Brisbane Sprints 2024

Featuring:

National Orienteering League
(Round 3)
World Ranking Event (WRE)
WOC Selection Races

Welcome:

On behalf of Orienteering Queensland I invite all orienteers to Meanjin (Brisbane) and Quandamooka (Moreton Bay), Queensland, for the Brisbane Sprints from 25th-28th April 2024.

The Brisbane Sprints promise to feature an action-packed weekend of racing on some of the best sprint orienteering terrain in Australia, for elites and non-elites alike. Just some of the many reasons to book your flights to the Brisbane Sprints:

- 4 races across the weekend (elites), including mixed Sprint Relay and Knockout Sprint formats
- 3 public races
- Technical campus sprint terrain
- Make the most of the long weekend in sunny Queensland with the ANZAC Day Public Holiday on Thursday
- Social events and OA High-Performance Squad trainings
- All events located conveniently from Brisbane CBD

Orienteering Queensland recognises the Traditional Owners of the lands on which we gather to compete - specifically the Turrabal, Jagera and Quandamooka Peoples, on whose land the Brisbane Sprint races will be held.

We pay our respects to Elders past and current and extend our respect to all Indigenous people competing in the Brisbane Sprints. In competing in orienteering, we acknowledge our responsibility to care for and compete sensitively on Country.

Thank you also to all venues for their permission to use their facilities for the Brisbane Sprints 2024. Orienteering Queensland appreciates the on-going positive relationships which enable us to successfully hold orienteering events around the Brisbane region.

Riley de Jong, Event Organiser and OQ High Performance Chair

Program:

The schedule of the Brisbane Sprints races is below:

Brisbane Sprints	Date	Time	Event	Public Race	Map	Previous Map?
Event 1	Saturday 27th April 2024	AM	WRE Sprint (NOL)	Yes, Queensland Sprint Championships and QLD Orienteer of the Year (OY) Event. Timed starts after Elite Races.	Griffith University, Nathan	Yes
Event 2	Saturday 27th April 2024	PM	Sprint Relay (NOL)	Yes, queuing start after Sprint Relay	John Paul College	No
Event 3	Sunday 28th April 2024	AM	Knockout (NOL) - Qualifier/ QF	No	Wellington Point Schools	No
Event 4	Sunday 28th April 2024	PM	Knockout - SF, Final	Yes,queueing start before NOL finals	Alexandra Hills State High School and TAFE Campus	Yes

NOL/WRE Details:

National Orienteering League (NOL):

The NOL competition comprises all four races of the Brisbane Sprints. NOL teams are reminded that all runners are required to run in team uniform and wear competition number bibs (provided by the organisers).

NOL competitors should also ensure that they enter as members of their NOL team. If you enter as a club member you will not be included in the NOL team point score.

Each of the individual events will score NOL points toward both the individual and team competitions. The Mixed Sprint Relay will count for team points.

NOL Team Accommodation:

We recommend NOL teams organise team accommodation in the Brisbane CBD. HP trainings are accessible via public transport from Brisbane CBD. More details on public transport can be found on the Translink website.

Teams may also hire cars from Brisbane Airport or CBD/Fortitude Valley. Brisbane CBD is also easily accessible via Airtrain from Brisbane Airport (Every 15 mins in peak time, approx. 25 mins).

WRE:

On behalf of the International Orienteering Federation, Orienteering Queensland invites elite orienteers from around the world to a sprint distance World Ranking Event (WRE) in Brisbane, Australia. The WRE will be Race 1 of the weekend's competition at Griffith University Nathan Campus.

All athletes must provide their IOF ID to organisers prior to the WRE if they wish to obtain World Ranking points. A form will be emailed to competitors following the close of entries to enter their IOF ID.

Training:

OA HP Training:

The maps will be made available to OA High Performance for training on Thursday and Friday.

All maps are in the Brisbane CBD and accessible via public transport from Brisbane CBD (Roma Street Station or King George Square Station, Central Station).

All training will be organised by OA High Performance. Please contact OA High Performance for more details.

A separate entry page has been set up on Eventor for athletes to enter the trainings.

Day	Time	Map
Thursday 25th April 2024	AM	QUT Kelvin Grove Campus
Thursday 25th April 2024	PM	QUT Gardens Point Campus/City Botanic Gardens
Friday 26th April 2024	AM	Roma Street Parklands

Competition Details:

Maps:
Maps will be updated to ISSprOM 2019 and will be printed on waterproof paper (Pretex).

Map scale will be 1:4,000 for the WRE.

