

## Competition Information:

### Bagheera Youth Relay, Saturday, July 22, 2017

#### Competition Classes

One class, combined boys and girls. Runners must be assigned to legs as follows:

Leg 1: Girls up through D16

Leg 2: Boys up through H14

Leg 3 Girls up through D14

Leg 4 Boys up through H16

Each team must consist of runners from the same district of a Scandinavian country, or can be a "national team" from a non-Scandinavian country. Each district or country may enter up to two teams. Combined teams made up of competitors from multiple districts or countries are allowed, but this does not allow a district/country to enter three teams in this way.

#### Registration/Lineup changes

Registration and entry of running order and SI-chip numbers must take place before 12:00pm on Saturday, July 22 at O-Ringen's Competitor Services or by email to [info@oringen.se](mailto:info@oringen.se).

#### Assembly

Teams must assemble at a parking lot one block east of the square (see attached map). The assembly area opens at 2:30pm.

#### Arena

The square in central Arvika, by the train station.

#### Parking for cars and bicycles

Very limited car parking options are available in central Arvika. It is possible to park in Volvo's employee parking lot 1000m from the arena.

For bicycle parking, use the gravel lot (Tivoliplan) to the east of the city park. The distance from bicycle parking to the arena is 500m.

See the attached map that shows the parking areas.

#### Embargo

Competitors and team leaders may not enter the competition area after 3:00pm. See the attached map for the location of the embargoed area.

### Team packets

Team packets can be picked up by team leaders at the assembly area from 2:30pm and before 3:30pm. The team packet contains competition information, any additional information, bib numbers, and any SI-chips as needed. Safety pins will not be provided.

### Warm-up area

Competitors may warm up at the assembly area, in the city park, and south of the railroad tracks. Use the existing over/underpasses to cross the railroad. Competitors may not warm up in the embargoed area. See the attached map for details.

### Start

Mass start at 5:00pm at the Square in Arvika. Runners must enter through the entrance to the exchange zone and wait for the speaker's announcement before walking in front of the stage.

Leg 1 runners must stand next to the map corresponding to their team number. The map will be lying upside down. Make sure to start with the side showing "Del 1" (Part 1) and control 1!

### Arena passage and map flip

Runners on all legs will pass through the arena. Flip your map at that point.

The side of the map with the first part of the course is marked "Del 1" (Part 1) and starts with control 1. When passing through the arena, flip the map and continue on the back side, which is labeled "Del 2" (Part 2). Part 2 begins with a new start point.

Be ABSOLUTELY SURE to check that you are starting the right lap of the course, both at the start and when passing through the arena!

It is very easy to start reading the wrong part of the course here, as the start point is the same for both laps.

### Exchange

A finishing runner must follow the signs for "växling" (exchange) in the finish chute, punch the finish, drop his/her map, pick up the map for the next runner from the map board, and hand it over to the outgoing runner.

Check very carefully that you take the right map. You must check that both the team and leg number are correct. Teams whose maps are taken by other teams will receive a new map, but without a time compensation.

After exchanging to their teammate, a finishing runner must download his/her SI-chip at the exit from the exchange area.

### Finish

Final leg runners must follow the signs for "må" (finish) in the finish chute. Finish judges will be standing at the finish line and will decide which runner crossed the line first in the event of a finish sprint. The finish punch is located past the finish line.

After finishing, a last leg runner must download his SI-chip at the exit from the exchange area.

### Refreshments

No refreshments will be provided on the course.

### Toilets

Toilets are available at the assembly area and at the arena.

### Electronic punching

SportIdent will be used for punching. Teams that do not provide SI-chip numbers when registering will be issued rental SI-chips.

Make sure to clear and check your SI-chip when entering the start and exchange area. It is each runner's responsibility to make sure that his/her SI-chip has been cleared and checked prior to the start.

### Course lengths

All legs are approximately 1.8km. Winning times of 10-12 minutes per leg are expected.

### Terrain description

The terrain consists mostly of city streets, including both pedestrian and trafficked streets. Residential areas and buildings and occasional grassy areas will be encountered. Moderate elevation changes can be expected.

### Forking

Forking will be present for all legs.

### Controls

Controls will be orange and white flags with two SI units placed on top of control stands. Make sure to check your control codes, as many controls are located in close proximity to each other.

### Out of bounds areas

All private land shown on the map is out of bounds. Other out of bounds areas are marked on the map with purple hatching. Some out of bounds areas may be marked in terrain with blue and yellow streamers, but not marked on the map.

### Map

Central Arvika, revised in June 2017. Scale 1:4000, contour interval 2m, mapped to IOF's sprint norm.

### Mapper

Nils-Göran Olsson.

### Control descriptions

Control descriptions will be printed on the map. No loose descriptions will be available.

### Clothing restrictions

There are no clothing restrictions for the relay.

### Car traffic

Car traffic in the competition area is only partially blocked off, so use a lot of caution when crossing city streets and roads.

You can expect to see a lot of spectators and large crowds along the streets. While competition marshals will be present to minimize crowding, be very careful when running through crowded areas.

### Shower and changing room

No showers or changing rooms will be provided.

### Results

Results will be presented at ORingen.se after the conclusion of the competition.

### Maps after the competition

Competition maps will be distributed to teams and team leaders after the competition.

### Prizes

Prizes will be given to the first three teams. The prizegiving ceremony will take place on the stage at the end of the competition, or approximately at 6:00pm.

### Rules

The Swedish Orienteering Federation's sprint competition rules apply.

### Event directors

Event Director, Bagheera Youth Relay: Peter Risberg 070-292 57 18

Assistant Event Director: Per Pettersson 070-639 01 73

Event Director for O-Ringen Värmland: Magnus Albinsson 070-540 49 91

Competition Chief for O-Ringen AB: Jan Troeng 073-642 26 52

### Course setter

Helen Skoog

### Course controller

Per Forsberg

### Arena speaker

Per Forsberg

### Competition jury

Mats Blom, Jan Åhlund, Johan Fröberg

**A warm welcome to all to a speedy day in central Arvika!**

