

## Urban Orienteering Rules

Please note: Rules are current as of April 30, 2010

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### PLAYER REQUIREMENTS:

Teams will consist of four (4) players, including a minimum of one (1) male and one (1) female.

All athletes must check in at the registration desk 30 minutes prior to their first game, on each day of competition. Appropriate identification (photo ID and company ID) must be presented each day of the event. See the "Identification" section of the CCC website under Regulations and Policies for acceptable forms of ID.

### NO ID = NO PLAY, NO EXCEPTIONS

The Team Captain must have the Team Waiver Form completed and signed by each team member on-site at the appropriate event before they approach the registration desk to show their ID. The Team Captain must sign the waiver form as the witness for the entire team. At that time, the Team Captain will present the Team Waiver Form to the volunteer at the registration desk and all team members will then show their ID.

**Game time is forfeit time. Teams defaulting (ex. late team members, team members without proper I.D., not meeting male/female requirements, or not meeting the minimum number of players) will be deducted five (-5) points from their overall company score in the divisional standings. If a team is defaulted they must still participate, if not, they will be considered a no show.**

**Any teams who no show will be deducted ten (-10) points from their overall company score.**

**Breach of any of the following rules may result in a point deduction or even disqualification at the sole discretion of the organizers.**

**Disqualification will result in a forfeit of the 2 participation points for this Calgary Corporate Challenge event.**

### BANNED EQUIPMENT:

1. Any transportation equipment other than the shoes on your feet.
2. Any other maps other than those provided by the organizers.

## **RULES:**

1. Teams, traveling on foot or via public transit ONLY, will have a maximum of 4 hours in which to accumulate points collected by navigating to a series of check points (controls) and solving a variety of navigational and urban challenges. Teams MAY NOT utilize rollerblades, bicycles, personal transportation, taxi, motorized transport of any kind (other than City of Calgary Transit), etc... any team caught using any of these alternate forms of transportation will be automatically disqualified.
2. Teams must travel in pairs OR in a group of 4 at all times. This means within 50m of each other (as a rule of thumb, within sight and sound of each other). The course will be monitored randomly by race officials who will assess penalties to offending teams.
3. Teams must obey all pedestrian traffic laws and any other applicable city bylaws, or any other laws that may apply.
4. Teams must not mechanically duplicate any of the materials provided, either hardcopy (e.g. photocopier) or electronically (e.g. digital camera).
5. Teams will NOT be required to enter any private premises or gated private yards, for either the puzzle or the Score-O sections of the course. It is forbidden to enter any buildings near map hand-out locations unless approval is given by the map hand-out official there.
6. Teams should only relieve themselves at public or retail restroom facilities that are designated for that purpose. Team members may wait for their teammate just outside of a restroom facility.
7. Teams must not tamper with control stations, stands or flags and must not do anything to alter the appearance of a control or puzzle location in an attempt to affect the performance of other teams.
8. Teams must not litter or alter the environment through which they are passing.
9. The organizers do not provide drinking water on the course. Bring your own or purchase drinks along the way. For the Score-O courses, the availability of shops may be infrequent.

## **OBTAINED OUTSIDE ASSISTANCE:**

Teams are encouraged to be self-reliant in order to keep within the spirit of the rules. Once Puzzle Packages have been opened, outside help IS allowed ONLY in the following circumstances:

1. Asking random people on the street or in shops to provide information; however, teams should not follow or travel with these people to, or near a

map location. Teams must not meet family, friends or work acquaintances on the map/puzzle area to share information, nor should any of these people be directed to go to map/puzzle location to obtain information for the team.

2. Teams should not collude or share information with other teams, whether they are in a different division or not.
3. Teams may acquire assistance from anyone, including other teams, for personal emergency situations. Other teams must provide emergency assistance when requested. Such situations should be reported to the organizers as soon as logistically possible. Organizers will determine any adjustments to team eligibility or score based on the facts of each case.

### **SOLVING PUZZLES:**

Puzzles are solved solely to obtain Score-O maps. Each puzzle is unique. The general formats of the puzzles are as follows:

1. A map is provided with clue locations circled in pink. The answer to each clue is at, or near the center of the circle.
2. On the back of the map, full puzzle instructions are provided, along with trivia clues for each clue location. **READ THE INSTRUCTIONS CAREFULLY!**
3. Answer the clues in the appropriate space on the page, and solve the puzzle or task that has been assigned.
4. If the puzzle has been correctly solved, it will be clear what to do next to obtain the associated Score-O map. You may refer to other maps that have been provided in your registration package.

### **SCORING:**

Points in Urban Orienteering are only scored on the Score-O map as follows:

1. Control locations are clearly marked on the Score-O map with a pink circle and are described in English by the control description on the same map. The leftmost column of the control description provides the control number, which is also the number which appears on the map beside the circle. The leftmost digit of the control number X10 is the point value of the control. (ex. control 11 = 10 points, control 24 = 20 points, control 37 = 30 points) The 2nd column provides the 3 digit code that will appear on the control stand when you find it. The 3rd column provides a text description of the feature that the control flag is at.
2. Score points by visiting a control location and inserting your team's finger stick into the control station that is located there. Wait until the station beeps and/or blinks red lights.
3. If the control does not beep or blink, then you must use the orange manual punch located beside the station. Insert one edge of the Score-O map into the jaws of the punch and push down to make a pin punch impression on the

map. You must inform the finish officials if this has happened, otherwise they will not count these points.

4. Each team can only collect points at each location once during the race.
5. Maximum allowable time to complete the course is 4 hours. Upon completion, teams will be ranked based on the team(s) accumulating the most points within the 4 hour time limit. Ties will be broken by ranking the team(s) which collects their points in the least amount of time.
6. When you return to the finish, you must first insert your team's finger stick into the finish line **BEFORE** you line up to download your finger stick.