Other races will use 1:3000 where appropriate to maximise legibility for competitors.

Copies of the previous maps will be displayed on Eventor

Terrain:
All races are on complex university or college/school campuses – a mixture of man-made and park environments including buildings, pathways, passages, gardens/open forest, man-made features, sports grounds, lakes, car parks, individual trees etc.

Embargoes:
The following maps are now embargoed until following the Brisbane Sprints. Students who need to attend the campuses may not take an orienteering map or otherwise undertake orienteering training or activities in these areas.

- Griffith University Nathan Campus
- Alexandra Hills State High School and TAFE campuses
- Wellington Point State School, Wellington Point State High School, Redlands College campuses
- John Paul College

Additionally, the following maps are currently embargoed until September 2025. No orienteering training or other activities with an orienteering map may be undertaken on the following areas.

- University of Queensland, St Lucia Campus
- Mt Coot-tha Botanic Gardens
- Forest Lake State High School
- St Peters College, Indooroopilly
- Old Petrie Town
- Sheldon College

Live Results:
Liveresultat: Results will be available immediately on Liveresultat - see QR codes in the Arena for link.

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Event 1: Individual Sprint

WRE, NOL, Queensland Sprint Championships

Map: Griffith University, Nathan (2024), 1:4000

Setter: Simeon Burrill
Controller: Ben Schulz
Mapper: Geoff Peck
IOF Advisor: Anna Sheldon

Terrain: Complex university campus, with some forest. Areas of multiple-level terrain.

Courses:

Course Number	Classes - NOL	Classes - QLD Sprint Championships*
1	M20E, M21E	-
2	W20E, W21E	M35, M45, M16
3		W16, W35, W45, M55, M65
4		W55, W65, M75, Open Hard
5		W75, W85, M85
6		W14, M14, Open Moderate
7		W12, M12, Open Easy
8		W10, M10, M/W10N, Open Very Easy

Note, for QLD Sprint Championships there is no M&W 20/21A - competitors should enter NOL. For QLD'ers wishing to use this race as selection for ASOC, you should enter your age class.

Course winning times : Winning times are 12-15 mins for all courses (elite and public race).

Program:

WRE Sprint Quarantine Closes	08:15
WRE Sprint First Elite Start	08:30
Qld Sprint Championships First Public Start	09:45
WRE Sprint Presentations	09:45
Qld Sprint Championships Presentations	11:00
Relay Teams Confirmed for NOL Sprint Relay	10:30 am at Download Tent

Registration: Elite registration in the Quarantine Area, go directly to the Quarantine Area.

Public registration from 8:30am in the Arena. There is no need for public competitors to go to registration unless collecting a hire SI stick or needing to change SI details.

Directions: From Brisbane CBD, take M3 approx. 10km south towards Gold Coast and take Exit 11/Klumpp Road. Turn right into University Road and cross under M3. Turn right at the roundabout to Ring Road. Follow to parking. Access to Arena only via route from parking. Allow 15 minutes from Brisbane CBD.

Parking: Northern Ring Road. Parking location here.

Public Transport: If taking public transport to Event 1, you should follow the <u>Ring Road to the parking</u> to access the Arena. Do not access the Arena on foot from any other direction. Allow at least 10-15 minutes walk (~900 m) from Griffith University Nathan bus stop to Parking/Arena Access via Ring Road.

Arena Location: Approx. 300m south from parking (allow 5 minute walk). Follow tapes past Elite Quarantine and pre-start to Arena. Arena has some seating and shade.

Start location: Pre-start located between quarantine and arena.

