



Bulletin 2^{*}



race 5 - Luleå 23 May 2014

5 - Sprint 23 May (WRE)

6 – Middle 24 May (WRE)

7 - Long May (final with chasing start)

- with Luletrippeln 2014



Luleå Northern Harbor (Photo: Fredrik Broman)

^{*} To apply, as per SOFT's "Tävlingsregler för orientering v 2.0" §2.1.2, as an addition to the named regulations.
To apply, as per the IOF Foot Orienteering Competition Rules 2014 §2.5, as an addition to the named regulations.
In case of inconsistency between this Bulletin 2 and the PM the PM will be the governing document.





Bulletin 2 sprint 23/5



ASSEMBLY SILVA LEAGUE

At the entrance at the rear of Pontusbadet / Luleå Energi Arena.

For those arriving by car please refer to the event invitation for travel directions. Please note that if travelling from the airport, the most direct route to assembly passes through the event restricted area. This area is out of bounds for all Silva League competitors from 2 pm on 23/5. After this time those travelling from the airport to the assembly will be required to make a detour via the E4 / road 97.

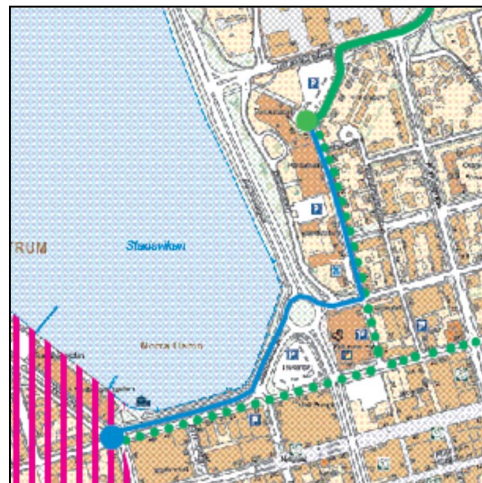
All parking in the vicinity of the assembly area will be in public parking at the ordinary rates, free after 6 p.m. However, we recommend competitors are dropped off and vehicles left at the event parking closer to the arena.

ASSEMBLY OTHERS

All runners on open courses (Utmana Eliten/Challenge the Elite) and spectators, in vehicles and on foot, should make their way to the crossing Skeppsbrogatan - Rådstugatan for onward direction to parking and the arena at Hålsans Hus.

PARKING

Distance from parking to arena 0-1000 m, no fee. Space is limited. We therefore recommend you travel to and from the event by foot, by bus or share transport. Please contact the organisers in advance if you require parking for a bus.



- Green dot - Assembly, Silva League
- Blue dot - Start point for signposting to parking and arena
- Green line - Signposting for SL Assembly, as per event invitation
- Blue line - Route by car from SL assembly to direction signposting
- Dotted green line - Walking route to SL assembly, start of signposting.

SILVA LEAGUE-SPECIFIC INFORMATION

QUARANTINE

All runners in the Silva League must check in at the quarantine at Pontusbadet between 2 pm and 4 pm. Competitors who have not checked in by 4 pm will not be permitted to start. Competitors leaving the quarantine / warm-up area after this time without permission, to go anywhere other than the pre-start, will not be permitted to start.

The quarantine is located indoors and heated with access to changing facilities, toilets, information, race time and a coffee stall.

Telecommunications equipment may not be used in the quarantine (e.g. internet, telephone)

Team leaders, spectators and competitors are not permitted to communicate with runners on their way to the start or to return from the competition area to the quarantine before 6.45 pm.

A warm-up area is marked out close to the quarantine. Competitors straying outside the marked area will not be allowed to start.

START LOTTING

Start lotting takes place on Thursday 22/5 as per SOFT's instructions for the Silva League.

Official responsible for start lotting:

Tommy Eriksson, SOFT

tel: +46(0)104765370, e-mail: tommy.eriksson@orientering.se

START LISTS

Lists will be posted on Eventor and www.luletrippeln.nu once lotting is complete as well as at quarantine, pre-start, start and in the arena.

PRE-RACE RETIRALS

Runners who no longer intend to run should inform the organiser by 3 pm on Friday 23/5 at the latest. Up until 10 am notification should be sent to jan-ola.lindberg@telia.com Thereafter via tel. +46 (0)70 559 06 26.

PLACING OF RESERVES

No placing of reserves will be carried out

NUMBER BIBS

To be worn by all runners. Numbers can be collected at the information point in the quarantine. Please bring your own safety-pins. Numbers are to be worn on the chest unfolded and fully visible.

