

EVENT INFORMATION

EVENT: Inter-Club Relays – for the Ruddy Rock and towards the annual Bengtsson-Offrell interclub trophy.

DATE: Sunday 14 July 2024

VENUE: John XXIII College, Mount Claremont

ENTRY DETAILS: **RUNNERS' PRE-ENTRY REQUIRED via Eventor by Sunday 7/7/23.**

TEAM ENTRY deadline midnight Tuesday 9/7/23

CLASSES and COURSES:

Course Lengths are shortest run distance, not 'red line' lengths.

Open: Hard navigation, 4 courses, each just over 3 km.

Masters: Hard navigation, for men over 50 and women over 45 years (at 31st December 2024), 4 courses each just over 2 km.

Mixed. 2 courses of Moderate navigation, each just over 2 km and 2 of Easy navigation each about 1.3 km.

Shadowing of < 14 year olds is allowed on the Easy courses providing the shadower has already completed all their courses or is not competing.

Unofficial Teams: The organiser may make up teams from 'leftover' members from different clubs but these will not count towards the Ruddy Rock or B-O trophies.

Enter on the day:

Two Hard courses, a Moderate and an Easy course will be available to start from 11:30am. Registration 10-11am.

COURSES CLOSE: 1:00 pm. Return to the assembly area by then, whether or not you have completed your course.

TEAMS: 2, 3 or 4 members of the same Club, male, female or both; each in one team only. Members may run 1 or 2 courses in a team, but only non-consecutively: i.e. courses 1 + 3 or 2 + 4.

Club Convenors will allocate members teams, to be shown in Eventor, and notify their members before the event.

Please make sure you know which team number you are in before you come to the event as this will make everything so much easier for you and your team mates.

ENTRY AND PAYMENT are via Eventor:

Please indicate under Services how many courses you will run in your team , 1 or 2 .

There is no extra charge for running a second leg.

Map:

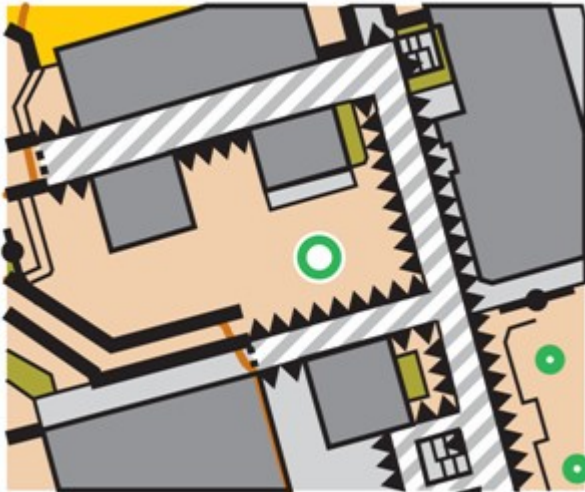
John XIII College.

Scale 1:3,000 with 5m contour intervals.

Out of bounds: All areas of the school, apart from the main car park, assembly area and route to the toilets unless competing or photographing with permission.

You must not cross, jump or reach across features mapped as "Not to be crossed" e.g. garden beds, uncrossable fences or walls, even if you can physically do so.

Control descriptions will only be on the maps. All controls are on ground level.



In the map section above, diagonal grey and white stripes show an upper storey. The 'saw teeth' show where you can get under the upper storey, at ground level.

At the event: At 9.15 am Club Conveners will collect packets of chest numbers for their Club's teams from registration and will distribute them to one person from each team. Be there on time to ensure everyone can get organised before the start.

Procedural matters:

- Team members must wear chest numbers.
- The running order is: White 1st course, Blue 2nd course, Yellow 3rd course, Pink 4th course.
- For competitors running two courses in a team they must run legs 1 & 3 or 2 & 4.
- Use your SI tag for both legs but **remember to download after your first run.**

Then, if you're doing another leg, Clear and Check before you start again and download after you finish.

If you don't get this right, the computer operators will not be able to retrieve your results and your team will be recorded as MP.

Facilities: Toilet.

Bring: SI tag and compass. Drinking water (no water on courses or at the assembly area).

Schedule:

9.15 am Latest arrival time

9.50 am briefing.

Start Times:

- 10.00am Open teams
- 10.02am Masters Teams
- 10.04am Mixed teams
- There will be a mass start at 11.30am for any remaining runners.

Scoring method:

In order to decide the Champion Club and the winner of the Ruddy Relay Rock, points will be determined in each class based on a team's finish place.

The winning team in each class will score $N + 1$ points, where N = the number of teams that started in that class and the additional point is a bonus for finishing first. The second-placed team will score $N - 1$ points, third $N - 2$ points, etc. In the event of a tie on time to the nearest second for a place the points for the two places shall be shared.

Teams that do not finish or mis-punch will each score 1 point.

The Club scores for the three classes are aggregated to determine the winning Club.

Example: there are 6 teams in the Mixed class, one team does not finish and one team mispunches; scores are 1st 7 pts, 2nd 5 pts, 3rd 4 pts, 4th 3 pts, the other two teams score 1 point each.

In the event of a tie for total points, the Club with the most points from the Open Class will be declared the winner.

