

State Series Round 2

9th April 2016 and 10th April

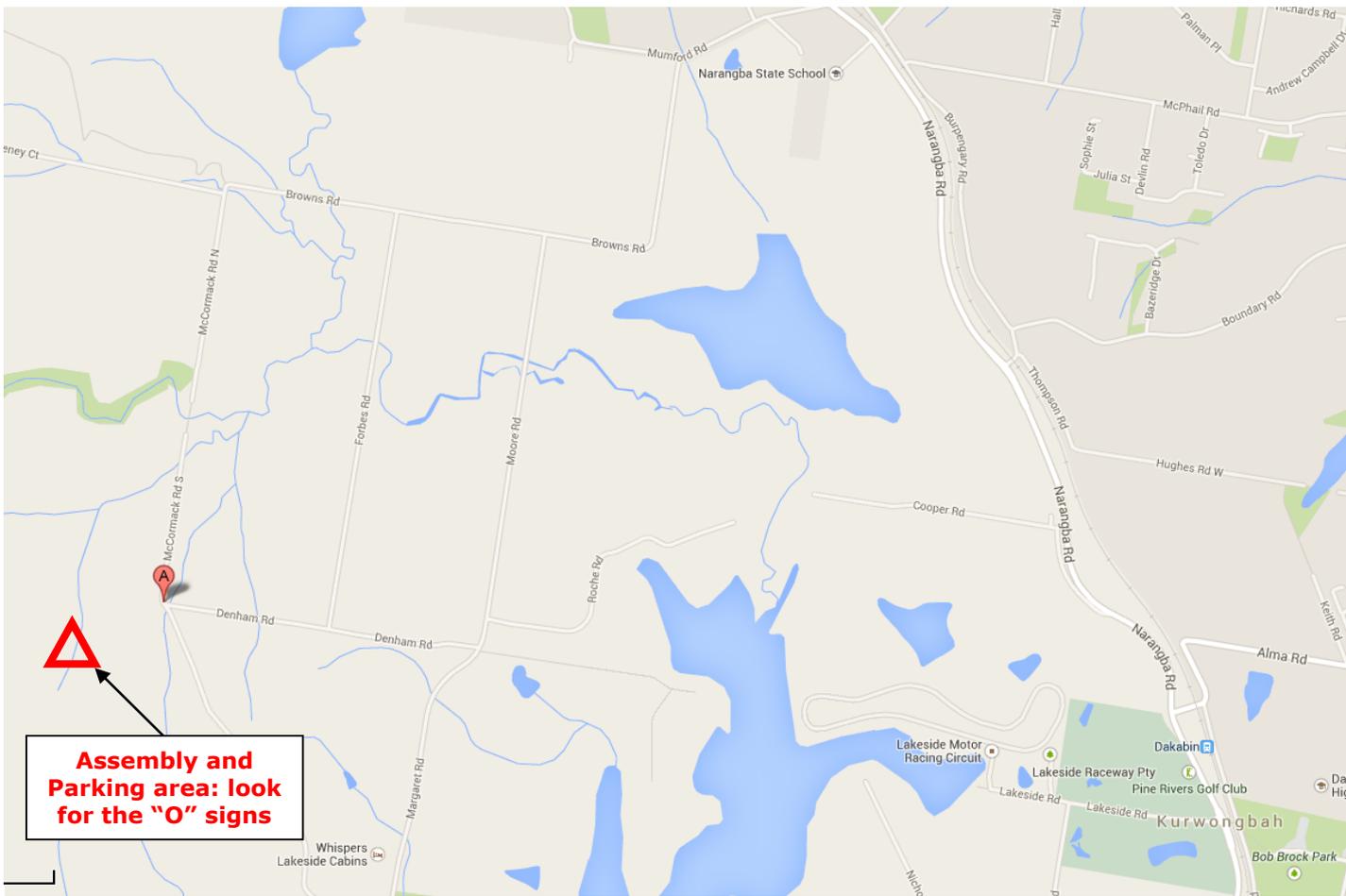
Road Directions.