Numbers as per the following sequence:

D21: 1 -	D20: 201 -	D18: 401 -
H21: 101 -	H20: 301 -	H18: 501 -

Competitors representing non-Swedish clubs will not be able to collect their number bibs unless their entry fees have been paid.





Bulletin 2 sprint 23/5



SILVA LEAGUE-SPECIFIC INFORMATION (CONT'D)

GPS

A list of runners who are to wear GPS tracking devices will be posted on Eventor and at the information point in the quarantine. Vests are to be collected from the information point in the quarantine area in good time before start. The GPS unit is collected at the pre-start. Runners choosing not to wear an allocated GPS will be disqualified.

In accordance with IOF rules, GPS devices with a display are not permitted to be used in classes with WRE-status, HD21E.

RENTED SI CARD

Can be collected from the information point in the quarantine.

TRANSPORT OF BAGS AND CLOTHING

Bags will be transported by the organisers from the quarantine to the finish. Vehicle trailers for transporting the bags will be parked at the exit to the pre-start. Bags will not be marked by the organisers.

Other clothing will be transported by the organisers from the start to the event arena

FIRST START

HD21: ~5.45 pm HD20: ~5.15 pm HD18: ~4.00 pm

PRE-START

Start list check-off, clearing / check of SI card, collection of GPS units and the pre-start all take place at the quarantine 10 + 3 = 13 minutes before start. Competitors should then follow the orange/white tapes approximately 1000 m to the start. Distance markers are posted at 300 and 600 m. No toilets are available at the start.

LATE STARTS

Late starts will not be permitted

START PROCEDURE

3 min before start: Call-up and start list check-off

2 min before start: Control descriptions are made available

1 min before start: Move forward to start line

At start: take map and follow tapes approx. 120m to the start control.

Runners leaving the taped route before the start control will be disqualified.

CLASSES AND COURSE LENGTHS

	Straight line distance	Shortest running distance		Straight line distance	Shortest running distance
H21E	3340 m	4280 m	D21E	2870 m	3210 m
H20E	3110 m	3590 m	D20E	2690 m	3040 m
H18E	3110 m	3590 m	D18E	2690 m	3040 m

ESTIMATED WINNING TIME

The winning time is estimated at between 14 and 15 minutes for all classes.

WARM-DOWN

After passing the finishing line, the competition area remains out of bounds for all Silva League competitors until the event is declared over. Maps of the warm-down area will be provided at the finish.

ASSISTANCE ON THE COURSE

It is forbidden to pass on information about the course to competitors before they have passed the finish line.

CHALLENGE THE ELITE-SPECIFIC INFORMATION

ENTRY ON THE DAY

In the arena up until 7 pm.

RENTAL OF SI CARD

This can be done at a cost of 30 SEK at the same time as entry on the day registration. Non-return or loss of an SI card will incur a charge of 330 SEK. Payment for runners who do not belong to a club or runners from non-Swedish clubs should be made at registration. For members of Swedish clubs, fees will be invoiced after the event.

STARTS

From 7 pm to 7.30 pm (later if necessary). No entry to the start area before 6.55 pm or after 7.25 pm. Follow the orange/blue tapes from the arena, approximately 1000 m. No toilets at the start.

Runners will be started at 1 minute (alternatively ½ minute) intervals. Punching start. It is the runner's responsibility to remember to punch at the start.

Clothing will be transported from the start to the event arena.





Bulletin 2 sprint 23/5



GENERAL INFORMATION

TERRAIN DESCRIPTION

For the main part a built-up urban area with small pockets of parkland and smaller forested sections. The area has good runnability and is relatively flat. Approx. 50% urban, 30% park, 20% woodland.

TRAFFIC

Traffic is present in the competition area. Traffic marshals are located at crossing points marked on the map but it remains the responsibility of the competitor to take care when crossing roads.

CLOTHING

Shoes with metal studs are forbidden. Non-compliance will result in the runner being prevented from starting or even disqualification. In the case of dry weather ordinary running shoes are recommended. For wet weather, shoes with smaller rubber studs are suitable.

There is no requirement for full-covering clothing.

MAP

Luleå centrum väst, first mapped 2013 by Robert Micek, Daniel Lebar and Sdenek Sokolar, ISSOM standard, revised spring 2014, scale 1:4000, contour interval 2 m, A3 format, laser-printed, no plastic cover.

