

MELBOURNE CITY RACE, SUNDAY 17 NOVEMBER 2024

ORGANISED BY DANDENONG RANGES ORIENTEERING CLUB

www.melbournecityrace.com.au



Map: Port Melbourne, 2021, minor updates 2024. Scale 1:6000

Courses 1 - 3 = A3 single sided. Courses 4 - 5 = A4 single sided.

Maps are printed on robust but non waterproof 130 gsm paper.

Please provide your own plastic bag if required.

Mapper: Peter Dalwood. Fieldwork assisted by Pam King and Stuart McWilliam

Course Planner: Sally Barlow

Classes: Choose any of five Line courses, ie visit controls in numerical order. Note that actual distances will be longer than “red line” distances shown.

Classes	Distance	Difficulty	No of Controls
Men 1, Women 1	9.4 km	Hard	23
Men 2, Women 2	7.4 km	Hard	21
Men 3, Women 3	5.6 km	Hard	16
Men 4, Women 4	3.8 km	Moderate	13
Men 5, Women 5	2.8 km	Easy	11

Control Descriptions: collect at Registration

Courses 1-3 – pictorial only, printed on maps and available loose

Course 4 – pictorial printed on maps, available loose in pictorial or text

Course 5 – text only, printed on maps and available loose

Start times: Choose your own start time from 11am-12pm. Registration open from 10.30am.

Start and Finish are in close proximity to the Arena.

Entry: Online entry and payment strongly preferred, via Eventor. Online entry closes on Thursday 14 November, and this deadline will NOT be extended. [Enter online here](#)

You may enter on the day while maps last. Enter at Registration from 10.30am. Payment by cash or card.

Entry fees: \$18 (21 and over); \$9 juniors (13-20); \$6 kids (12 and under). Entry includes a full colour map, loan of a Sportident timing device and compass if required, and a souvenir race bib.

ALL PRE-ENTERED COMPETITORS GO INTO OUR AMAZING PRIZE DRAW – BIGGER AND BETTER THAN EVER!!!

Electronic timing: Sportident controls will be in AIR (contactless) mode. If you don't own a Sportident stick, you can borrow one from Registration. Loan sticks are not in AIR mode, so you will need to insert (“punch”) the stick into the hole in the Sportident unit. See “On The Course” for more information.

Arena: Edwards Park, Esplanade East, Port Melbourne.

Getting there: We recommend taking public transport. Although there is some free street parking around the park, much of this will be occupied by residents. The iconic South Melbourne tram (route 1) and the Light Rail (route 109) both take you within easy walking distance. Many City Racers opt to ride bikes.

Toilets: in the park.

Food and Drinks: there is a picnic shelter in the park, and numerous shops and cafes nearby. Bring lunch and stay on for presentations and our random prize draw!

You may come across drinking water fountains on your course, but these are not mapped. Organisers will not be providing any water on courses or at the Arena, so please carry your own if required.

Safety: You must obey all road rules, and cross roads only at legal crossing points. You must give way to all other road and path users – pedestrians, cyclists, drivers and others.

If you need assistance during the event, call 0409 135 020 or 0419 316 843. In an emergency, call 000.

Prizes: the top three placegetters in each class will receive a prize and commemorative certificate. Presentations and the random draw will be held at approx. 1pm.

When You Arrive: Everyone must check in at Registration before starting. All competitors will be provided with a souvenir Race Bib and pins. Collect yours at Registration when you check in, and wear it on the front of your upper torso. You can collect loose control descriptions if required, and a Sportident timing device if you don't have one.

New? Our friendly team will help you check in and register. We'll then show you a sample map and explain how to read it. We'll also show you how to use your Sportident stick, and answer any questions before you start. A copy of the map legend will be on display at Registration, and is printed at the end of this document.

At the Start: You may start any time during the 1 hour Start window. Simply join the queue for your course, and follow instructions from the Start team. Starts will be at 1 minute intervals. When it is your turn to go, you will use your Sportident stick to punch the Start punch, then pick up your map and begin your course. It is your responsibility to take the correct map. If using an SI AIR stick, the Start will be in Punch mode; all other controls, including the Finish, will be in Air mode.

On the Course: your pre-marked map will show a set of numbered control circles, joined by lines. You must navigate to each control in numerical order, before returning to the Finish. The route you take to get to each control is up to you – but you must not go Out of Bounds. The map indicates Out of Bounds areas in several different ways – see “Fair Play” on the following page.

The controls are small red plastic units with a hole at one end. They are either on a metal stand or wooden trestle, secured to a fixed object such as a fence, tree, light pole etc. There is an orange and white marker flag with the control.



Each control has a two-digit number on the top, which corresponds to the numbers listed in the Control Descriptions. These are printed on the maps, and you can also collect them from Registration to carry in a wrist holder.