Travel to Denham Rd, Narangba. **GATE TO PROPERTY OPENS AT 11.30am Please close the gate after you drive through it as horses roam freely. Please arrive at least 1 hour before your event starts. For those camping please arrive 1 ½ hours before your event.**

[Google maps directions from North](#) [Google maps directions from South](#)

[Google map location](#)

Note. Scout Rd intersection with Denham and McCormack Rd Sth as depicted on Google maps, DOES NOT EXIST. Access is via Denham Rd.



About the Event Site.

The event is on private property and if you haven't ridden on it before you're in for a real treat.

Mostly it is used for horse riding so the horses have formed fantastic MTB tracks. The owners have expressly asked that you clean up after yourselves, particularly with objects that may damage a horse's feet. eg Broken glass and bottle tops. If we are to be invited back, please comply with their wishes.

Terrain

Native forest with large areas of sometimes rough but open RIDEABLE areas (marked as orange on your map). Whilst the tracks are generally in good condition, the after effects of the prolonged periods of rain remain quite apparent. There are a number of rutted areas and wash-outs. You may find some of these areas are not rideable but you are allowed to traverse across them if you wish, in most cases you can ride these areas with care. Areas that have a white background require you to remain on designated tracks at all times.

In short the background marked in orange allows you the freedom to navigate and make your own track from control to control but where there is no orange background you must remain on the defined tracks as shown on the maps

About the Map.

Map Scale Contour Interval A3 1: 10000 5 metre

Track Legend will be on map. Grading varies by area and sometimes a path that is shown as difficult is not difficult but rather to get good definition on the map it is shown as difficult. Most tracks and paths will be slower in wet weather and the vegetation or track surface condition may have changed since grading. Some tracks are hard to see at their beginning and end points so you should use distance and geography to find these paths. This is due to horses staying together when they are on the track but dispersing when they get to the end.

Controls

Most controls are on the track network but quite a few are placed on features such as gullies and knolls. You can ride/traverse these over the "open rideable ground". The feature will be clearly identifiable on the map and no clue sheet is required.

This event differs from others you may have participated in, in that not all controls are located on a defined track!

Out of Bounds areas

- Out of bounds areas are clearly marked as **DIAGONAL red lines**.
- There is an area south of the assembly area, which will be fenced. The owners will be locking their horses within this area.

Fun Stuff



You can order Pizzas on the day ranging from \$10, \$12 and \$15. There will also be apple cinnamon dessert pizzas. Why not hang around and enjoy a campfire and a chat to compare notes, celebrate or commiserate.

For those people who have prepaid thank you - please advise Jason or Dale or you name so they can cross you off the prepaid list.

Volunteers

Courses set by Sue Clarke and Walter Kellermen. Cartography by Colin Kessels. Meos by Stu Gordon. Course setting training by Richard Robinson. Marketing by Deb Gordon Assistance when stuck with what to do - Craig Stefens Control hanging by those who must not be named Pizzas by wood fired pizzas, they are also doing Desert Pizzas - cinnamon, sugar, apple caramel whipped cream, they can take eftpos on the day if you haven't prepaid. Toilets cleaned by not sure yet? Wood for the fire collected by Mike and Col Map printing by Bald Hills Roundabout printing services Massey Fergusson 135 slashing of overgrown tracks by Howard 5footer. Positive feedback welcomed winching isn't. Everyone who puts this event on are volunteers who have put in well over 100 hours collectively so we can all enjoy the sport....if your looking for 100% perfection on the day with everything then give us your name to help out on the next event. Thank you's always welcomed by volunteers on the day.

Collection of controls on Sunday would be appreciated, most can be collected by car and you will be limited to collecting 15 controls. See Col or Stu.

Anything Else you want to know

Please contact event organizer Colin Kessels on mobile 0414 556065 or Stu Gordon on mobile: 0439 979261

Saturday LINE Courses.

Normal Line (START between 2.15pm and 3.00pm)

Course number (controls)	Length	Climb	Class
Course 1 (24)	19 km	385 metres	Men Open, Social A
Course 2 (17)	15.5 km	325 metres	Women Open, Men 40 - 49, Men 17-20
Course 3 (16)	12 km	237 metres	Women 40-49, Men 50-59, Social B
Course 4 (14)	9.5 km	187 metres	Women 17-20, Women 50-59, Men 60-69
Course 5 (13)	7.5 km	137 metres	Women 14-16, Women 60+, Men 14-16, , Men 70+, Social

You must do the Line courses in sequential order.

