



# Multi Terrain Bike Orienteers

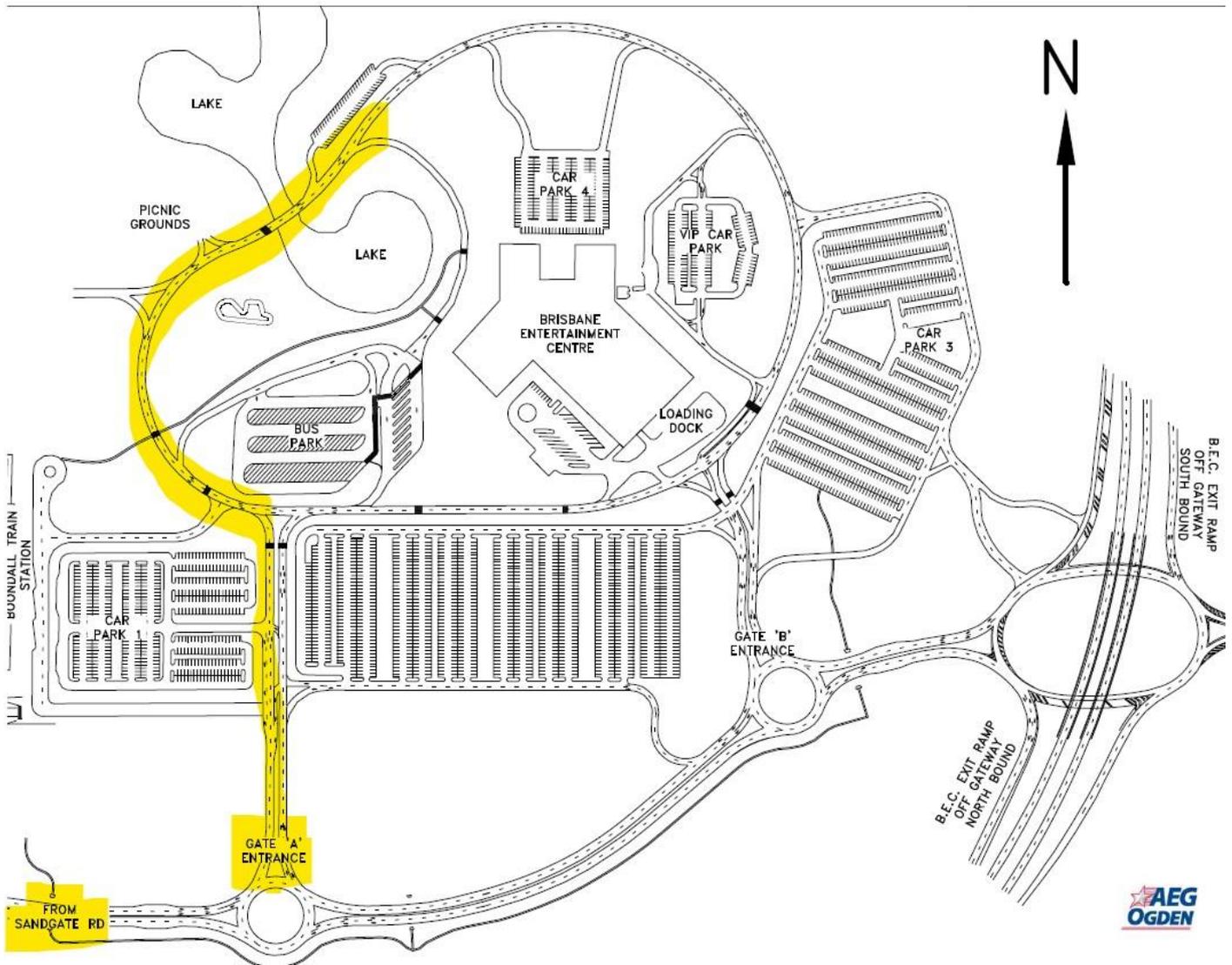
Boondall MTBO

Sunday 10<sup>th</sup> November 2019

## **Road Directions:**

From Sandgate Rd, follow Stanworth Rd then Bicentennial Rd to the Brisbane Entertainment Centre 'Gate A' entry gate. Follow the yellow line on the map below to the Start/Parking area.