When you arrive at the control, check that its number matches the number you are looking for. If you punch the wrong control, you will be recorded as a “Mispunch” and not receive a race time. If you punch all your controls in the correct order, but punch one or more additional controls in error, you will be recorded as “OK” and your time will be valid (but of course the extra distance will add to your time).

To record your time at each control, insert your Sportident stick into the hole. You will hear a “beep” and the control will flash red. If using an SI Air stick, wave it over the control and listen for the beep from the stick. The tip of the stick will flash red.

There will only be one control at each location. Please wait your turn, and do not elbow or jostle other competitors out of the way. After punching, move away quickly to allow others access to the control.

At the Finish: All competitors must download after finishing, even if they did not complete the course. This is to ensure we know you are safely back, and we don’t need to mount a search for you! To download, go straight to the computer table and follow instructions. You’ll receive a printout showing your race time. Please return any borrowed Sportident sticks or compasses by placing them in the container provided.

Results: During the race, results will be uploaded to *Live Results*. Download the LIVEOL app to your phone, or scan the QR code on your map, and follow everyone’s progress!

Official results and split times will be uploaded to Eventor and Winsplits immediately after the events.

Fair Play: The Melbourne City Race is being held in a public area. You will be on roads and paths that are being used by members of the public. No roads or paths will be closed for the event, and all traffic signals will operate as normal. You must obey road rules, eg do not cross against red lights. Routes have been selected to minimise crossing of busy roads; but remember that this is an urban race, and all competitors are subject to “real world” conditions. Our future use of public areas for similar races depends on your safe and fair behaviour.

Areas marked as Out of Bounds on the map, will NOT be taped off. However, any competitor entering or crossing an Out of Bounds area will be disqualified.

The following map sample shows some Out of Bounds areas:



Dark grey = buildings, cannot be entered. NB pale grey represents a canopy, roof or other overhead structure, which you can pass under.

Olive green = permanently out of bounds (usually a garden or vegetated area)

Heavy black line = obstacle which cannot be crossed (high wall or fence)

Solid pink = temporary out of bounds, eg construction zone

Cross hatched pink = permanent out of bounds, eg unsafe area such as a busy road or bridge


A note about mapping:

- Some, but not all manmade objects have been mapped with a black X
- Some, but not all prominent trees have been mapped with a green O

Questions? Email us at enquiries@drocorienteering.com.au

or check our website www.melbournecityrace.com.au

LEGEND: The legend will be displayed at the Arena at the Melbourne City Race. It is not printed on maps.



City Map Legend

Symbols based on ISSprOM 2019 @ 1:6,000

Landforms

- Contour line
- Slope line
- Index contour
- Contour value
- Form line
- Earth bank
- High earth bank
- Earth wall
- Erosion gullies
- Small knolls
- Small depressions
- Pits or holes
- Broken ground
- Prominent landform feature

Rock and Boulders

- Impassable cliff
- Passable rock face
- Rocky pit
- Cave
- Small boulders
- Large boulder (drawn to shape)
- Boulder cluster
- Boulder field
- Stony ground
- Open sandy ground
- Bare rock

Water and Marsh

- Uncrossable water
- Crossable water
- Waterhole
- Crossable small watercourse
- Minor / seasonal watercourse
- Uncrossable marsh
- Crossable marsh
- Narrow marsh
- Indistinct marsh
- Small fountain or well
- Spring
- Prominent water feature

Vegetation / Runnability

- Open land
- Open land with scattered trees
- Open land with scattered bushes
- Rough open land
- Rough open with scattered trees
- Rough open with scattered bushes
- Forest - easy running
- Vegetation: slow run
- .. runnable in one direction
- Vegetation: undergrowth - slow run
- Vegetation: walk
- .. runnable in one direction
- Vegetation: undergrowth - walk
- Impassable vegetation
- .. minimum width
- Cultivated land
- Orchard
- Vineyard or similar
- Distinct cultivation boundary
- Distinct vegetation boundary
- Prominent large tree
- Prominent bush or small tree
- Prominent vegetation feature

Man-made Features

- Paved area: heavy traffic / light traffic
- Step/edge of paved area
- Paved areas in multi-level
- Paved area with scattered trees
- Paved footpaths
- Paved bike path, paved roads
- Unpaved footpath/track
- Small unpaved footpath/track
- Less distinct small path
- Narrow ride
- Railway
- Tramway
- Powerline or cableway
- Major power line
- Bridge
- Underpass or tunnel
- Passable wall
- Passable retained wall
- Impassable wall
- Passable fence or railing
- Impassable fence / railing
- Crossing point / gate

Out-of-bounds Symbols

- Urban settlement - out of bounds
- Garden / other area that shall not be entered
- Out of bounds boundary
- Out of bounds area
- Crossing point or section
- Temporary construction or closed area