SATURDAY - 3 HOUR SCORE COURSE.

WARNING IF YOU DON'T READ ANYTHING ELSE READ THIS!

**YOU MUST HAVE A SI STICK THAT CAN RECORD UP TO 50 CONTROLS
IF YOU ARE HIRING SI STICKS ON THE DAY FROM US CHOOSE THE BLUE SI STICK NOT
THE RED SI STICKS
SI STICKS VERSION 9 AND ABOVE ARE GENERALLY OKAY FOR UP TO 50 CONTROLS
FURTHER INFORMATION GO TO;**

Some info on capacity and serial number ranges...

<https://www.sportident.co.uk/equipment/shop/category.php?id=1>

A score course is one where you visit controls in any order of your choice. Controls have different scoring value, so this will determine which ones you visit or you may choose to clear the whole course.

Controls 31-35 are worth 30 points each
Controls 51 - 59 are worth 50 points each
Controls 60-69 are worth 60 points each
Controls 70 - 79 are worth 70 points each
Controls 80 - 89 are worth 80 points each
Controls 90-95 are worth 90 points each

3hr Score.

- **Map given 1.50pm**
- **Start at 2.00pm. Finish BY 5.00pm**
- You will be given 1 A3 map prior to start which will have Map A on one side and Map B on the other.
- You can only use Map A between 2.00pm and 3.35pm
- You can only use Map B between 3.25pm and 5.00pm

- **MAKE SURE YOU START WITH MAP A!**

- **Controls 31,32,33,34 and 35 are on both maps. You only need to punch these once during the 3 hours and you can do so for these controls when you are on either Map A or Map B.**
- **To access controls 31,32,33,34 and 35 you may only leave the property and enter back into the property via any of 3 GATES as shown on the Maps. One gate is locked the others aren't so please close then after you go through them.**
- Controls visited that are not on your map, or outside the time windows, will not count.
- 10 points lost for every minute, or part thereof, you are late to the finish after 5.00pm
- **No need to start punch but you must punch the finish control.**

Map A - 21 controls plus 5 controls (31,32,33,34 & 35) only collect these 5 once in the 3 hrs

Map B - 23 controls plus 5 controls (31,32,33,34 & 35)

SATURDAY - 90 MINUTE SCORE/RECREATIONAL COURSE

- This event we are allowing people doing the Recreational Course to start at anytime between 2.15pm and 3.15pm.
- What this means is there will be no mass start, you will need to put your SI Stick in the start to register that you have begun your 90 mins.
- For those people riding this course who are not trying to compete then you are able to ride for less than 90 mins or more than 90 mins so long as you are back at the finish by 5pm.
- There are 26 controls on this course
- Point values on this map:
 - Controls 51 - 59 are worth 50 points each
 - Controls 60-69 are worth 60 points each
 - Controls 70 - 79 are worth 70 points each
 - Controls 80 - 89 are worth 80 points each
 - Controls 90-95 are worth 90 points each
- Controls visited that are not on your map will not count so do not punch these, check the control number before you punch.
- 10 points lost for every minute, or part thereof, you are late to the finish after 90mins from when you started
- **You must punch the start control and you must punch the finish control. See image below.**



A finish control looks like this on the map.

SUNDAY SCATTER EVENT 90 MINUTES

- On Sunday morning there will be a mass start at 7.30am
- You must finish the course by 9.00am as the horse riders will be using the property after this time.
- This event is a 'scatter' event which means every control is worth 1 point.
- The aim is to collect as many of the controls as you can and be back to the finish within 90 minutes.
- There are 28 possible controls for you to collect
- There may be other controls still out on the course from the day before so you should check you are punching the correct control number
- Most SI sticks will only allow you to record a maximum of 30 controls so if you punch controls that are not on the map you may exceed the limit of your SI stick.
- Controls visited that are not on your map will not count so do not punch these, check the control number before you punch.
 - 2 points lost for every minute, or part thereof, you are late to the finish after 9.00pm
 - You do not have to punch the start control but you must punch the finish control. See image below.