From Gateway Motorway, take exit 117 onto Bicentennial Rd, pass through the first roundabout to follow Bicentennial Rd and at the second roundabout turn right into the 'Gate A' entry. Follow the yellow line on the map below to the Start/Parking area.



## Parking

Parking is on the right-hand side, on the grassed area.

## Registration

The registration desk will open at 8:15am.

All competitors are required to check in at the registration desk, collect a timing stick and pay any entry outstanding entry fees.

For newcomers, basic instruction will be available from our friendly club members at rego.

You'll be able to borrow a map boards at registration and get help to mount it. It makes all the difference for holding your map on your handlebars.

## Terrain

The whole area is fairly flat with only minor raised areas. Surfaces range from bitumen and paved internal roads, paved footpaths, concrete bike tracks, dirt roads and tracks and open grassy areas. There are areas of open land with scattered trees that you can ride through but also areas of thick bush that you can't.

## Map

### Scale and Contour Interval

Scale 1:5,500. Contour interval 5 metres. The maps will be A4 size.

## Timing

8.15	Rego opens
8:30	Start Opens
10.00	Start Closes
11.00	Courses Close

## Key Personnel

Course planner: Stephen Hibbert

Enquiries: Craig Steffens 0418871193      info@mtbo.com.au

## Courses

Long Approx. 10km

Short Approx. 4km

Score Approx. 45min

For the Long and Short, you must get the controls in the order specified on the map (Start, 1, 2, 3... Finish).

For the Score course, you can visit the controls in any order and visit as many or as few as you can, within the 45min time limit.

## Course Closure

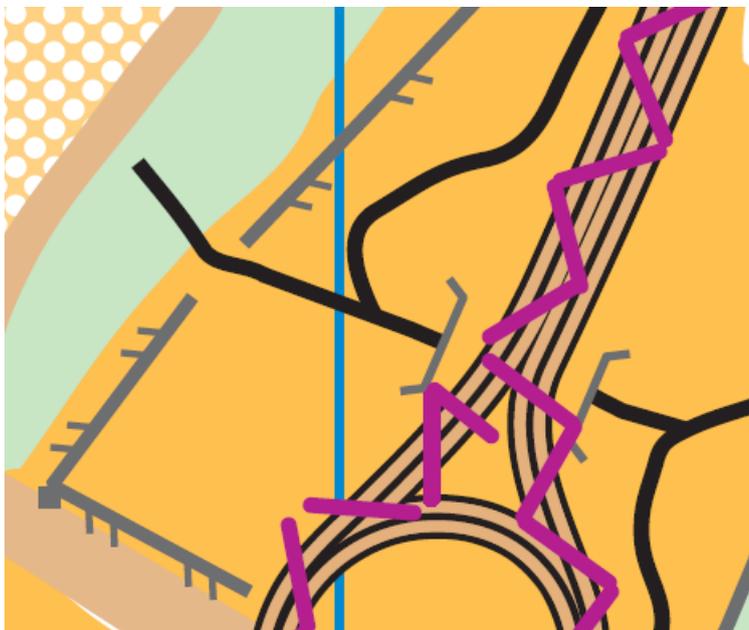
Courses close at 11:00am. If you have not finished your course by this time, please abandon it and return to the Finish control and then the Download Desk.

## Out of Bounds Areas:

The bitumen outside the Brisbane Entertainment Centre, Bicentennial Rd, is out of bounds during the event. You can't ride along it or cross over it.

## Mandatory Crossing Points

There are two allowable crossing points on Bicentennial Rd. You'll see the bike path on either side of the Out-of-bounds bitumen road where the underpasses are, shown like this...



