

MELBOURNE CITY RACE WEEKEND, APRIL 17-18 2021

ORGANISED BY DANDENONG RANGES ORIENTEERING CLUB

www.melbournecityrace.com.au

COMPETITOR INFORMATION

SATURDAY APRIL 17 – MCR PROLOGUE

Map: Cremorne (thanks to Bayside Kangaroos), scale 1:7500, black/white with some colour, on SRA4 Pretex waterproof paper

Course Planner: Bill Borrie

Arena: Barkly Gardens, Richmond. Toilets available.

Public transport or bike recommended! Parking is extremely limited.

By train: travel to Burnley Station or Richmond Station. Walk approx. 15 mins from either.

By tram: Tram route 70 east/west along Swan Street to Coppin Street; Tram route 78 north/south along Church Street to Swan Street

Courses: Choose any of three Line courses:

Course 1 (Long) – 5.0 km; Course 2 (Medium) – 4.0 km; Course 3 (Short/Easy) – 2.4 km

Distance is measured by red line. Expect all courses to be longer!

Start times: Choose your own start time from 2pm-3pm. Registration open from 1.30pm.

Entry: Online entry and payment strongly preferred, via Eventor. Opportunities to enter on the day will be very limited, subject to map availability. Entry fees: \$8 adults, \$4 juniors (u21).

All attendees must check in at Registration via QR code on arrival, even if pre-entered. This includes non-competing attendees.

Electronic timing: Sportident controls will be in AIR (contactless punching mode). Please enter with a SIAC stick if you have one. If you don't own an SI stick, you can collect one from Registration on arrival.

LIVE RESULTS – results will be updated progressively during the event. Scan the QR code on your map, or go to <https://liveresultat.orientering.se/followfull.php?comp=18874&lang=en>

Official results will be posted on [Eventor](#) as soon as the event concludes. Split times will be posted to [Winsplits](#).

SUNDAY APRIL 18 – MELBOURNE CITY RACE

Map: Port Melbourne – full colour, 1:6000, Pretex

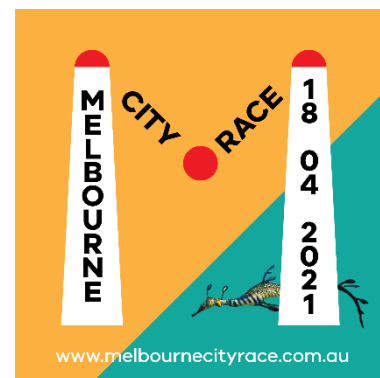
Mapper: Peter Dalwood

Course Planner: Stuart McWilliam

Arena and directions: Garden City Reserve, Port Melbourne. Toilets available. Parts of the Reserve are out of bounds – refer Parking Diagram on next page. Do not cross OOB areas when approaching the arena.

By car: parking on Williamstown Road, Beacon Road, or nearby streets as shown.

Public transport: take the Port Melbourne Light Rail to Graham Street (Stop 128), then walk for 10 mins.



Courses: Choose any of five Line courses:

Course 1 (Long Hard)- 7.3 km

Course 2 (Medium Hard) – 6.2 km

Course 3 (Short Hard) - 4.7 km

Course 4 (Moderate) – 3.9 km

Course 5 (Easy) – 3.1 km

Distance is measured by red line. Expect all courses to be longer!

Start times: Choose your own start time from 11am-12pm. Registration open from 10.30am.

Entry: Online entry and payment strongly preferred, via Eventor. Opportunities to enter on the day will be very limited, subject to map availability. Entry fees: \$12 adults, \$6 juniors (u21)

All attendees must check in at Registration via QR code on arrival, even if pre-entered. This includes non-competing attendees.

Electronic timing: Sportident controls will be in AIR (contactless punching mode). Please enter with a SIAC stick if you have one. If you don't own an SI stick, you can collect one from Registration on arrival.

