

# Event Rules

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## Map Notes

1. The map to be used is **Unchanged** from 2003, largely due to my promise to USOF Sanctioning that we would use the “old map” for this event, and thus not compromise the “embargo” of the area which would otherwise be in place in advance of October’s “A” Meet. However the Park has seen numerous changes and developments, which is part of why we are having a new map made for the “A” Meet. You will see trails that are not on the map. It will not be **necessary** to take any of them, though at least one might save you some time (hint: it’s at the North end of the map). The parking lot near the Start/Finish is not on the map.
2. Most of the major trails seem to have been tracked at some point since the last serious snowfall, but this is not entirely consistent. Plus, some trails which used to be major are now minor, and vice versa. On top of that there are snowshoe tracks and ski tracks through the woods which are certainly just bushwhacks; there are some minor trail adjustments due to blow-downs or erosion; and some of the trail mapping wasn’t that great to begin with!
3. All of which says: treat this a serious orienteering challenge, rather like one of those exercises where you get a map with no trails shown at all, or maybe a map with only contours. I think if you get into that spirit, you’ll have a lot of fun.

## Course Conditions

1. The snow depth averages 4-6 inches as of COB Wednesday. Despite that modest depth, the trail coverage is excellent. I saw maybe 2 rocks the entire two days I was hanging controls.
2. There is **NO GROOMING**. The trails have primarily been tracked by snowshoes (and boots). There are some ski tracks, but generally you will not have a double track to ski in.
3. The road(s) shown on the map by “brown infill” are **plowed and sanded**. All roads shown in black are skiable.
4. Skating may be possible on some of the wider trails near the Park Office to the south end, but that will be pretty rough, and the tracks narrow as you get further north. I cannot give you any kind of percentage figure.
5. **The ponds/lakes MAY be crossed. Use caution around the edges, where the ice is thinnest.**
6. Conversely, the streams are still flowing. I was able to cross two of them while hanging controls, but fell crossing one and got my boots wet on the other one. There is some ice, but not enough to support my weight.
7. The flags were hung unusually early (Tuesday and Wednesday), so it is slightly more likely than normal that one or more have been blown away in a winter gale or stolen. Please report any that you think are missing.

## ESG Ski-O

1. Individual entrants only.
2. Manual punch (no SI). Punches may be reviewed on site as time allows, but will be fully looked over later, possibly resulting in DSQ’s. If you think I’m wrong, you can plead your case in February (when I’m home again).
3. Usual Ski-O rules apply: controls must be visited in order; you must keep skis & poles with you at all times; etc.
4. The maximum time allowed is 2 hours.

## Ski & Snowshoe Score-O (NOT an ESG Qualifier)

1. The Park has many pairs of snowshoes to rent, in various sizes, at \$5 for a half-day.
2. Your event-clock starts when you start; you have 2 hours to get as many controls as you can.
3. Each individual or team entrant will receive 1 map and 1 punch card. Punch each control attained in the box with its Control Code, not in the sequence you reach them.
4. There are no “Clue Sheets”. All of the controls are on obvious significant features, easily identifiable from the map. If you are in the area, you can see the flag.

5. Each control successfully attained and recorded will be worth 5 – 10 – 20 points as indicated by its Control Code:
  - a. 31-99 = 5 points
  - b. 110-116 = 10 points
  - c. 121-123 = 20 points
6. The overtime penalties are severe: for every minute or portion thereof that you return after 2 hours, you will lose the value of your lowest control. So, if for instance you start at 11:00, and return at 1:01, you will lose 1 control (likely worth 5 points); return at 1:03 and you will lose 3 controls (worth 15 to 60 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 would win.
8. The course closes at 2:00 pm at the latest; all controls are subject to being picked up after that time.

## ESG Ski-O Course Data

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Course	Classes	Straight-line Distance	Skiable Distance	Controls
White	Recreational, FS, FG	2.88 km	Available on race day	6
Green	FM, MS, MG	3.97 km	Available on race day	8
Red	FO, MM	5.32 km	Available on race day	12
Blue	MO	6.51 km	Available on race day	15

The “Skiable Distance” measurements relate to over-land routes; they do NOT include any possible short-cuts over the frozen lakes. These measurements will be available on race day.