## Map Notes

The site has many features, natural and man-made, but in order to make the map readable at the scale we're using, it wasn't possible to show everything.

Please also note that grass grows, trees fall and tracks are occasionally bulldozed or slashed. These things are beyond the mapper's control.

## Road and Track Grading

The maps have been prepared to the IOF standard for MTBO maps with the exception that we are using the Australian 2 x 4 track grading system, briefly explained below. If you are unsure about the track grading system, study the map legends available at rego. If you have any questions, please ask of our helpers.

	fast	medium	slow	difficult
Bitumen road	====			
Dirt Roads	————	— — — —	- - - - -	.....
Dirt Tracks	————	— — — —	- - - - -	.....
Overgrown	- - - - -			

**Fast** – little or no restriction to the speed which a rider can attain. Generally, these are tracks that would be suitable for a standard 2WD vehicle. Roads shown as a wide full line, and tracks as a narrower full line.

**Medium** – 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. Generally, these are tracks that would be suitable for a light 4WD vehicle. Roads shown with a wide line and a long dash and tracks with a narrower line and a long dash.

**Slow** – sufficient obstacles to require the rider to pick lines to avoid obstacles. Consistently potholed, rocky, rutted, vegetated or sandy. Soft surface due to standing water. Skilled, fit riders should be able to ride almost always. Less skilled and fit riders may have to dismount. Roads shown with a wide line and a short dash and tracks with a narrower line and short dash.

**Difficult** – a technical track/path which may require the rider to dismount. Skilled, fit riders may be able to ride without dismounting.

**Overgrown** – track existed at some earlier stage to a standard indicated by the black line symbol, but may be obscured by plant growth.

## 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. Please keep alert and ride to the conditions. You must obey all road rules and are fully responsible for your own safety.

The emergency contact at the assembly area is Craig on 0418871193.

Hazards on this course may include: -

- fallen trees
- potholes and erosion gullies
- long grass
- wildlife
- cyclist, runners, walkers
- motor bikes, vehicles and trucks

## Rules

[http://www.mtbo.com.au/mtbo\\_rules.pdf](http://www.mtbo.com.au/mtbo_rules.pdf)

The Australian MTBO rules shall apply to this event. These can be found on the [MTBO Club page](#). 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 conditions force the rider to dismount, they must carry the bike on a marked track. No off-road shortcuts through the bush are permitted.
- Competitors on normal courses must visit the control sites in sequential order. Check the control number 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, forestry workers, or logging vehicles during an event.
- Competitors and officials must avoid disturbing local flora, fauna and stock at the event and respect the local environment.
- 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
- Calling out to other riders, sharing information about control locations, or seeking assistance with regards to your location, will bring instant disqualification. If you see or hear any of this behaviour, report this to the organiser.
- Give assistance to injured competitors on the course. Organisers may give a restart or organiser points for the rider who gave assistance.

## Scoring

For the Score course, there will be a number of controls on the map that may be visited in any order. The aim is to accumulate the maximum number of points and return within the given time limit by visiting the most controls. Each control is worth 10 points.

In the event that more than one rider visits all the controls, the winner will be the rider that returns in the quickest time.

10 points will be deducted for each minute, or part of minute after the course finish time up to the time the rider punches a "Finish" control. Riders finishing more than 30 minutes after the course finish time will have all points deducted. There are no extra points for finishing before the finish time.

## Map Symbols

	Building		Railway		
	Paved area		Tunnel		
	Contour		High fence		
	Open sandy ground		High tower		
	Lake/pond		Special man-made feature		
	Water channel		Low fence		
	Open land		Forbidden to ride		
	Open land with scattered trees		Uncrossable boundary		Control Point 31
	Rough open land		Track: fast riding		Start
	Rough open land with sc. trees		Path: fast riding		Finish
	Forest		Track: medium riding		Water tank
	Motorway		Path: medium riding		
	Crossing point		Path: slow riding		
	Out-of-bounds area				
	Dangerous object across track				

## SPORTident



This event will be using the SportIdent Electronic timing system.