LIVE RESULTS – results will be updated progressively during the event. Scan the QR code on your map, or go to <https://liveresultat.orientering.se/followfull.php?comp=18875&lang=en>

Official results will be posted on [Eventor](#) as soon as the event concludes. Split times will be posted to [Winsplits](#).

Prizes: Each category winner will receive a prize, and placegetters will receive a certificate. In addition, all pre-entered competitors will go into a random prize draw! Presentations will be held at approx. 1pm.



GENERAL INFORMATION FOR BOTH EVENTS

On arrival: Use your smartphone to check in at Registration via QR code. No phone? Don't worry, our registration team will assist. Any non-competing attendees must also check in via QR code. You can check in up to 30 minutes before the earliest Start time each day.

If you pre-entered: Your name will be ticked off the pre-entry list. You will collect control descriptions at Registration, before heading to the Start.

If you are entering on the day: Payment is by credit card or cash (in the correct amount if possible). After paying, you will be directed to our Data Entry desk, where your name, course, and other details will be entered into the Event Database. *If you skip this step, you won't get a result.*

If you don't own a Sportident stick: When you register, we'll lend you a Sportident timing device, which is a small plastic device worn on one finger, and held in place with a finger band. Note that our loan sticks are NOT SI Air, ie you must insert the stick into the control to record your visit. You must take your loan stick to our Data Entry desk so that it can be recorded against your name in the Event Database. When you finish, drop the loan stick into the container provided. While there is no charge for this service, failure to return the stick in working condition will result in a \$50 replacement fee.

SIAC battery check: you can check your battery reading before starting, using our battery check unit at Registration.

Belongings: there is no designated zone for belongings; please take responsibility for your own gear.

Changes? If you need to change your Sportident stick number, check in and register first. Then go to the Data Entry desk to have the number changed in the Event Database. Course changes are only permitted if there is a spare map for the course you want to change to.

New? Our friendly team will help you check in and register. We'll then direct you to our Newcomer crew, who will show you a sample map and explain how to read it. They'll also show you how to use your Sportident stick, and answer any questions before you start. On Sunday, a copy of the map legend will be on display at Registration.

At the Start: You may start any time during the 1 hour Start window. Simply join the queue for your course, and follow instructions from the Start team. Starts will be at 1 minute intervals. When it is your turn to go, you will punch the Start punch, then pick up your map and begin your course. It is your responsibility to take the correct map. If using an SI AIR stick, the Start will be in Punch mode; all other controls, including the Finish, will be in Air mode.

On the Course: your pre-marked map will show a set of numbered control circles, joined by a line. You must navigate to each control in numerical order, before returning to the Finish. The route you take to get to each control is up to you – but you must not go Out of Bounds. The map indicates Out of Bounds areas in several different ways – see below.

The controls are small red plastic units with a hole at one end. They are either on a metal stand or wooden trestle, or firmly secured to a fixed object such as a fence, tree, light pole etc. There is an orange and white marker flag with the control.



Each control has a two-digit number on the top, which corresponds to the numbers listed in the Control Descriptions. These are printed on the maps, and you can also collect them from Registration to carry in a wrist holder. For all Hard courses, control descriptions will be Symbols. For Moderate courses, control descriptions on the map are Symbols, with an option to take a loose Text copy. For Easy courses, control descriptions are all in Text.

When you arrive at the control, check that its number matches the number you are looking for. If you punch the wrong control, you will be recorded as a “Mispunch” and not receive a race time. If you punch all your controls in the correct order, but punch one or more additional controls in error, you will be recorded as “OK” and your time will be valid (but of course the extra distance will add to your time).



To record your time at each control, insert your Sportident stick into the hole; You will hear a “beep” and the control will flash red. If using a SIAC stick, wave it over the control and listen for the beep from the stick. The tip of the stick will flash red.

There will only be one control at each location. Please wait your turn, and do not elbow or jostle other competitors out of the way. After punching, move away quickly to allow others access to the control.

Water: You may encounter water fountains on the course, however they are not mapped. Organisers will not be providing any water on courses or at the Arenas, so please carry your own if required.

