

# Orienteering Queensland L2 Controller Workshop 2024





## Before we start



- Housekeeping
- Schedule
- Introductions

## **L2 course summary**

- **Role of the Controller**
- **Event planning – Course Planning**
- **Event Planning and Organisation**
- **Orienteering Mapping and Map Production**
- **Running the Event – On the day and Post Event**
- **Fairness and Equity**
- **Controller Accreditation Process**

# 1. Role of the Controller



# Controlling Orienteering Events

## Learning Objectives

- **At the completion of this module the Controller will be able to:**
  - Obtain the knowledge required to undertake the role of the controller for Group A2 and B events, and understand how the controller interacts with the other event officials
  - Understand the importance of fostering a team approach amongst event officials
  - Obtain the required knowledge of rules, specifications, policies and guidelines relevant to the running of Group A2 and B events, so that they can be correctly applied for these events

# Role of the Controller

## Controllers' Responsibilities include

- **Ensure all aspects of the event are conducted on time, done correctly and where applicable follow the rules**
- **Approve courses – don't actually need to plan them!**
- **Ensure controls correctly positioned on the ground**
- **Approve organisation including assembly, start and finish layouts**
- **Check printing of maps**
- **Assess reliability of time-keeping and results methods**
- **Be present during the event 😊**
- **Ensure results are distributed promptly**

# Why is a controller needed?

**To ensure that:**

- **The event is conducted in a safe manner**
- **Rules are followed**
- **Mistakes are avoided**
- **Fairness is paramount**

**The controller is the representative of OQ and has ultimate responsibility to ensure that all aspects of event are planned and completed satisfactorily, and that errors are minimised**

# When is a Controller needed?

## Events and Controllers

### Level 3: Group A Events

- Australian Championships in Sprint, Middle, Long, Relay, MTBO
- Australian Three Days, all other NOL events

### Level 2: Group A2 and B Events

- Easter day events, Individual races for NOL weekend
- State Championships in Sprint, Middle, Long, Relay (group A2)
- Australian Schools individual and relay championship
- other events designated by OQ e.g. Qld Schools Champs

### Level 1: Group C Events

- OY and other events designated by OQ



# Applying the Rules

**Rules and Guidelines - form the framework for running orienteering events, few rules govern competitor actions, rules are more focussed on event organisation**

- **Competition Rules for OA Foot Orienteering Events, updated 2024: form basis for all OQ events, strictly apply to Group B & A2 events**
- **Map Specifications – ISOM 2017 and ISSprOM 2019 (check current version)**
- **International Control Descriptions - 2018**
- **OQ Event Guidelines**
- **OQ Course Specifications**
- **OQ Safety Guidelines**
- **Qld Schools Champs Guidelines**

**Links to the above are here**

<https://oq.orienteering.asn.au/forms-and-downloads/>

<https://orienteering.asn.au/resources/operations-guide/>

<https://orienteering.sport/orienteering/resources/>

# OY/Group C vs Group A2 & B events

OY	Group A2 or B
No age classes	Set age class requirements
Mostly pre-entry	Pre-entry for official classes
Free start times	Start lists
Basic event details on Eventor	Event bulletins / program
Level 1 Controller manages event	Level 2 controller may work with L3 or event advisor (Easter / NOL)
Approx. 100 people	100 to 1000 people
Small arena	Larger arena
Everyone competes	Spectators
Flexibility with map scale & specification	Needs to comply with competition scales and new specification
Small event team	Larger team, may involve many clubs
Normal SI	May use SIAC, GPS tracking, live TV, commentary.
No prizes	Awards or certificates. Ceremony at event

# Applying the OA Rules

## Section 5 - Classes

- Apply to Qld Championships (sprint, middle, long), [also Qld guideline]
- Elite courses not generally offered at Qld Champs unless also NOL

## Section 8 - Information about the event

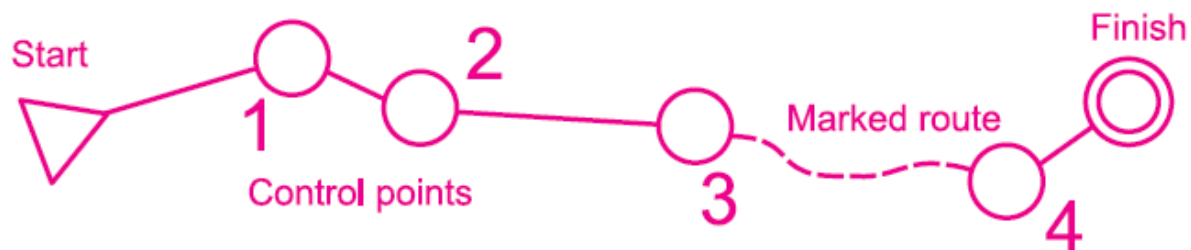
- 8.1 and 8.2 provide useful checklists for event information

