

Kalamunda Circuit MTBO – WA long distance championship 2018

Sunday August 26 (from 9am)

Location: Farrell Grove, off Mundaring Weir Road, some 500m past the intersection of Ashendon Rd, heading east on Mundaring Weir Road from Kalamunda.

Courses: Age categories apply (see below) + EOD courses 6 and 7

Registration: 9:00 am to 11am *****pre-entry required for championship classes***** (see Eventor <https://eventor.orienteering.asn.au/Events/Show/6326>)

Champs starts: 9:30am to 10am (Entry on the Day for recreational maps is possible - entries start after pre-registered riders)

Courses close: 1pm

Facilities: Toilets, tent shelter if it is raining

Bring: SportIdent e-tag, compass, bike, helmet, water

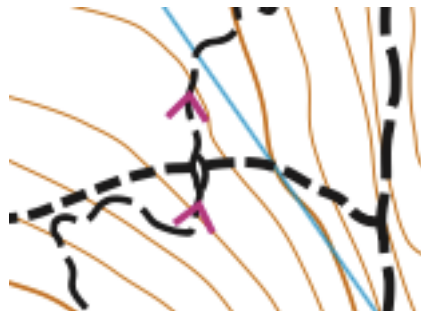
Warm up area - we are quite restricted in the start / finish area with regard to unused routes so please warm up *on the gravel shoulder of Mundaring Weir Rd* just outside the Farrell Grove entrance - taking CARE (vehicle traffic is sporadic - see below).

Map: Kalamunda Circuit 1:15 000 by Ricky Thackray 2017

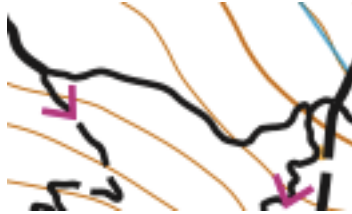
5m contours; A3 all courses; waterproof paper (for championship classes only)

Please note that **the map's North lines are oriented 35 degrees to the west** across the page (you would need to tilt the map 35 degrees east to get North to align straight up - see graphic below for the blue North line at 35 degrees west).

Hazards: There may be occasional vehicles, pedestrians and you WILL encounter weekend mountain bike riders. There is **a lot of one way single-track on the map and it is marked with a purple chevron symbol as well as in the terrain with signage at entrances. You MUST ride marked single track one way only in the direction as signed (some of the controls are on such tracks). Importantly, you MUST take care crossing these tracks when on other tracks as riders may be coming blindly downhill at speed and will not expect to find you crossing their path, for example:**



Exceptions to the one way rule are short sections of single track between junctions not marked with an arrow on the map (see below example) or if you overshoot a junction you are permitted to go back a few metres.



If you encounter riders on non-directional single track, you should stay left, with the oncoming rider on your right. Be cognisant that you may surprise riders coming the other way, as you may not be travelling in the usual direction.

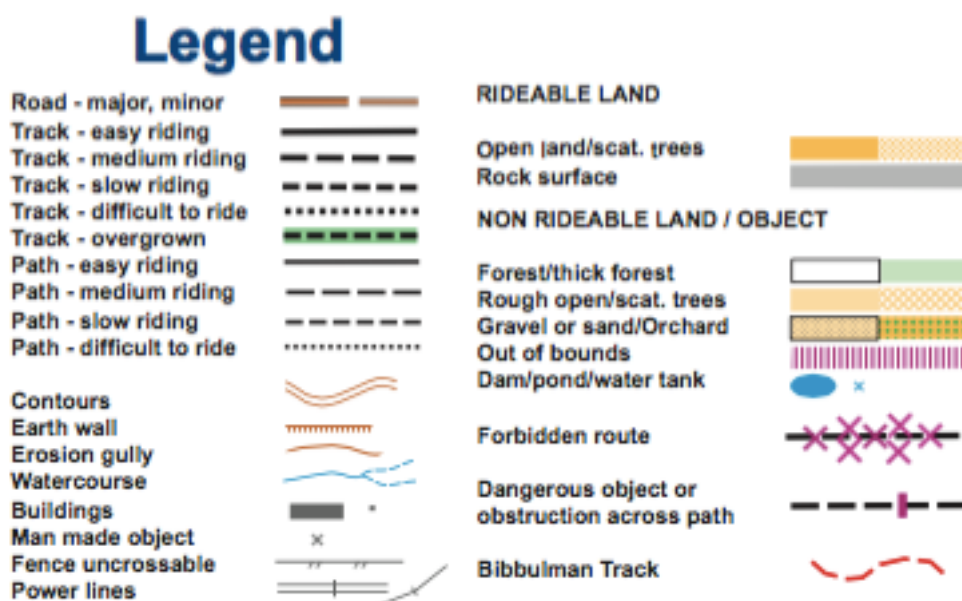
If you need to overtake a rider, please call out your presence as you come up and say 'rider back, passing when you are ready' - riders usually make room for you to pass if act nicely in this way.

Wildlife may include kangaroos and emus. Loose pea-gravel can make cornering hazardous. Other dangers include fallen twigs and branches, roots, rocks, ruts and man-made trail features on the single track.

Road: All courses cross the main road (Mundaring Weir Rd) at least twice. Please use caution when crossing as it is a 70kph zone although not overly busy. You are permitted to ride along the road - except for some sections marked as 'Forbidden route'. For example in the following you could turn left onto Mundaring Weir Rd from one track and then turn right up the other, however you would not be able to continue on left down Mundaring Weir Rd due to the Forbidden route cross hatching:



Some of the Mt Gunjin Rd is also marked the same way. Other symbols in the legend are as follows:



The Bibbulmun Track passes through the area and must NOT be ridden on for those sections where it is mapped with the red dashed symbol. Sections marked black can be ridden on but be courteous and give way to walkers if you encounter any.

Taped tracks

Some indistinct/overgrown tracks or track entrances are marked with tape (old pink, or alternatively new orange tape), mainly where these form likely routes taken.

Optional crossing points

The yellow open land symbol is used where two tracks almost meet with a short option through the bush to allow competitor access between them.

The start (for pre-entered competitors): from 9:30am, adjacent to the assembly area.

Start interval: 1 minutes.

Start procedure: Arrive at the start at least 6 minutes before your start time.

Clear and Check your SI unit prior to entering the start. If you miss your start time, you will be given the next available start but you will be recorded from your original start time unless it is a fault of the organiser.

Time	Action
-3 minutes	Name check, SI clear and check.
-2 minutes	Move forward to map table. Each course map will be upside down in a tray with the course number on the tray. Ensure that you line up next to the correct map tray. Final instructions (if any).
-1 minutes	Pick up your map, fix to map board and prepare to start. It is the athlete's responsibility to collect the correct map.
0 minutes	Start from stationary position, one foot on ground. After the start follow the track 150m to start triangle, marked in the terrain with a flag (no punch). If you need time to plan your route to the first control, move away from the start to do this. Do not ride back through start area on course.

Sport Ident will be used for timing. Hire units are available at registration. You can attach the unit to your bike or hand/body. Make sure you have a safety line on the unit to prevent loss. If you lose your hire unit you will be liable for the replacement cost. Enter on day competitors must punch the start unit to ensure that your course is timed. When you punch the SI control, ensure that the unit lights up or beeps. On completion of event punch the finish unit and then proceed to registration tent to have your SI unit read and your result recorded. Hire units must be returned at the end of the event.

