THE GRID-O SPECIAL

This week is the traditional end of series Christmas Lights event. To see the lights in their full splendour it is best to wait for evening to set in before starting your run. So we've decided to offer the Grid-O-Special pre-run bonus event to fill in your time while waiting.

How it works:

- In Grid-0 the overall objective is to follow a line course set on a small grid. i.e., you start at the triangle on your map of the grid, follow the purple line that links grid points, and finish at the double circle. If you **complete it successfully you will receive a bonus** to your NightNav score.

- Electronic SI punching units will be used to register your control punches and to time your run. You may use your own SI stick if you have one or a club stick that will be available for free.

- There will be two grids set up in a mirror arrangement. So you can race head-to-head against someone if you wish.

- For those who haven't used SI sticks before: You must follow the Clear/Check/Start/ <race> /Finish/Download procedure for them to work properly -
  ○ *Clear* - clears the stick of any data remaining from its previous use
  ○ *Check* - checks that the clear process completed successfully
  ○ *Start* - punching the start control starts the the timing of your race (you are now on the clock and competing)
  ○ *<race>* - this is you running around the course, every time you punch a control the stick records the time of the punch and the control number
  ○ *Finish* - punching the finish control ends your race and the timing stops at this point
  ○ *Download* - downloads the stick's data to the event computer. The computer creates a record of your course time and checks that you punched the controls in the correct order.
  Each time you punch a unit, whether a procedural unit (eg. clear, check) or a course control, the unit will beep and flash to show that it has detected the stick's presence.
  It is best that if you have any uncertainties about SI use to ask questions before starting, otherwise your race may not be recorded properly. Also, learn by watching how others use the sticks when they race.

Did You Know? : If you've never been to a traditional orienteering event you may not have seen the wearable sticks and electronic control units that are used to record control punches. These are a relatively new innovation and their adoption has supported other developments in the sport. For example, since these devices only require fractions of a second to punch a control, sprint orienteering competitions are now possible.

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