

# WA LD Championships

## Start procedure for courses 1 to 9.

Pre-start area		
Clear and Check SIs		
Minus 4 minutes	2 officials	‘4 Minutes to Start’ clock
Identity and SI number check		
Minus 3 minutes		1 official
<u>All competitors</u> must punch SI Check unit		
Minus 2 minutes		1 official
Even number courses	Control descriptions	Odd number courses
Minus 1 minute		M/W10N maps Punch ‘Start’ SI for M/W10N and Late starters
Even number courses maps	Odd number courses maps	
Start Official		

### Start clock

These will be Quiet Starts - only officials’ instructions, otherwise No Talking please.

Start intervals for each particular course will be two minutes.

You must be waiting behind the ‘Minus 4 minutes’ line at least four minutes before your allocated start time.

Call-ups will be by start times. Only names of missing competitors will be called.

Late starters.

If you are one minute or more late at the ‘Minus 4 minutes’ line tell the officials.

You will be directed to follow the start sequence without waiting for each minute.

When you reach the maps, if you are there in time for your allocated start time, that is when you will start.

If you are still late you will be directed to start at a half start interval for your course and use a ‘punch’ start SI.

The start time used to calculate your elapsed time will be decided after your finish in accordance with OA rules 22.8 and 22.9.

Please do not try to discuss the reason for your lateness while at the start.

M/W10 Novices may start at any time between after all M10A and W10A competitors have started.

‘Shadows’ must have completed their own course, if any, earlier.

They may have up to ten minutes together to look at their maps before using a ‘punch’ start SI.

Start lists will be displayed at the pre-start.