



# VICTORIAN SPRINT CHAMPIONSHIPS 2018 – SCHOOL OF MINES BALLARAT

Welcome to the 2018 foot-orienteeing Sprint Distance Championships for 2018 on a brand new map at the School of Mines campus of Federation University in central Ballarat. The site is a historic one, including the old Ballarat Jail. Information on the site's history can be found at <https://federation.edu.au/about-us/our-university/history/geoffrey-blainey-research-centre/buildings-and-sites/former-ballarat-gaol>.

## Enquiries

Warwick Williams on (0418) 370 043 or at [wozzaw@bigpond.com](mailto:wozzaw@bigpond.com).

## Officials

Course setter	Roch Prendergast
Event advisor	Kathy Liley
Organiser	Warwick Williams

A jury will be appointed from attendees, to act if required.

## Directions

**From Melbourne** Take the first Ballarat exit from the Western Highway, and proceed to the centre of town. Follow the main road from the large roundabout around the “chicane” that gets around the mall until you come onto the grand avenue that is Sturt Street. Turn left at the third traffic lights up the hill (Doveton Street), then turn left again at the next traffic lights (Dana Street) and right at the first roundabout (Armstrong Street). The assembly area is 100 metres down on your left. Parking may be available in the adjoining car parks, but otherwise, on-street parking will be easily found nearby.

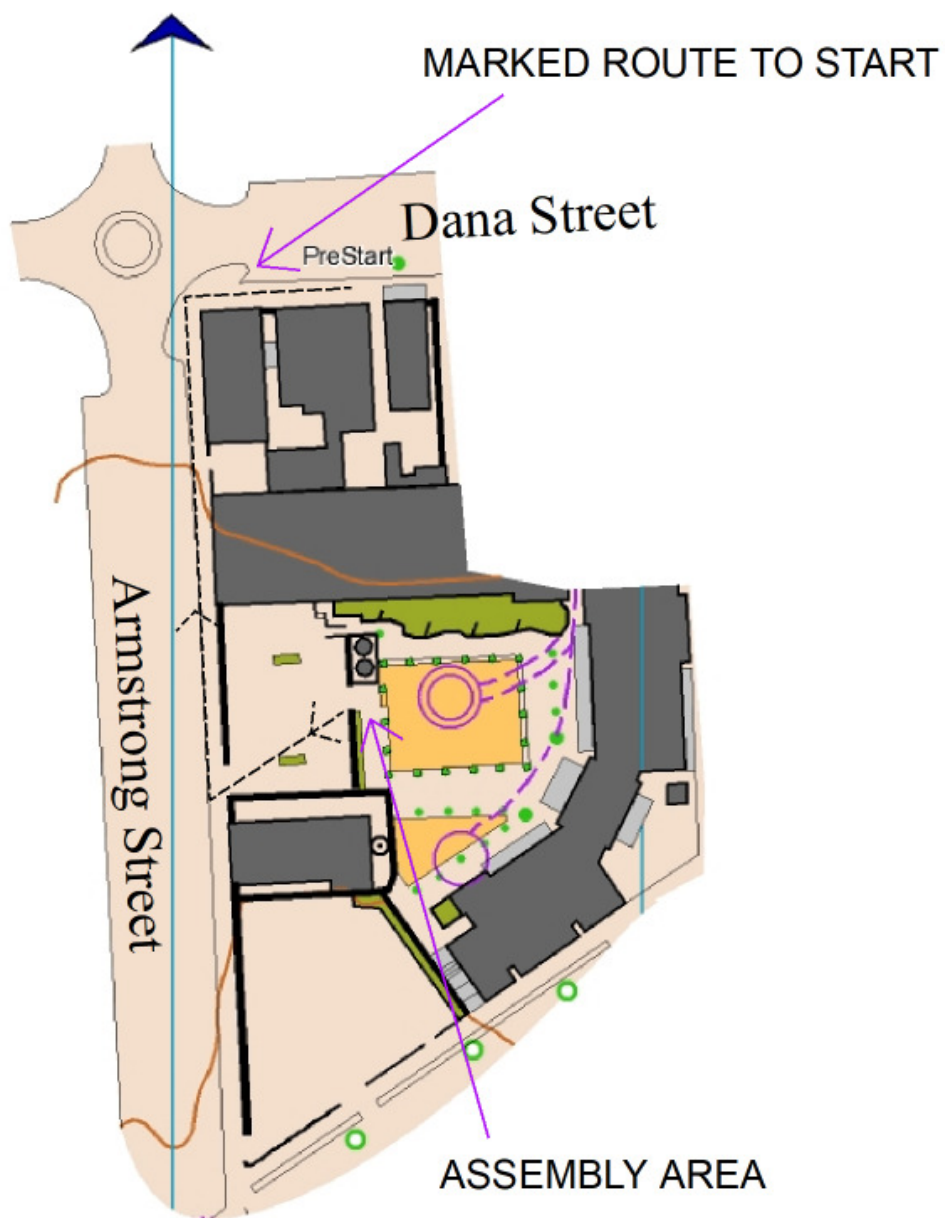
**From Bendigo** Come in to Ballarat on the Midland Highway from Creswick. Cross Sturt Street (the main street in the middle of Ballarat) and then turn left at the next traffic lights (Dana Street), then as for people from Melbourne.