Quarantine: Approx. 200m from parking. Elite runners should go straight to quarantine, do not continue to arena. **(All elite runners to be in quarantine from 8:15am).**
Quarantine is undercover and there is an area to store bags and clothing. A bag return will be available from quarantine to the arena. Runners should not return to quarantine until after the last elite start. Non-elites should not enter the quarantine area.
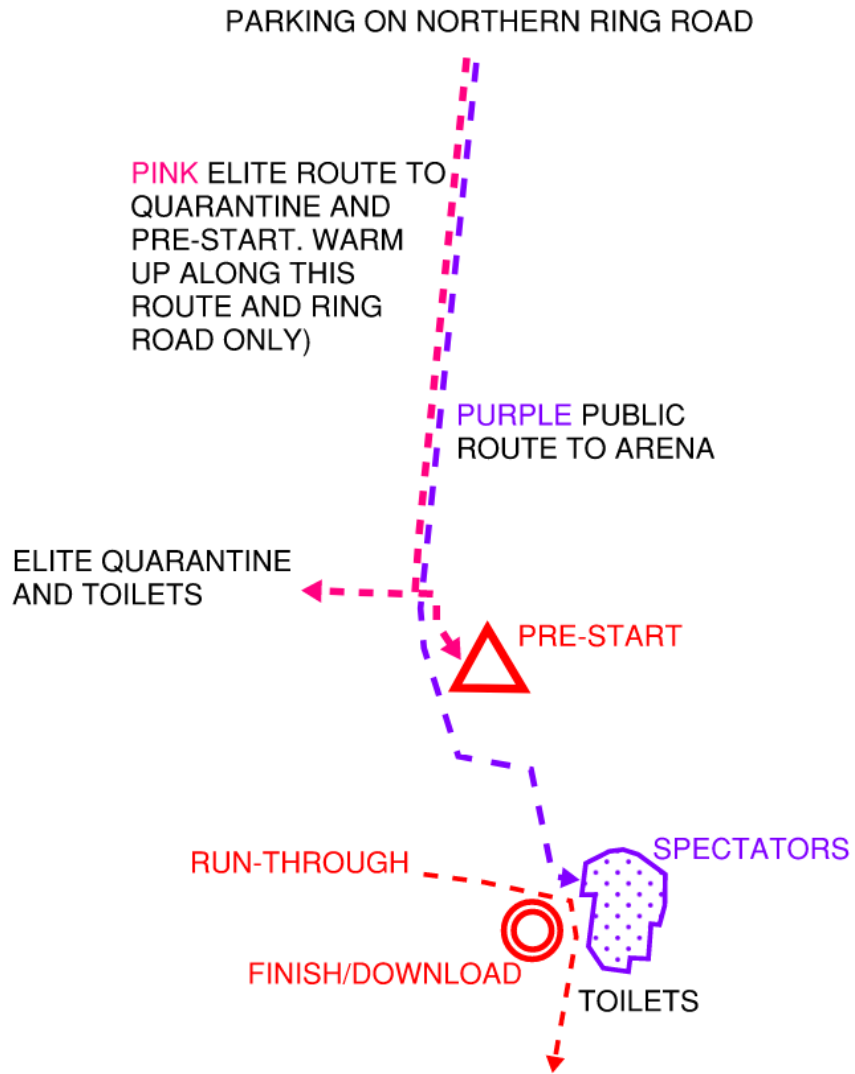
Warm up: Along the northern ring road and path from the parking.

Toilet: Yes, in both the Arena and Elite Quarantine area**.**

Public Race information: Public race will use the same pre-start as the elites. Follow route from Arena back to pre-start.

Start interval will be 1 minute for public race, with start lists published on Eventor at least 24 hours before the Event.

Arena Layout Event 1:

PARKING ON NORTHERN RING ROAD

PINK ELITE ROUTE TO
QUARANTINE AND
PRE-START. WARM
UP ALONG THIS
ROUTE AND RING
ROAD ONLY)

PURPLE PUBLIC
ROUTE TO ARENA

ELITE QUARANTINE
AND TOILETS

PRE-START

SPECTATORS

RUN-THROUGH

FINISH/DOWNLOAD

TOILETS

Event 1 Mapping notes:

Outdoor Seating areas
There are multiple areas of cafe-style outdoor seating. Care should be taken around these areas. They are generally small and can be easily passed.

Terrain example 1: Seating areas

Construction
There are significant construction areas on the map. Construction areas are strictly out of bounds. This is shown generally with two different out of bounds mapping styles (as shown in map example 2 below):

1. Solid outline and purple hatching - this is clearly defined in the terrain with permanent construction fencing.
2. No outline - smaller areas of temporary fencing which generally do not significantly influence route choice and can be avoided.

Map example 1: Construction areas

Multi-level terrain
Where possible, only the ground level terrain is shown. Stairs or walkways which leave the main ground level are not intended to be part of the running level.

There is an area of multi-level mapping. This has been mapped using the latest ISSprOM mapping specification (refer map sample and example in the terrain). Both levels can be accessed via a staircase as mapped.

Map example 2: Multi-level area

Terrain example 2: Accesses to multi-level area on the lower level

Staircases leading to un-mapped levels will be taped off in the terrain, where they may cause confusion for runners. Where

there is not enough space on the map to show detail of stairs, enclosed stairwells are shown as a small building (dark grey with black outline).

Where walkways leave ground level, only the start is mapped.Unmapped accesses to multi-level walkways will be taped off in the terrain where this may be confusing for runners.