## Section 12 – Start order and draw

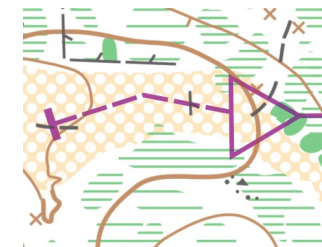
## Section 14 – Terrain and Embargoes

## Section 15 - Maps

- 15.1 Course marking and overprinting
- 15.2 Map symbols , 15.6 Map changes and corrections



≡ Crossing point    X forbidden route    + First-aid    ☕ Refreshment point



# Applying the Rules

## Section 16 - Courses





























- 16.3 and 16.4 Definition of course length and climb
- 16.9 and 16.10 Winning Times for different formats

## Section 17 - Restricted areas and routes

- 17.2 Out-of-bounds or dangerous areas, forbidden routes, line features that shall not be crossed are to be marked on the map and described in information
- 17.3 Compulsory routes, crossing points and passages shall be marked on the map and on the ground

## Section 18 - Control Descriptions

- 18.2 IOF Control Descriptions 2018 edition
- 18.5 M/W10, M/W12, M/W14, B courses are to have both IOF and English descriptions

IOF Event Example				
M45, M50, W21				
5		7.6 km		210 m
				
1	101			
2	212			1.0 
3	135			
4	246			
5	164			
○----- 120 m ----->				
6	185			
7	178			
8	147			2.0
9	149			
○----- 250 m ----->⊙				

# Applying the Rules

## Section 19 - Control set-up and equipment

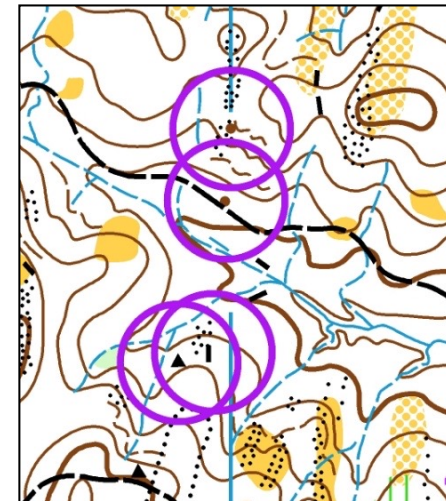
- 19.4 Controls shall not be within 30m/15m of one another
- 19.7 Have sufficient “marking devices” [SI units]
- 19.8 Provision of water [change in water rule]

## Section 20 - Control cards and marking devices

- 20.5 Competitor's responsibility
- 20.7 Missing or unidentifiable “markings”
- 20.10 Lost control card

## Section 21 - equipment

- 21.3 Competitors equipment
- 21.4 Whistles
- 21.6 GPS Use



# Applying the Rules

## **Section 22 - Start**

- **mainly relate to events with pre-set start times and relays**

## **Section 22 - Finish and time-keeping**

- **23.6 Two independent time-keeping systems**
- **23.10 - accounting for all starters**

## **Section 24 - Results**

- **24.4 - information to include in results**

## **Section 26 - Fair play - review later**

## **Sections 27, 28, 29 and 30 - Complaints, Protests and Juries**

## **Section 31 - Event Control**

# Applying the Rules

## **Appendix 1 - General competition classes**

- **Defines degrees of difficulty**
- **Suggested course groupings and % lengths – in Qld apply 10 year age classes for senior classes**

## **Appendix 2 - Principles for course planning - essential reading**

## **Appendix 4 - Health and safety guidelines**

- **Sections on general hygiene, drinking water, first aid**
- **Search and rescue superseded by OQ version**

## **Appendix 5 - Event classification and controller accreditation**

## **Appendix 7 - OA Environmental code of practice**

- **Event organisers' and controllers' responsibilities**

# Applying the Rules

**Appendix 1 – General competition classes**

**Appendix 6 - Event formats**

**Course and event profiles of different competition formats (Sprint, Sprint Relay, Knockout Sprint, Middle, Long, Relay)**

**Appendix 7 – The Leibnitz Convention**

**Raising the profile of orienteering by increasing visibility**

**Appendix 8 – Complaints and Protests**



# Resources for your event

## Previous map and events available

- Status of map and requirement for map updates
- Results of previous events (look at details of who was running)
- Current vs previous status of vegetation & runnability
- Which parts of the map / terrain were used  
thick / open / rocky / steep / flat / tracks
- Qld vs National event
- Test run courses with realistic comparison

## New area

- Terrain type – look at results for events in similar terrain
- Check your calculations for running speed / course distances

