

2010-09-22 YARRALUMLA BAYS SCATTER EVENT

RULES

ORANGE 1 - 15 Controls Out Of 21 (6+ Km) – Map at page 3

ORANGE 2 - 10 Controls Out Of 15 (4+ km) – Map at page 4

However, there is another condition! You must run your course in ascending flag order. In other words, your next flag should always be a higher number than the one you are leaving. A five minute time penalty will apply for each flag that is lower than any previous flag. (Eg: a sequence of 34 – 39 – 35 – 36 would incur a penalty of ten minutes, as both 35 & 36 are less than 39.)

On the timing sheet, there are three times: the time you turn over your map; the time you start your run; and the time you complete your run. Your time for the course will be your running time plus one third of the time you spend considering the map before you start running (plus any time penalties). So you will need to balance how much time you spend planning your course against how long it takes to run (against any time penalties).

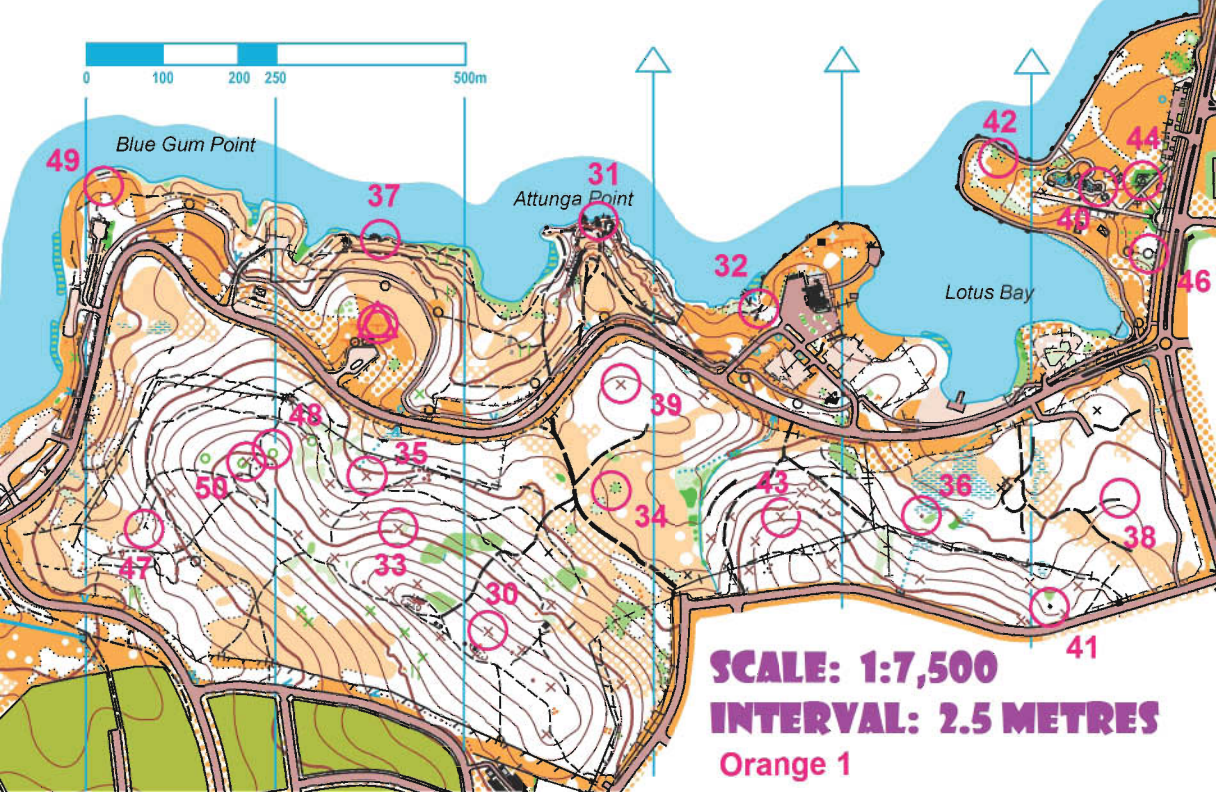
You should punch the first control you visit in square 1, the second in square 2, the third in square 3 etc. Please punch your controls clearly, as I will be using the punch patterns to confirm the route taken (and any time penalties that may apply).

