

# 2016 Pineridge Winter Score-O Rules & Notes

---

## Pricing

Due to a number of special expenses in producing this map and event, the prices for entry will be:

1. If there is snow, and Pineridge is open for skiing, it will cost \$20 (the price of a weekend one-day pass).
2. If there is insufficient snow for skiing, and Pineridge is closed, it will cost \$10.
3. SI stick rental will be \$2.

Maps for the Open course (which includes areas on both sides of the road; see course/class listing below), will be approximately 11x17, and pre-sealed in plastic bags because they are ink-jet prints. For this reason, I need to know in advance if you will be participating, whether it looks like there will be snow or not. You are still welcome to come even if you do not tell me in advance, but you likely will not get an 11x17 one-sided map at 1-10,000. You will either get separate North Side/South Side maps at 1-10,000, or a single map at 1-15,000.

## Winter Score-O Timing and Points Rules

1. Your event-clock starts when you start by punching the Start Box. Since it is across the road from the Lodge/Registration, you are on your honor to not look at the map before you punch Start. Depending upon your Class and Course, you will have 60, 90, or 120 minutes to get as many controls as you can.
2. If the event is indeed a Snow event, then as with all Ski-O and Snowgaine type events: you must keep all of your equipment with you at all times. That means that if you use skis, you cannot just leave them at the bottom of the hill and climb on foot without them. You can come through the Start/Finish and change equipment at any time. If it becomes a non-snow event, then this point is moot.
3. This is an SI (SportIdent) event. There will be no punch cards. If you do not have your own SI "stick", you can rent one for \$2. If you are not familiar with SI as the means of recording that you arrived at a control point, you can receive instruction at the registration area.
4. The SI boxes have been placed as much as one week ahead of the event. If it is very cold, this could affect their batteries, and perhaps cause some units to fail. I tried this out last winter, and everything worked fine. However, should you not hear a beep or see the red light blink when you punch, punch your map (or something) with the pin-punch attached to the control flag to be sure you get credit for that control.
5. There are a total of 20 controls. Each control successfully attained and recorded will be worth the points as indicated by its Control Number. So,
  - a. 44 = 44 points (there are 4 controls worth 4X)
  - b. 58 = 58 points (there are 5 controls worth 5X)
  - c. 103 = 103 points (there are 11 controls worth 1XX)
6. The overtime penalties are severe, and they increase as time goes on:
  - a. The first 5 minutes - For each minute or portion thereof that you return after your allotted time limit (see course/class listings below), you will lose 25 points.
  - b. Minutes 5-10 - For each additional minute or portion thereof that you return, you lose 50 points.
  - c. Minutes 10-15 - For each additional minute or portion thereof that you return after your allotted time, you lose 100 points.
  - d. Minutes 15+ - For each additional minute or portion thereof that you return after your allotted time, you lose 250 points.
7. Any ties in points will be decided on the basis of fastest time recorded at the finish. If still tied, the one with the most controls wins.
8. The course closes at 3:00 pm at the latest; all controls are subject to being picked up after that time.
9. This is our first attempt at using this Score-O software. I think I have it figured out, but please bear with me if there turn out to be problems.

## Classes and Courses

1. For all individual participants, there will be 12 classes, with M&F in the following age ranges (but you can choose to take any course you want):

Age	Female	Male
-16	South (60 minutes)	South (60 minutes)
-18	South (60 minutes)	South (60 minutes)
19+	Open (120 minutes)	Open (120 minutes)
40-54+	South (90 minutes)	Open (120 minutes)
55-69+	South (60 minutes)	South (90 minutes)
70+	South (60 minutes)	South (60 minutes)

2. For Team/Group participants there will be 3 classes:
  - a. Group 1 (60 minutes)
  - b. Group 2 (90 minutes)
  - c. Group 3 (120 minutes)

## Safety

1. The area is divided by an East- West road. Be very careful when crossing this road, as though the traffic is limited, it can come at 55mph. For all who are only on the South side of the road, the safety bearing is North. For those using the Open map, the safety bearing again North, if you are on the South side, and South if you are on the North side.
2. Cell phone coverage exists but is poor (one bar), so do not count on that as a safety feature.

## Map Notes

1. The pre-printed maps are printed at **1-10,000, with 5m** contours. The Open course maps are 11x17, inkjet-printed, and pre-bagged. The South course maps are 8.5x11, laser-printed, and not pre-bagged (but there will be bags available).
2. This is a modified orienteering map, not strictly a Ski-Orienteering map. That means:
  - a. There is green over-print to indicate ski-trail widths/grooming. However, you may notice some black trail lines peeking through in places.
  - b. I cannot predict prior skier or snowshoer passages, so you may see some tracks in places where nothing appears on your map.
  - c. I also can't predict what the weather may have done or what grooming may have been possible. The ski-ability indicated by green over-print trail markings on the map may be inaccurate.
  - d. Various things that are not shown on typical Ski-O maps are shown on this map.

## Refreshments

1. There is NOTHING out on the course. You should carry whatever you think you will need.
2. We will have cold and hot water available at the Start/Finish, along with cookies & pretzels, etc.

## Final Thoughts

1. You MUST check in with the Start/Finish crew if you have been recorded as starting the event, no matter what; we need to be SURE that everyone has returned; this is for YOUR safety, as well as our peace-of-mind.
2. If you think you have seen things on the map which should be adjusted, please let me know; I will certainly research areas where anyone has seen something they do not think is correct.
3. Have FUN!