

## EVENT INFORMATION

**EVENT:** **NAVDASH 3 WA SPRINT CHAMPIONSHIPS**

**ECU JOONDALUP**

**DATE:** **SATURDAY 19 SEPTEMBER 2020**

<b>ENTRY DETAILS:</b>	<b>PRE-ENTRY ONLY FOR CHAMPIONSHIP CLASSES</b> ENTRIES CLOSE SUNDAY 13 SEPTEMBER 23:59
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**START TIMES:** 1.30 – 3:00 PM

**COURSES CLOSE:** 4:00 PM  
You need to be back at the assembly area by this time, whether or not you complete the course

### COURSES AVAILABLE:

COURSE	LENGTH	NAVIGATION	CLASSES
<b>1</b>	3.0 km	Hard	M21A, M17-20A, M35A
<b>2</b>	2.2 km	Hard	W21A, W17-20A, W35A, M16A, M45A, M55A
<b>3</b>	1.7 km	Hard	W14A, W16A, W45A, W55A, M14A, M65A, M70A, Sledge
<b>4</b>	1.2 km	Hard	W65A, W70A, W75A, W80A, M75A, M80A, M85A
<b>5</b>	1.3 km	Easy	W10A, W12A, M10A, M12A

### COURSE NOTES:

- The area was mapped in 2010 and has been updated progressively since including 2020
- All courses scale 1:4000 with 2m contours
- Distances shown are straight-line – running distances are expected to be in line with the guidelines on the website, given optimum route choice
- Course 1 has a map flip at Control 10
- Note that the map uses a row of black symbol to denote an underpass or change of level – see the copy of the map legend.



## **Orienteering**

Western Australia

- 3 Enter on the Day courses (Hard Long, Hard Short, Easy) will be available after the Championship entrants have all started
- Start is in front of the Sports Centre to the west of the parking area (carpark 14) – parking is free on the weekends
- Control descriptions will be printed on the front of maps. Loose control description slips will be provided at the pre-start.

### **START PROCEDURE:**

Clear and check SI sticks before approaching the start grid. Starts will be at 1 minute intervals. Competitors must present themselves to the official at the back of the start grid three minutes before their start time. The grid sequence is:

Box 1 – your name and SI stick number will be checked; re-check your SI;

Box 2 – collect control descriptions;

Box 3 – move to the correct map box and write your name on the back of your map;

Start time – pick up your map then punch the Start SI unit before looking at your map.

Late starters should report to the official at the back of the start grid.

### **START TIMES:**

Start times for competition courses will be posted on Eventor as soon as possible after entries close.

Enter-on-the-day starts will be after competition starts.

### **PRESENTATIONS:**

Awards will be presented as early as possible at the event.