IF YOU ARE WORRIED ABOUT YOUR SI STICK MAKE SURE YOU USE A BLUE HIRE STICK ON THE DAY

Finish control looks like this



Registration

Registration will be open from: 12:30pm on Saturday

All competitors are required to go to the registration tent to confirm their entry and payment.

At registration you will be issued with an SI stick and mapboard if you have hired them.

If you own an SI stick **bring it to registration**, so that the number can be checked. Compasses will be available for loan plus if you have requested a hire map board these will also be available from registration.

There will be experienced mtbo'ers available on the day to help you, prior to your start, to answer your questions and tell you where to go etc!! If in doubt just ask the officials at Registration.

Do not wait until you get to the start line to start asking questions. The officials here will not have the time to help you.

CAMPERS PACK UP ON SUNDAY

We are able to pack up and leave by 12pm we just have to finish riding by 9am.

When you are leaving please be mindful of any horses that may be near the roads and ensure you close the gate at Denham road.

Tracks

The area contains some significant sections of single track which have been created by horses. Due to the height of grass you may not be able to see a horse track looking up and down a slope but it is running horizontal across the slope you will see it when you ride over it. There are other tracks made by horses that may exist on the ground but not on the map.

Tracks are greater than 1.5 metres wide. Paths are less than 1.5 metres wide. Speeds are mapped on the basis of how fast an elite rider can pass along the tracks. For these races competitors should note we have made the speed of tracks and paths consistent, i.e. the speed on a long dash track should be the same as the speed on a long dash path. The basis for the speed of the tracks is:

Fast - little or no restriction to the speed which a rider can attain.

Moderate - generally good riding with some reduction in speed and a requirement to keep an eye on where you are going to avoid obstacles such as potholes, rocks, ruts, sand, vegetation etc.

Slow - sufficient obstacles to require the rider to pick lines to avoid obstacles. Consistently potholed: rocky: wet: rutted: vegetated or sandy. Skilled, fit riders should be able to ride almost always. Less skilled and fit riders may have to dismount.

Difficult - a technical track/path which may require the rider to dismount. Skilled, fit riders may be able to ride without dismounting. For this event, **difficult is generally used to show good track definition on the map. There are very few difficult tracks on the course you should use your judgement and common sense as to what you can and cannot ride.**

Track grading has been undertaken over the last few months however no doubt there will have been changes like vegetation growth and erosion. While we have tried to keep maps updated, while setting the courses, there may be some changes that have not been identified. Please let us know of any suggestions to improve the map for next time.

SportiDent

This event will be using the **SPORTident (SI)** Electronic timing system. If you are not sure how to use Sport Ident, **Check this short video** (you only need to watch about 1 minute of it). SI Sticks can be hired for a cost of \$5 per person. Lost sticks will be charged to the competitor at the full replacement cost of \$55.00.

Orange and white control flags will be suspended from stands with a SPORTident unit and manual punch device. The control identification number will be on the SI unit only. This will match the control number on the map

Clear & Check

It is important to remember to 'clear' and 'check' your SI unit prior to each event, to delete previous event information stored on it. **CLEAR & CHECK** units will be positioned in the pre start area of each event. It is the competitor's responsibility to ensure that they have the correct SPORTident stick and that it is cleared of previous race data before they start. If you do not 'clear' your stick it may not have enough memory to record all your controls. After clearing and checking your SI stick please wait for instructions from the official.

Start

Start times for the event are listed in the Courses section. Apart from the Score course who do a mass start, competitors in the line courses (1 to 5) are started in two minute intervals. There is a pre recorded start announcement with information and timer countdown telling you what to do. Two minutes before your start you will be called forward to the start line. At one minute before your start, you can pick up the map for your course and fix it to your map board. You can also check out the map whilst doing this. After the minute expires and at the **GO** signal, you must immediately punch the "**START**" control unit in front of you and commence your course. If you need more time to study your map you can stop and do this further down the track, well clear of the start.