There are many areas of canopies or overhead structures on the map, ranging from single level to very high. The canopy symbol has generally been used for lower canopies. Where there is a clash between use of the canopy symbol and ground level detail (gardens etc), the ground detail has been mapped in preference.

Garden beds

There are a mixture of garden bed areas and forested areas across the campus. Within the main campus area, all garden beds will be shown as olive green (out of bounds, do not cross).

Outside the main campus area, there are patches of forest of varying runnability which are mapped as forest and are legally crossable.

Runners should pay close attention to the mapping of garden beds/forested areas. Runners crossing out of bounds garden beds will be disqualified.

Event 2: NOL Sprint Relay

NOL, Public Race

Map: John Paul College (2024), 1:3000

Setter: Lauren Baade
Controller: Tim McIntyre
Mapper: Geoff Peck

Courses:

Course Number	Classes - NOL	Public Race
1	M20E, M21E	Hard 1
2	W20E, W21E	Hard 2
3		Hard 3
4		Moderate
5		Easy/Very Easy

Terrain: Undulating to steep school campus

Program:

Submit finalised relay teams (@ Event 1)	10:30 am at Download Tent
Arena Opens	13:00
Sprint Relay - Briefing	14:00
Sprint Relay - Mass Start	14:15
Second Mass Start (leftover runners)	15:15
Public Race - First Start	15:30

Directions: From Griffith Nathan or Brisbane CBD, follow M3 and M1 south towards Gold Coast. Exit the M1 at Exit 23 towards Chatswood Road/Daisy Hill. Turn right at the roundabout onto Chatswood Road and follow for 1.4km. Turn left off Chatswood Road into parking after the intersection with John Paul Drive.

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Parking: [Carpark accessed from Chatswood Road](#)

Arena Location: 100m from parking. Plenty of shade and seating available.

Start/Change-over location: in Arena (see map below). Runners will receive pre-warning of their previous runner at spectator control and radio controls.

For all runners except first leg runners, the map pick-up is approximately 70 m along a taped route from change-over.

Warm-up: Between parking and arena on the grassed area south of the finish, or along Chatswood Road.

Toilet: in Arena. Observe bunting and watch for runners when accessing toilets.

Registration: At the download tent adjacent to the arena. Competitors only need to visit registration to notify of a DNS in any relay team or if SI stick details have changed.

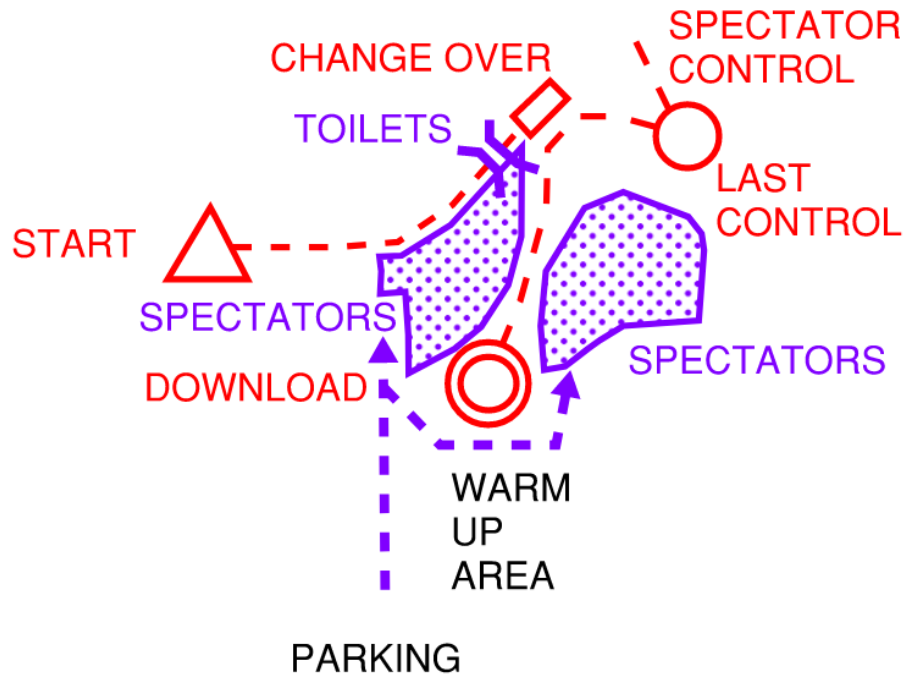No changes to relay teams can be accommodated after 10:30 am at Event 1.

Public Race information:
The public race will use the same start as the elites, but maps will be in standard map boxes.

Starts will be a queueing start with 1 minute interval.

