

HBOC 50th Anniversary – Orienteering Experience Notice

Te Mata Park - Nov 14th, 1:30pm – 3:30pm.

The Courses are designed to resemble the way in which club they were run around late 1970's early 1980's. We are running this with no computers, no SI Cards and we won't be checking clipcards, calculating run times or providing results.

- **Bring your own pen, everyone will need a pen.**
- Free entry to the Te Mata Park event.
- The event centre is near the Te Mata Park main gates notice boards.
- Parking is in the main gates car-park and on the roadside. (The area is very popular, parking can be a problem.)
- No pre-printed course maps. Competitors copy the course from a master map onto their blank map.
- Black&White maps ('A' courses) write code from green bucket into boxes on map.
- Coloured maps ('B' courses) use clippers on controls to clip boxes on maps.
- 'A' courses with green buckets do NOT have control descriptions .
- 'B' courses with clippers have control descriptions on the master maps, there are no loose control descriptions.

Courses.

A1 and A2

- Old Black&White orienteering map from 1980, not updated.
- (A1) 1.6 km, 6 controls (A2) 1.6 km, 6 controls.
- Scale 1:5,000 7.5 m contours.
- No Control descriptions.
- Controls are Green buckets with codes.

B1 and B2

- Clubs first colour orienteering map from 1980, not updated.
- (B1) 1.5 km, 6 controls . (B2) 1.5 km, 6 controls.
- Scale 1:5,000 7.5 m contours.
- No loose control descriptions.
- Standard controls with flags and clippers, no ear tag.
- Control code on flag.

The orienteering event is followed by an evening BBQ at Kierunga Gardens Homestead and an HBOC OY event on Sunday at Sherenden on the Taihape Rd.

Contact us by email: anniversary@hborienteering.com



hborienteering.com



tematapark.co.nz

HBOC 50th Anniversary – O Experience Procedure

Bring your own pen. Everyone will need a pen.

1. Registration – re-register separately for each course you run.
 - Chose a course from list below.
 - Receive your map.
 - Write your name on the Start Time Sheet in selected course/time slot (Allow a minute or so to get to the start when selecting a start time.)
 - Write your name and start time in the boxes on your map
 - Circle your course name on your map
 - Note that the maps are NOT waterproof.
2. Start area
 - The start point for timing is at the start clock, before you draw your course.
 - At your start-time proceed to the master maps table and copy the course from the master map onto your map, then proceed on your course. (There are no loose control descriptions.)
 - The start point for all courses is the master maps table.
3. Running!
 - Green buckets. Write the code in the bucket into the box on the map.
 - Controls. Use the clipper on the control to clip the box on the map.
4. Finish
 - Note the time on the finish clock and write it onto your map.
 - Proceed to Registration area.
 - Cross-out your name on the Start Time Sheet. (So we don't go searching for missing people.)
 - We will not check you visited the correct controls on your course.
 - Calculate your elapsed time and write it onto your map.
 - Compare times and control codes with other competitors.

Courses

- A1 1:5,000, black&white, green bucket controls.
- A2 1:5,000, black&white, green bucket controls
- B1 1:5,000, colour, clippers on controls..
- B2 1:5,000, colour, clippers on controls.

