

2012 Pineridge Event Rules and Notes

All courses will be using SI (SportIdent) electronic timing. If you do not have your own SI stick, you may rent one for \$2. If you are a first-time entrant at an EMPO event, you may run/walk the Yellow course using manual timing, but there will not be anyone recording times at the Start and Finish, which are across the road from the parking lot.

EMPO's stands for holding the controls have been replaced, but the ground proved too hard to place them. So, the flags had to again be hung from tree limbs, etc., with the SI boxes threaded through the hanging string.

The map was intended to be a Ski-O map, not a Foot-O map, and it shows. There is nothing like the level of off-trail detail you would expect on a full orienteering map, and the contours are pretty general. I had planned to fix some things up as I skied and saw how the area was groomed earlier in the winter, but that of course never happened. Plus Walter keeps working away at things, and so I saw some new paths while hanging flags that aren't shown. In general the ski trails are pretty obvious and easy to follow, but some of the snowshoe trails are not well-blazed and can be very tricky. The blazes are mostly blue dots or crosses. One hazard to be aware of are the many small bridges on the ski trails. These are intended to support skis, not shoes/boots, and you could easily break a board and fall. Look for where the beams are or avoid them altogether.

Yellow course entrants will get a map at a scale of 1-10,000 on a sheet of 8.5x11 paper, with the clues on the front in orienteering code. The map does not show the legend, so if you would like to see it, ask before you go out. The codes are quite simple and can be explained if you don't know them. What you will receive is the central section of the map, which will more than cover your entire course, but will not show the full map.

For those competing in Score-O:

- Your map will be at 1-15,000 scale, on a sheet of 8.5x11 paper, with the clues (in code) and the legend on the front. There will be no separate copies of the clues.
- While you should generally get as many controls as possible, the real determining factor for Score-O competitors will be the Point Score. The controls have different values, and points will determine the results.
- As with the recent event at Cole Hill, the point value of each control is found by dropping the last digit in the control code. Thus Control #31 is worth 3 points, #52 is worth 5 points, #104 is worth 10 points, etc.
- There are:
 - 8 controls worth 3 points
 - 6 controls worth 4 points
 - 7 controls worth 5 points
 - 4 controls worth 10 points
 - 1 control worth 20 points
- If there are ties in point totals, the determining factor will be time spent on the course (shorter time wins).
- **The time limit is 2 hours, and thus all the courses will close at 2:00pm.**
- **The penalties for being overtime are severe:** for each minute of overtime you lose the points from one control, starting with the lowest point value and increasing to the highest point value. Thus, for instance, regardless of point values, if you had 10 controls, and were overtime by 9:10, you would lose everything.
- There are no water stops on the course, as it would freeze. You can stop in the lodge for water when you cross from one side of the area to the other.

All courses close at
2:00pm.

You MUST be back by then.

Be sure to report to the
organizers that you have
returned.