Control descriptions will be printed only on the map.

Arena Layout - Event 2:
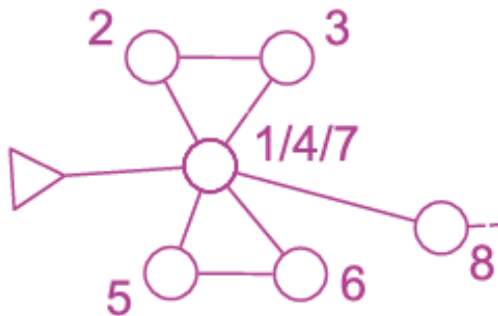
Sprint Relay Format (elite relay only):

The format of the sprint relay will be Female-Male-Male-Female.

Individual leg winning times are 12-15 minutes, with a total combined team winning time of 50-55 mins.

Composite state teams are acceptable, but must have 2x female and 2x male athletes.

If NOL teams have additional runners, there will be a second mass start of leftover runners following the sprint relay.

Courses will use a mixture of butterfly loops (example below) and forked controls to split runners.

## Sprint Relay Map Information (elites relay only):

First-leg runners will start with the map.

All following runners will need to collect their map from the map exchange. Maps will be pegged on a fence with the team number and map number clearly printed on the front of the map. It is the runner's responsibility to check they have collected the correct map.

Both mens and womens courses will have a map flip part-way through the course. This will be clearly printed on both sides of the map.

Control descriptions will be printed on the map only on both sides.

An example map is provided below to indicate how the map will appear to runners.
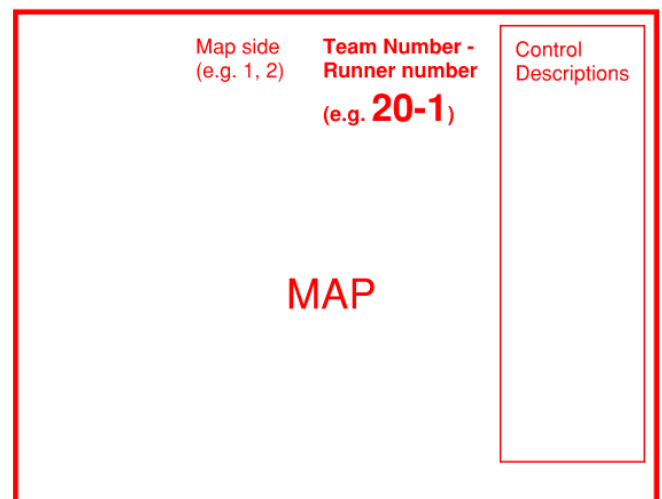
Event 2 Mapping Notes:

There is an area of multi-level terrain; however, only one level (ground-level) has been mapped and used for route choice.

Access to the unmapped (upper) level will be indicated with purple or black lines on the map and taped off in the terrain.

Map example 4: Multi-level terrain (ground-level only mapped)

Terrain example 4: Multi-level terrain

NOL SOCIAL EVENT

Venue: [Felons Barrell Hall, Howard Smith Wharves](#)

Time: Following sprint relay, (from around 6:30pm)

A casual social event for all NOL competitors, friends and family.

Food and drinks available for purchase. Felons is a licenced venue, under 18s to be accompanied by adults.

Parking: Paid parking is available at Felons, but we'd recommend walking or catching public transport (CityCat or Buses).

Event 3: Knockout Sprint (Qualifier and Quarter Final)

NOL

Map: Wellington Point Schools (2024), 1:3000 and Wellington Point State High School (2024), 1:3000

Setter: Lachlan Howard
Controller: Blake Reinbott/Brenton Gray
Mapper: Mark Roberts

Courses:

Course	Classes - NOL	Winning Time
Mens Qualifier	M20E, M21E	8-10 mins
Womens Qualifier	W20E, W21E	8-10 mins

Course	Classes - NOL	Winning Time
Mens QF	M20E, M21E	6-8 mins
Womens QF	W20E, W21E	6-8 mins

All courses have negligible climb.

Terrain: School campus

Knockout format information:
- Any method of forking using loops and runners choice may be used in the Knockout events.
- The format of each round (i,e, forked, unforked, runners choice) will not be made known in advance.
- The seeding of runners into heats for each subsequent knockout round will be dependent on the number of runners in the qualifier but consistent with the usual IOF QF allocation method.

Directions: There is only one way to reach the assembly and that is to turn into Anson Road off Birkdale Road. Competitors are not to drive down Badgen St at any time (the street West of Wellington Point High School) nor enter by foot from any other direction. Once you reach Anson road, continue until you see O signs showing parking**.** Allow 45 minutes from Brisbane CBD.

