

MELBOURNE CITY RACE WEEKEND, OCTOBER 8-9 2022

ORGANISED BY DANDENONG RANGES ORIENTEERING CLUB

www.melbournecityrace.com.au



FINAL COMPETITOR INFORMATION

SAT OCTOBER 8, am – Race 1, WAVERLEY STADIUM (urban sprint distance)

Map: Waverley Stadium (new map); Scale 1:5000 – mapped by Damian Spencer, with assistance from Peter Dalwood
Course Planner: Damian Spencer

Parking: Cavenagh Boulevard, Mulgrave. Access from Jacksons Road. Park anywhere along its length. Toilets available at corner of Anfield Drive (not Anfield Crescent). Transport by car is strongly recommended; public transport options are very limited on weekends.

Arena: a short walk from parking; follow Orienteering signs from the corner of Anfield Drive, north along Cavenagh Boulevard to Marylebone Drive.

Courses: Choose any of three Line courses:

Course 1 (Long/Hard) – approx. 3.5 km; Course 2 (Medium/Hard) – approx. 2.5 km; Course 3 (Short/Easy) – approx. 2 km. Distance is measured by red line. Expect all courses to be longer!

Choose your own start time from 10.30am-11.30am. Registration open from 10.00am. The Start is close to Registration. Queuing starts are at 1 minute intervals.

Entry: Online entry and payment strongly preferred, via Eventor. Entries close Tuesday 4 October. [Enter here](#)
Enter on the day will be available until maps run out. Entry fees: \$10 adults, \$5 juniors (u21). Pay by cash or card at Registration.

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 borrow one from Registration on arrival; this will not be SIAC.

[LIVE RESULTS](#) – click here to see results in real time, once the race begins!



Waverley Stadium was the host to AFL teams, the location for the first World Series Cricket matches, and venue for many major rock concerts. Today it is a compact and complex residential development, with the former oval as its centrepiece, and enhanced by numerous parks and playgrounds. It is also the training centre for Hawthorn Football Club. This will be its debut for orienteering, and is a must-do for sports fans!

SATURDAY OCTOBER 8, pm – Race 2, TATTERSON PARK (urban middle distance)

Map: Tatterson (updated and colourised 2021 by Fredrik Johanson; original map by Peter Grover. Scale 1:6000.

Course Planners: Toby Cooper and Debbie Dodd



drocorienteering.com.au

Parking: Tatterson Park, Keysborough. Enter from Cheltenham Road. At the large roundabout, turn right, and stay east of Springers Leisure Centre. Park at the Ian Tatterson Pavilion, or nearby car parks behind or either side of Springers. Transport by car is strongly recommended; public transport options are very limited on weekends. Toilets available in the park, either at the arena or the playground a short distance north. The driving time between Waverley Stadium and Tatterson is approx. 20 minutes.

Arena: Ian Tatterson Pavilion. Great spectator views of the start and finish from the grandstand!

Courses: Choose any of three Line courses:

Course 1 (Long/Hard) – approx. 5 km; Course 2 (Medium/Hard) – approx. 4 km; Course 3 (Short/Easy) – approx. 2.5 km. Distance is measured by red line. Expect all courses to be longer!

Choose your own start time from 4pm to 4.30pm. Registration open from 3.30pm. The Start is close to the arena. Courses 1 and 2 contain butterfly loops. Competitors will race head to head; everyone will complete the same course, but loops will be in a different order. Starts are at 1 min intervals, with two competitors on each course starting together.

Entry: Online entry and payment strongly preferred, via Eventor. Entries close Tuesday 4 October. [Enter here](#) Enter on the day will be available until maps run out. Entry fees: \$10 adults, \$5 juniors (u21). Pay by cash or card at Registration.

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 borrow one from Registration on arrival. This will be a non SIAC.

Tatterson is a large urban park in the flat southeast suburbs. The park features several sporting facilities, lakes and bridges, and large themed playgrounds. It is surrounded by narrow, quiet streets which will offer a variety of terrain, and some great route choices. The highlight of Tatterson is the “tree maze”, which will feature on all courses. The area has been used for a couple of summer street orienteering events, on a black and white, 1:10000 version of the map. This will be the first use of the colour map.



[LIVE RESULTS](#) – click here to see results in real time, once the race begins!

SUNDAY OCTOBER 9 – MELBOURNE CITY RACE, WILLIAMSTOWN (urban long distance)

Map: Williamstown (new colour map); Scale 1:6000 – mapped by Ricky Thackray

Course Planner: Ricky Thackray

Parking: streets adjacent to Fearon Reserve and Sadler Reserve, Williamstown. Note some streets have ticket machines; others offer free parking. The monthly market will be taking place not too far away, and you can enjoy the numerous cafes and pubs, or a beach picnic, afterwards. Toilets located nearby.

Public transport from the CBD is readily available; two stations are short distances away.

Arena: Sadler Reserve, Williamstown.

Courses: Choose any of five Line courses:

Course 1 (Long Hard) - approx. 10 km

Course 2 (Medium Hard) – approx. 8 km

Course 3 (Short Hard) – approx. 6 km

Course 4 (Moderate) – approx. 5 km

Course 5 (Easy) – approx. 3 km

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

Choose your own start time from 11am-12pm. Registration open from 10.30am. The Start is close to Registration. Queuing starts are at 1 minute intervals.

Entry: Online entry and payment strongly preferred, via Eventor. Entries close Tuesday 4 October. [Enter here](#).

ALL PRE ENTERED COMPETITORS GO INTO OUR AMAZING RANDOM PRIZE DRAW!!!

Enter on the day will be available until maps run out. Entry fees: \$16 adults, \$8 juniors (u21). Pay by cash or card at Registration.

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 borrow one from Registration on arrival. This will be a non SIAC.

Prizes: Each category winner will receive a prize, and placegetters will receive a certificate. Presentations and random draw will be held at approx. 1pm.



The Williamstown map is well known to Melbourne park street orienteers, but this will be the first use of a new colour, large scale version. Williamstown is bursting with life, and colourful history waiting to be explored!

[LIVE RESULTS](#) –

click here to see results in real time, once the race begins!

GENERAL INFORMATION FOR ALL EVENTS

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, which will be loaned to you; and answer any questions before you start. A copy of the map legend will be on display at Registration.

At the Start: You may start any time during the 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 use your Sportident stick to 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 – download the LIVEOL app to your phone, or browse to <https://liveresultat.orientering.se/?lang=en>, and follow everyone's progress! 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.



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 also be displayed at the arenas at the Melbourne City Race events.

Questions? Email us at droc@iinet.net.au, or check our website www.melbournecityrace.com.au

City Map Legend

Symbols based on ISSprOM 2019 @ 1:6,000

Landforms

- 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

Rock and Boulders

- 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

Water and Marsh

- 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

Vegetation / Runnability

- Open land
- Open land with scattered trees
- Open land with scattered bushes
- Rough open land
- Rough open with scattered trees
- 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

Man-made Features

- 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

Out-of-bounds Symbols

- 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