At the Finish: All competitors must download after finishing, even if they did not complete the course. This is to ensure we know you are safely back, and we don't need to mount a search for you!

Results: During the events, results will be uploaded to Live Results, which you can view online via a QR code printed on your map. Official results and split times will be uploaded to Eventor and Winsplits immediately after the events.

Safety and Fair Play: The Melbourne City Races are being held in busy public areas. You will be on roads and paths that are being used by members of the public. No roads or paths will be closed for the event, and all traffic signals will operate as normal. You must obey road rules, eg do not cross against red lights. Routes have been selected to minimise crossing of busy roads; but remember that this is an urban race, and all competitors are subject to “real world” conditions. Our future use of public areas for similar races depends on your safe and fair behaviour.

Specific Safety Warnings: On Saturday, the Long and Medium courses will cross Church Street, which will be very busy; please take particular care and do not take any risks. The Short/Easy course does not cross Church Street. On Sunday, avoid running along the cycle path along the waterfront. You may run across it but watch out for cyclists, as they travel fast. Use the adjoining pedestrian path on the sea side. Maps are marked accordingly.

Areas marked as Out of Bounds on the map, will NOT be taped off. However, any competitor entering or crossing an Out of Bounds area will be disqualified. Please see below for more on Out of Bounds and Fair Play.

The following map sample shows some Out of Bounds areas:



Dark grey = buildings, cannot be entered


Olive green = permanently out of bounds (usually a garden or vegetated area)

Heavy black line = obstacle which cannot be crossed (high wall or fence)

Solid pink = temporary out of bounds, eg construction zone

Cross hatched pink = temporary out of bounds, eg unsafe area such as a busy road or bridge

LEGEND: The legend below will be displayed at the arena at the Melbourne City Race.



City Map Legend

Symbols based on ISSPrOM 2019 @ 1:6,000

<p>Landforms</p> <ul style="list-style-type: none"> Contour line Slope line Index contour Contour value Form line Earth bank High earth bank Earth wall Erosion gullies Small knolls Small depressions Pits or holes Broken ground Prominent landform feature 	<p>Rock and Boulders</p> <ul style="list-style-type: none"> Impassable cliff Passable rock face Rocky pit Cave Small boulders Large boulder (drawn to shape) Boulder cluster Boulder field Stony ground Open sandy ground Bare rock 	<p>Water and Marsh</p> <ul style="list-style-type: none"> Uncrossable water Crossable water Waterhole Crossable small watercourse Minor / seasonal watercourse Uncrossable marsh Crossable marsh Narrow marsh Indistinct marsh Small fountain or well Spring Prominent water feature
<p>Vegetation / Runnability</p> <ul style="list-style-type: none"> Open land Open land with scattered trees Open land with scattered bushes Rough open land Rough open with scattered trees Rough open with scattered bushes Forest - easy running Vegetation: slow run .. runnable in one direction Vegetation: undergrowth - slow run Vegetation: walk .. runnable in one direction Vegetation: undergrowth - walk Impassable vegetation .. minimum width Cultivated land Orchard Vineyard or similar Distinct cultivation boundary Distinct vegetation boundary Prominent large tree Prominent bush or small tree Prominent vegetation feature 	<p>Man-made Features</p> <ul style="list-style-type: none"> Paved area: heavy traffic / light traffic Step/edge of paved area Paved areas in multi-level Paved area with scattered trees Paved footpaths Paved bike path, paved roads Unpaved footpath/track Small unpaved footpath/track Less distinct small path Narrow ride Railway Tramway Powerline or cableway Major power line Bridge Underpass or tunnel Passable wall Passable retained wall Impassable wall Passable fence or railing Impassable fence / railing Crossing point / gate 	<p>Out-of-bounds Symbols</p> <ul style="list-style-type: none"> Urban settlement - out of bounds Garden / other area that shall not be entered Out of bounds boundary Out of bounds area Crossing point or section Temporary construction or closed area

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