Arena Location: EGW Wood Sportsfield Cricket Field 4, Wellington Point.

Parking: Carpark accessed from Anson Road. See signs on Anson Road.

Start location: The start for the KO Qualifier is a 500m flat run from the assembly. Allow a ten minute walk. A corridor map will be provided to find the start.

The Start for the KO QFs is near the Arena.

Warm-up: The Warm up area is North in the Park around the Bowls Club and away from Wellington Point State High School.

Toilet: Limited toilets in Arena only (there is no toilet at the Qualifier start location and no clothing return). Given everyone is starting qualification races close together the toilets will undergo a peak capacity constraint. You are recommended to use nearby shopping centres prior to arrival.

Event 3 Mapping notes:

Shipping containers, where connected to a building, may be mapped as simply part of the building rather than stand alone.

Man-made features are typically tables and chairs.

Canopies are generally mapped only if considered a permanent feature.

Event 3 Course Setting notes:

There are some undercover areas which are runnable but may need a competitor to bend whilst running; that is they are designed for children and not necessarily tall adults. Take care with your head. The mapping is single level only and the level is obvious in the terrain.

Event 3 and 4 Control Descriptions:

Loose Control Descriptions will only be available for the KO Qualifier. All other events will only have Descriptions on the map only.

Event 3 and 4 Map Collection:

Maps will be collected after each race (except the Final). Play fair, don't discuss your course with anyone else until all races are completed.

Event 3 and 4 Quarantine:

Qualifier - there is no quarantine (the start window is short and the start is far from the assembly and finish so there will be no overlap of runners).

Quarter Final - This will be a reverse quarantine whereby finished runners won't be allowed to return to the assembly until all QFs are started. You will have access to a warm-down area and your water.

Semi-Final - All SF competitors will be held in Quarantine near the pre-start from the start of the first SF (maximum quarantine time approx 30 minutes before first start). This is near the assembly and you are advised to bring water. A limited area for warmups is available.

Final - Mens and Womens Finalists will NOT be quarantined. No useful information about the course can be gleaned from the assembly area or previous races.

Program:

Exact timings may be subject to change depending on entry numbers. Final timings will be published on Eventor at least 24 hours before the event.

Knockout Mens and Womens Qual A, B, C - First Start	09:00
Womens QF 1	10:20
Womens QF 2	10:32
Womens QF 3	10:34
Womens QF 4	10:36
Womens QF 5	10:38
Womens QF 6	10:40
Mens QF 1	10:42
Mens QF 2	10:44
Mens QF3	10:46
Mens QF 4	10:48
Mens QF 5	10:50
Mens QF 6	10:52

Event 4: Knockout Sprint (Semi and Final)

NOL, Public Race

Map: Alexandra Hills SHS and TAFE (2024), 1:3000

Setter: Trent Blinco
Controller: Brenton Gray
Mapper: Geoff Peck

Courses:

Course	Classes - NOL	Winning Time
Mens Semi-Final	M20E, M21E	6-8 mins
Womens Semi-Final	W20E, W21E	6-8 mins

Course	Classes - NOL	Winning Time
Mens Final	M20E, M21E	6-8 mins
Womens Final	W20E, W21E	6-8 mins

Public Races	Course	Winning Time
	Hard 1	
	Hard 2	12-15 mins
	Hard 3	
	Easy	

NOL Competitors who have been knocked out during Qualifiers or Quarter Finals can start in a Mass Start format race before the NOL Semi-finals.

All courses have negligible climb.

Terrain: School campus

Directions: Access to the parking/arena is only via the entrance to TAFE QLD Campus from Windermere Drive. If travelling from Wellington Point, turn into Windamere Drive from Finucane Drive and then turn right at the traffic lights into the TAFE Campus and follow Parking Instructions.

Parking: [Carpark is accessed from the gate on Windemere Drive](). Follow O signs through the TAFE Campus to parking.

Arena Location: Adjacent to parking. There is plenty of shade and under-cover area in the arena.

Start location: The Semi-Final and Final starts are both less than one minute from the assembly.

Warm-up: Return along the road from Windermere Drive into the Parking area. You may warm up on Windermere Drive heading south from the entrance and may not go past Crotona Drive.

Toilet: Womens in Arena, Mens is a portaloo in the Parking Lot.

Program:

Exact timings may be subject to change depending on entry numbers. Final timings will be published on Eventor at least 24 hours before the event. However, all races will be completed by 16:15 latest to enable people time to fly home.