FOR THE MATHEMATICALLY INCLINED

There are 54,264 ($= 21! \div 15! \div 6!$) valid routes for Orange 1 and 3,003 ($= 15! \div 10! \div 5!$) for Orange 2. For Orange 1 the shortest 40 routes are between 5.95km and 6.2km, while for Orange 2 the 24 shortest routes are between 4.1km and 4.35km.

Results are on the next page

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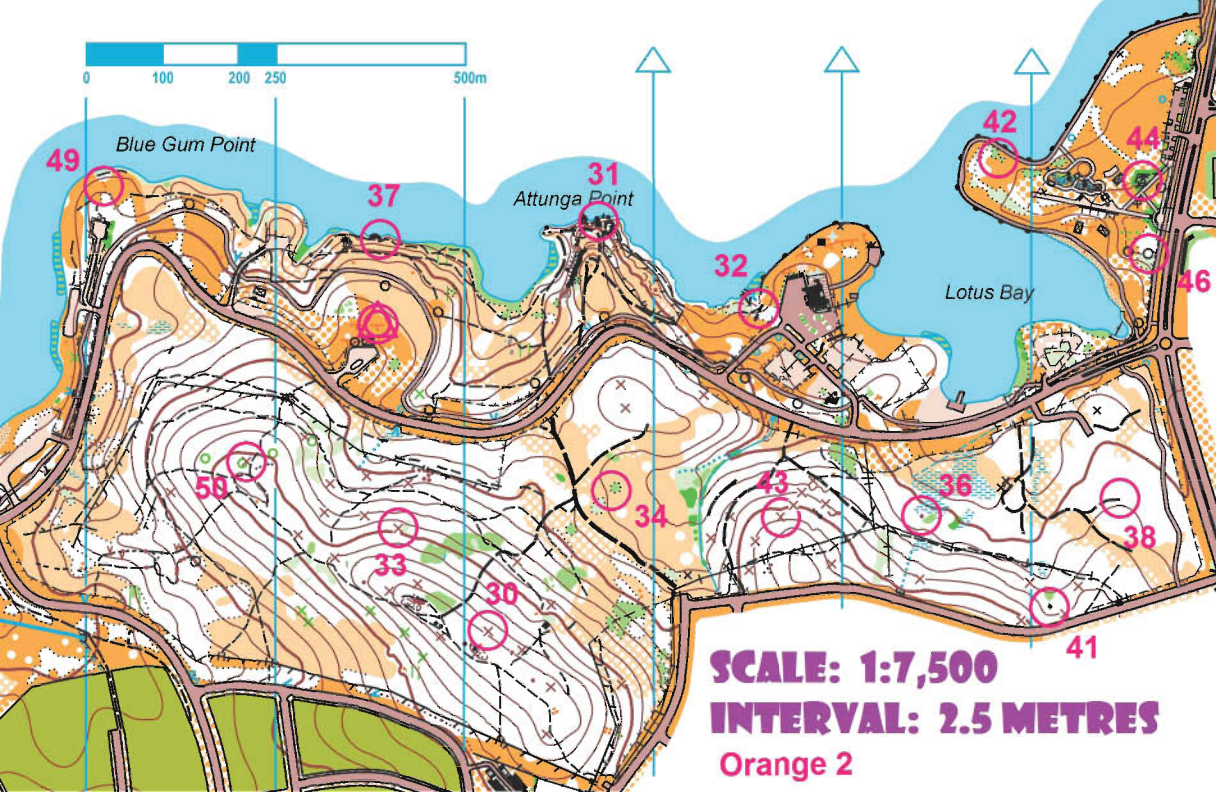
Blue Gum Point

Attunga Point

Lotus Bay

SCALE: 1:7,500
INTERVAL: 2.5 METRES
Orange 1

YARRALUMLA BAYS SCATTER



Blue Gum Point

Attunga Point

Lotus Bay

SCALE: 1:7,500
INTERVAL: 2.5 METRES
Orange 2