## SPORTIDENT Air Contactless Punching

Familiarise yourself with how the system works by reading the guides that we've sent to you.

## **SPORTIDENT use on the Course**

If an SPORTIDENT unit at a control malfunctions and does not "beep" or "flash" when the stick is inserted, the competitor must use the red pin punch at the control to mark their map. Failure to do this will result in a DNF being recorded. If you need to use a punch at any control, please advise the Finish officials as they will need to sight your punch map, to confirm that you have completed the course.

## **Control Flags**

Standard orange and white control flags will be suspended on pickets with an SPORTIDENT unit and red pin punch (for use if the control units fail). The control identification number will be the SPORTIDENT unit. This will match up with the control number on the map. If you accidentally punch the wrong control, continue on to your correct control and proceed as normal. Punching a control more than once will not gain you any extra points.

## **Clear & Check**

It is important to remember to "clear" and "check" your SPORTIDENT stick prior to each stage, to delete previous event information stored on it. Special "Clear" and "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 SPORTIDENT stick it may not have enough memory to record all your controls.

## **Water**

Everyone is urged to drink plenty of water before starting their ride. Please bring your own water for use before and after the event. No water will be available in the assembly area.

## **Facilities**

There are a number of toilet facilities spread around the site, near the lake and the model car track.

## **Start**

After you register, you can start whenever you're ready.

There are no pre allocated start times. You may start at any time during the starting window.

Note: you must Clear and Check your SPORTIDENT Air stick, as this wakes it up. There will be a Test unit after the Clear and Check to test your SportIdent Air stick has turned on.

After you've been given the start signal, you may choose to spend a few minutes deciding on which route to follow. Just move aside so you don't obstruct other starters.

TIP: take it slow to your first control point, to get a feel for how the scale of the map relates to actual distances on the ground.

## **Finish**

At the finish, riders must punch or wave one of the "Finish" controls to end their event and record a finish time. After punching the finish control, proceed to the download desk to download your results and receive your time and we'll retrieve your SPORTIDENT stick.  
For safety reasons, all riders must report to the finish and then the download desk to indicate they have returned safely, irrespective of what time they return, to avoid search and rescue procedures. **DO NOT GO HOME WITHOUT DOWNLOADING.**

Tip: The Finish control turns off your SPORTIDENT Air stick, so you must go there to end your ride and conserve its battery.

If you've enjoyed yourself, then please consider helping us out by retrieving a couple of controls before you leave. Put your name down at Rego when you check in.

## Safety

For any serious medical emergency call Triple Zero (or 112 if you don't have reception from your usual mobile carrier).

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. Mobile phone coverage may be limited on the course and assembly area. The emergency contact at the assembly area is 0418 871 193.

A first-aid kit will be available in the assembly area for emergencies. There will also be a trained first-aider in the assembly area.

Hazards on this course may include fallen trees, potholes, long grass, wildlife, horse riders, motor bike riders, vehicles and trucks on public roads, 4WD's. Please keep alert and ride to the conditions. You must obey all road rules.

We recommend and use the Emergency + App, to assist Emergency Services to locate you...



## Emergency Plus app

'Emergency +' is a national app developed by Australia's emergency services and their Government and industry partners, helping people to call the right number at the right time, anywhere in Australia. ... Triple Zero calls are free.

Android -

[https://play.google.com/store/apps/details?id=com.threesixtyentertainment.nesn&hl=en\\_AU](https://play.google.com/store/apps/details?id=com.threesixtyentertainment.nesn&hl=en_AU)

Apple - <https://itunes.apple.com/au/app/emergency/id691814685?mt=8>

## Event Results

Placings, Split Times and Replays will be available in Eventor and our club website shortly after the event... [www.mtbo.com.au](http://www.mtbo.com.au)

## **Anything Else?**

Contact Craig Steffens 0418871193