Public Race First Start	13:15
Public Race Last Start	13:45
Public Race Course Closure	14:20

Knockout Womens SF 1	14:30
Knockout Womens SF 2	14:36
Knockout Womens SF 3	14:42
Knockout Mens SF 1	14:50
Knockout Mens SF 2	14:56
Knockout Mens SF 3	15:02

Knockout - Mass Start Race - First Mass Start - This is for competitors eliminated during the morning races *Mass starts at 1 to 2 min intervals (8 per start, alternate mens/womens until all runners started)*	15:16
Knockout Mass Start Race - Last Mass Start (or earlier)	15:32

Knockout Womens Final	15:45
Knockout Mens Final	16:00

Knockout Presentation - Womens (directly after finish)	15:55
Knockout Presentation - Mens (directly after finish)	16:10

Allow 40 minutes to drive to Brisbane Airport from Alexandra Hills State High School.

Event 4 Mapping notes:

Note the mapper for the afternoon event is different to the morning mapper and although attempts have been made with respect to consistency you should expect some differences.

Man-made features are typically tables and chairs.

Canopies are generally mapped only if considered a permanent feature.

The mapping is single level only and the level is obvious in the terrain.

Event 4 Course Setting notes:

The two locations being used for the Semi-Final and Final are very different with respect to the quality of their gardens. The Semi-Final location has typically scrappy gardens where it is difficult to delineate a garden edge whereas the Final location is the opposite with well-maintained and delineated gardens. Tape will be used in the Semi-Final to delineate some areas but there is too much "garden" to do everywhere and thus competitors should be conscious of reading their map to ensure they do not run Out of Bounds.

General Competition Rules and Technical Information (All races)

Start Process (individual races excluding Knockout events):
For individual races, start process is as follows:

Race time - 3 minutes	Call Up and Check SI Stick and Chest Number. It is the competitors' responsibility to have the correct SI number or advise officials of a change to registered SI number.
Race time - 2 minutes	Collect Control Descriptions. It is competitors' responsibility to collect the correct control descriptions.
Race time - 1 minute	Map boxes and final pre-race information

Starts will generally be a silent start procedure, all competitors are responsible for checking their start times (available on Eventor after close of entries) for individual races.

Start order for World Ranking Event will be in World Ranking order (20 and 21 Elite combined). Any runners without a World Ranking will be ordered randomly prior to ranked athletes.

Start lists will be available on Eventor at least 24 hours before the first race.

For public races with queueing starts, please queue behind the relevant start lane and proceed to the next start box as the runner in front of you moves forward. Start intervals will be 1 minute for queueing starts.

Late Starts:
Late starters must have their SI card, name and chest number checked at the late-start area by the start officials and await instructions. The starter will endeavour to start you at the next convenient time. For Elites, this will be after the last Elite Start.

Late starters will be timed as if they had started at their original start time; your actual start time will be recorded also (punch start), in case of the eventuality that the organisers are subsequently determined to be at fault as per OA Rule 22.9 *"Competitors who are late for their start time through the fault of the organiser shall be given a new start time in order to calculate their elapsed time, otherwise they must be timed from their originally allocated start time*

Control Descriptions:
Control descriptions will use the 2024 IOF Control Descriptions. Details are available [here:](#)

Map Flip:
Courses may use a map flip. This will be as shown on the control descriptions using the following IOF control description symbol (15.6):

Where a map flip is located at a control point, the control is shown on both sides of the map.

SIAir:
SI units will be in 'beacon mode' for SIAC contactless punching and will also record conventional SI Cards that are punched in the normal way. A SIAC battery test unit is available in the pre-start area to check the battery level of your SIAC. If the battery level is too low, the SI Air Card will still work in manual punch mode and it must be placed into each control unit (which will flash and beep in the conventional fashion) but there will be no flash or beep from the SIAC stick.

Chest Numbers:
Elite competitors must wear their allocated chest numbers for the WRE and Knockout. Chest Numbers are not provided for public race. Separate chest numbers will be provided for the Elite Sprint Relay with team number and runner order.

Water/Nutrition:
No water will be provided on the courses or arena. Competitors are reminded to provide their own water and nutrition.

Competition Rules:
The Competition Rules for IOF Foot Orienteering Events apply at the World Ranking Events. The Competition Rules for Orienteering Australia Foot Orienteering Events apply to all events and the National Orienteering League events. These are very similar to the IOF Rules.