SI use on the course

If a SPORTident unit at a control malfunctions and does not beep or flash when the stick is inserted, or you lose your SI stick, you must use the manual punch at the control and punch your map. Failure to do this will result in a DNF (Did Not Finish) being recorded. If you have used a punch at any control, please advise the officials at the download tent as they will need to take the punched strip or map at the completion of your course, to confirm that you have completed the course.

Whilst out on your course do not linger at control sites, allow other competitors access to them. Move away from the control to study your map.

Finish & Download Procedure

At the end of your course, punch the "**FINISH**" control and walk or ride slowly to the finish tent in the assembly area to have your SI stick downloaded.

If you have a hired SI stick, we will retrieve now. Your result will be posted to results board nearby, as soon as possible after you finish, so you can compare with the others on your course.

For safety reasons all riders must report to the **DOWNLOAD** tent, irrespective of when they return, to indicate they have returned safely and to avoid a search being mounted for you.

Safety

If you encounter an injured rider, you **MUST** abandon your course and render whatever assistance you can. Send another rider back to registration for assistance, if possible. If you wish to continue your course you will be permitted to re-start from your last control preceding your abandonment. Bring your own medical items for pre-race treatments. A first-aid kit will be available in the assembly area for emergencies.

Hazards on this course may include:

- Deep ruts and drop offs
-
- Muddy potholes & puddles
- Horses
- Long grass
- **Ticks (be very wary and prepared for this)**
- Washouts
- areas of sandy track
- mosquitoes
- fallen trees and limbs

Please keep alert and ride to the conditions.

Safety Bearing

There is a large dam in the centre of the property, and it is fully fenced. If you are on a boundary fence, head to the dam and then the assembly area is on the south side of the dam. There is a large Energex powerline that cuts the property in half.

Course Closure on Saturday is 5.00pm

If you have not finished your course at this time, you must **abandon** your course and return to the assembly area as quickly as possible **AND REPORT TO THE FINISH.**

ON Sunday the course closes at 9am.

Complaints and Protests

If you want to make a complaint or protest, you must do it within 15 minutes of the last finisher in your class

Complaints may be made in the first instance at the Registration Desk. The Event Organizer will assess the complaint and make a ruling. If the complainant is still dissatisfied, they may lodge a written protest using the protest form at the Registration Desk. The event adviser will then convene a three person jury to assess the complaint. The event adviser will chair the jury meeting but will not vote on the outcome. The decision of the jury will be final.

Water

Everyone is urged to drink plenty of water before starting. There is no water drinking on the course, so you must take all water you require for the event with you. Please bring your own water for use before and after the event. No water will be available in the assembly area.

Rules

International Orienteering Federation MTBO rules shall apply to this event. These can be found on the MTBO Technical page on the Orienteering Queensland website - click [here](#) to view

All competitors are urged to read and understand these rules.

Some key items include:

- All competitors must wear bike helmets.
- Competitors must stay on the tracks marked on the competition map. If terrain or road condition forces the rider to dismount, they must carry the bike on a marked track. No off-road shortcuts through the bush are permitted.
- Competitors must visit the control sites **in numerical order**. Check the control No on the marker is the same as the one on your map before punching.
- Competitors must not become separated from their bike during a competition, unless through injury or mechanical failure.
- Courtesy and sensible behaviour are expected when mountain bike riders encounter walkers, runners, horseback riders, land-owners and others during an event.
- Special care must be taken by competitors, observers, and officials to respect the local environment. Organisers will not place controls in designated environmentally sensitive areas.
- Competitors and officials must avoid disturbing local flora, fauna and stock at the event.
- Practice and observe the rules of the road - keep to the left on roads and tracks.
- Approach all track/road crossings, corners and hillcrests with caution.
- Ride defensively and in control at all times.
- Give way to faster riders wishing to pass on narrow tracks
- Riders going downhill should give way to riders going uphill
- Give assistance to injured competitors on the course. Organisers may give a restart or organiser points for the rider who gave assistance.

Above all, we want you to be safe and have fun, if you did let us know. If we can do something better tell us that too. Organisers love feedback!