max. 10?)

Control Collection

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- Have “All Controls” maps ready
- Optimum collection will differ from hanging as both path and off path controls to be collected
- Tell collectors what your tags look like and remind them to collect!
- Take care not to collect in too early (Sorry!)
- Collect hazard tape?

Control Collection

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Purple Pen – “Control cross-reference” function:

Control	Yellow	Orange	Green
50		10	14
51		7	
52		1	10
54		4	5

Summer Series 4 - Parkend

The End

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Thanks for listening!!