



**ACT Classic Series, ACT RELAYS**  
**Sunday April 30<sup>th</sup>, Campbell Park (eastern foot slopes of Mt Ainslie)**

<b>Organising Club</b>	<b>Abominable O-men</b>
<b>Course Planner</b>	Ian Prosser
<b>Controller</b>	John Scown
<b>Organiser</b>	Ann Scown

**EVENT INFORMATION**

**Event Format:**

Just like last year, the event will be a **RELAY** comprising four (4) legs, but there is one important difference so read on.

There will be a mass start of first leg runners at 10:00. Subsequent runners will not start until the previous runner has returned. There will be a mass start at 12:15 pm for anyone who has not left on the 4th leg. Courses close at 1:00 pm.

Each leg is 2.5-2.7 km of **MODERATE** standard navigation (Courses A,B,C,D).

Teams can be of one (1) to four (4) members, running 1 to 4 legs each.

- 1 person team will run all 4 legs
- 2 person team – 2 legs each or 3 legs and 1 leg each
- 3 person team – 2 run 1 leg and 1 does 2 legs
- 4 person team – each run 1 leg

There will be individual Easy and Very Easy courses available (starts 10:00 am to 12:00 pm).

**Entry Procedure:**

***There will be NO Enter-on-the-day available.***

Please enter via Eventor at <https://eventor.orienteering.asn.au/Events/Show/17897>

**STANDARD ENTRY FEES APPLY.** Each competitor must enter and pay the same individual fee regardless of how many legs they are running. Everyone must do an individual entry by midnight, Sunday April 23<sup>th</sup>.

- One **CONTACT** from each team **must** email the Organiser, Ann Scown, at [scown@light.net.au](mailto:scown@light.net.au), with the names of team members and number of legs each will run and the order in which you wish to run.
- If you are running all four legs please email the organiser.

- If you wish to run in a team but are unable to find team members, the Organiser will randomly create teams. Please advise the Organiser how many legs you wish to run.
- Team leg orders (courses A,B,C,D) will be communicated at the event before the mass start and possibly the night before on Eventor.
- There will be a relay briefing at 9:45 am, and a Le Mans start at 10:00 am.

**PROCEDURE ON THE DAY (THIS IS THE NEW BIT):**

- The registered SI stick for the first leg runner will be the relay baton and will be used by the whole team.
- When you change runners at the end of your course, pass your SI stick on to the next runner.
- **Do not punch the finish control until you have finished the whole relay (all four legs).**
- Once the SI stick has done all four legs and punched the finish download your results.
- In other words the computer system will be programmed to have all four legs of the relay on the first runners SI stick.

**Course setters notes:**

- The terrain is generally fast running with only a few areas of thick grass and weeds.
- The courses stick to the lower slopes with relatively little climb.
- Native cherry trees are mapped and in places used as control sites but in other parts of the map there are many unmapped native cherry trees.
- Check your control numbers because there may be controls close by on other courses.