## Map

Detailed campus map at 1:3,000 scale, contour interval 2.5 metres.

## Arena

Enter the arena from Armstrong Street, to the west. One minute walk to the start. To get to the Start, go back out to Armstrong Street, north to Dana St and turn right. Toilets will be available on-site. Murray will have his super coffee bike at the assembly area.



## **Courses**

Course	Classes	Difficulty	Distance	Climb
1	M21, M35, M17-20	Hard	3.5	68m
2	M45, W21, W17-20	Hard	3.2	67m
3	M55, W35, W45, M16	Hard	3.0	62m
4	M60, M65, W16, W55	Hard	2.6	40m
5	M70, M75, W60, W65, W70	Hard	2.3	40m
6	M14, W14, W75	Moderate	2.2	20m
7	M10, M12, W10, W12	Easy	2.0	25m

Note that courses 1 to 6 have a map-flip.

## **Enter on Day**

Enter on Day will be available for courses 5, 6 and 7. If you wish to enter in one of these courses you should go to the Registration Tent before 11.00AM.

## **SI Air**

Controls will be operating in SI Air contactless punching mode. Use of SI Air cards is optional for competitors. If you wish to hire an SI Air card, this can be booked as a service in Eventor up to the close of entries. Competitors who have not collected their hired SI Air card from the Saturday events can do so from the Registration tent before their run.

The SIAC Battery check station and the Clear station will be located at the prestart area. The Check station will be located in the -3min start box.

Competitors are responsible for ensuring their presence at each control is recorded with an electronic punch. If (and only if) the SI unit at a control fails to respond, record your presence by using the manual punch on your map, and notify officials when you finish. If no correct punch is recorded at a control, you will be listed in the results as MP (mis-punch), or as DNF (did not finish) if you abandoned your course.

## **SIAC Stick Return**

There will be a container labelled 'SIAC Stick return here' at the finish. Please drop your SIAC in the container after downloading. If you lose or fail to return your SI Air stick after your run, a replacement fee of \$105 will be charged.

## **Using SI Air:**

With SI Air you do not have to 'punch' the control, only bring the stick close to the SI unit. The SI Air stick will flash and beep when it has registered. The range is between 30 & 40 cm

around the unit and a little more above it. This is not very far and if you run past with your stick on the wrong side of your body it might be too far away.

Touching a unit or swiping the air very close to it are the safest methods.

If you think your card has not flashed and beeped, don't wave it around for a longer time.

Instead punch in the normal manner.

### **SI Air at the start:**

Before commencing the event, test the stick in the SIAC battery test unit before clearing the stick.

Punch your SIAC stick in the Clear unit to clear data from previous events.

At the 3 minutes before start box punch the Check unit. This turns the stick on (into air mode). There will also be a test unit where you can verify that your stick has actually turned on and is operating in air mode.

After turning your SIAC on do not go near the finish control, until you finish your course.

Whether you are using SI Air or a traditional SI card, you do not need to punch at the start unless you have entered on the day. At the finish punch, SI Air users only have to touch or swipe the finish unit. This also will turn off your SI Air.

### **Warm-up**

Competitors may warm up in Armstrong Street, outside the School of Mines Campus.

### **Start**

Competitors should be at the pre-start at least 5 minutes before their allocated start time, and will be called up 3 minutes before their start time. Loose control descriptions will be available at the pre-start.

### **Out of Bounds**

Grant Street is a busy road traversing the competition area. Competitors may only cross Grant Street on the mapped footbridge. It is permissible to use the footpaths along Grant Street, but any runner observed crossing Grant Street at ground level WILL be disqualified.

**Course closure**

Courses will close at 12.15 PM. Any competitor still on course at that time must abandon their course and return and report to the finish.

**Presentations**

Presentations for the Victorian Sprint Championships and the Sprint into Spring Series will take place as soon as results are determined, which is estimated to be about 12 noon.

**CAUTION**

1. The competition area has lots of steps and narrow passages. Runners must take care on steps and be alert for oncoming runners.
2. There will be a lot of controls out there – please check your control codes carefully!