All competitors are reminded of Orienteering Australia's Competition Rules with respect to Fair Play and should abide by them. In particular, please refer to the rules below:

26.1 All persons taking part in an orienteering event must behave with fairness, honesty and a spirit of friendship. Competitors must show respect for each other, for officials, journalists, spectators and the inhabitants of the competition area. The competitors must be as quiet as possible in the terrain. Competitors or spectators must not interfere with control equipment.
26.2 Except in the case of an accident, obtaining assistance or seeking to obtain assistance from other runners, or providing assistance to other competitors during a competition, is forbidden. It is the duty of all competitors to help injured runners

Complaints and Protests:
Participants wishing to make a complaint shall lodge this with the registration team no later than 15 minutes after the course closure time, or after the results are declared official (if this is formally done). The registration team will make a record of the complaint and deliver to the appropriate member of the organising team. Any protest about the outcome of a complaint shall also be delivered to the registration team as soon as possible after being notified of the outcome of a complaint. The protest shall be in writing, and preferably on the form provided at Registration. The registration team will contact the appropriate officials to deal with the protest. Complaints, protests and appeals will be handled by the event organiser and jury in accordance with Competition Rules for Orienteering Australia Foot Orienteering Events:

27. Complaints
27.1 A complaint can be made about infringements of these rules or the organiser's directions.

27.2 Complaints can be made by event or team officials, competitors or anybody else connected with the event.

27.3 Any complaint shall be made orally or in writing to the organiser or at the registration tent to a representative of the organiser as defined in the Event Bulletin as soon as possible after the results for an age class are complete. A complaint is adjudicated by the organiser. The complainant must be informed about the decision immediately.

27.4 There is no fee for a complaint.

27.5 The organiser may set a time limit for complaints. Complaints received after this time limit will only be considered if there are valid exceptional circumstances which must be explained by the complainant.

27.6 The organiser's decision in relation to any complaint must be advised to all competitors affected by the decision.

28. Protests

28.1 A protest can be made against the organiser's decision about a complaint.

28.2 Protests can only be made by team officials, competitors or event officials.

28.3 Any protest shall be made in writing to the organiser or at the registration tent to a representative of the organiser as defined in the Event Bulletin, no later than 15 minutes after the organiser has informed the complainant of the decision about the complaint. Protests received after this time limit may be considered at the discretion of the jury if there are valid exceptional circumstances which must be explained in the protest.

28.4 There is no fee for a protest.

28.5 The result of any protest must be advised to all competitors affected by the decision.

Jury:
In the event of a jury being required to rule upon a written protest, the jury will be convened from the sizable pool of Orienteering Australia's L3 controllers who have indicated availability for that race. Therefore, with regard to protests, these should be submitted in writing to the registration team who will then contact the event's organiser and controller, who will in turn convene the jury.

First Aid:
First Aid will be provided at all events.

Entries and Fees

All entries and payments for this event should be made via Orienteering Australia's online entry system Eventor. Entry fees are in Australia Dollars (AUD).

To enter, you need to be registered with Australian Eventor, and have a login and password. If you are entering for other people, they will also need to be registered. Eventor records your details, making event entry quick and easy. Australian Eventor has now been updated to collect IOF person IDs, competitors who wish to receive World Ranking points are asked to ensure that they have updated their Australian Eventor profile with their IOF person ID prior to entering (My Pages > My Profile > Competitor details).

Family discounts are applied automatically in Eventor. SI Air Hire Sticks can be hired as a service in Eventor.

It is also possible for visiting elites to join the OA HP Squad Training - contact OA HP for more details. Payment for the Thursday/Friday trainings should be made separately to OA when entering the separate event on Eventor.

NOL:

Event	Senior (M/W21) Member/ Non-members	Junior (M/W20) Members/ Non-members
Individual Sprint	$27/$40	$20/$30
Sprint Relay	$27/$40	$20/$30
Knockout Sprint	$40/$60	$32/$48

Public:

Event	Senior (>25 yrs) Member/ Non-member	Junior (<=24yrs) Member/ Non-member
Event 1	$16/$24	$12/$18
Event 2	$14/$21	$10/$15
Event 3	N/A	N/A
Event 4	$14/$21	$10/$15

NATIONAL ORIENTEERING LEAGUE

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2024

Round 1	17-18 February	**HOBART, TAS** 2 x sprint, middle distance or forest relay
Round 2	29 March - 1 April	**EASTER THREE DAYS, SA** sprint, middle, long and relay distance
Round 3	25-28 April	**BRISBANE, QLD** sprint
Round 4	18-19 May	**ACT** NOL finals, forest races

Bulletin 2, ver.1 - April 2024