LOCAL SYMBOLS

✕	Black cross	=	Artwork Advertising hoarding
○	Black ring	=	Circular stone / rock formation Concrete ring Barbeque
□	Black square	=	Artwork
✕	Blue cross	=	Large water run-off drain
○	Blue ring	=	Drinking fountain

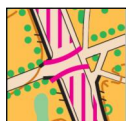
SPRINT STANDARD

All courses are affected to a large extent by areas regarded as forbidden (out of bounds) according to the ISSOM sprint standard. This applies to gardens, flower beds, fences, closed-off roads etc. It is the responsibility of the competitor to avoid these areas/features. Control and traffic marshals are located in the competition area. Any competitor seen to break these rules will be reported to the race officials. Marshals do not have the authority to warn competitors who may be about to enter a forbidden area.

Blue/yellow tape in the competition area indicates that passage is forbidden.

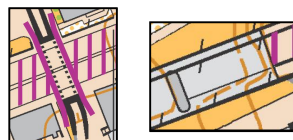
It is **always** permitted to use pavements alongside forbidden roads e.g. on the route to the marked road crossing.

Road crossings shown on the map are to be crossed by passing between the bollards placed on either side of the road marked with blue/yellow tapes.



Passage under Varvsleden is only permitted via the marked underpass/tunnel and the larger bridge construction.

An example of how these are shown on the map:



Eleven points of importance in the ISSOM sprint standard which can be worth studying carefully are listed at the end of these event details.

CONTROL DESCRIPTIONS

Printed on the map and loose descriptions available at the start, max 5 x 18 cm.

CONTROLS/PUNCHING SYSTEM

Controls are marked with an orange/white kite, control code, two SI units and a pin-punch.

SPECTATOR CONTROL

Follow the tapes and spectator control funnel when passing the arena. Controls at both the **start** and the **end** of the tapes must be punched.

FINISH

Finish and recording of time are coupled to punching of the finish control. All competitors then proceed to download and the return of GPS units.

MAXIMUM TIME

45 minutes.

DRINKS

Water will be provided at the finish.

RESULTS

Preliminary results will be posted in the arena. Final results will be published at www.luletrippeln.nu and on Eventor after the event.

PRIZEGIVING

The prizegiving ceremony will be held in the finish area at 7.10 pm. Prizes will be awarded to the leading 5 competitors in the Silva League classes.

LIVE COVERAGE AND GPS-TRACKING

Live coverage with speaker commentary, results and GPS-tracking are available at www.luletrippeln.nu.

SPECTATORS

Spectators can best follow the event from the arena but maps will be posted in the arena for those wishing to follow the competitors out on the course.

It is not permitted for spectators to assist competitors during the race.





Bulletin 2 sprint 23/5



GENERAL INFORMATION (CONT'D)

FOOD AND DRINK

Servery in the arena offering hamburgers, hot and cold drinks, cakes and sweets. Opens at 4 pm.

FIRST AID

First Aid is available close to the event arena.

SHOWERS AND TOILETS

Indoors, close to the arena (approximately 250 m).

SPORTS EQUIPMENT TRADERS

No sports equipment traders will be present at Friday's sprint event.

PRESS

Please refer to the press contact for access to parking, coffee tickets, workplace and suitable photo opportunities/positions for taking photos.

COMPETITION RULES

These event details apply for all competitors.

For all SL competitors, additional rules set out in "[Förutsättningar för SL 2014](#)" also apply.

For classes HD21 the "[IOF Foot Orienteering Competition Rules 2014](#)" apply with additions as per the "[Guidelines for WRE 2012](#)".

For all other competitors the applicable regulations can be found in SOFT's "[Tävlingsregler för orientering v 2.0](#)".

PROTESTS

Registration of all protests should be made at the protest/complaints point in the event office.

Verbal or written registration of complaints or protests with respect to HD18/20 should be submitted as soon as possible but at the latest 2 hours after the end of the competition.

Written registration of complaints with respect to HD21 should be submitted as soon as possible but at the latest 2 hours after the end of the competition.

Written protests with respect to HD21E shall be submitted at the latest 15 minutes after registration of complaint.

PRINCIPAL EVENT OFFICIALS

Event organiser:	Anders Bennitz	+46 70 2207870
Competition organiser:	Anders Bennitz	+46 70 2207870
Planner:	Per Ögren	
Regulations:	Eva Leffler,	+46 70 2501883
Jury:	Chair: Tom Hollowell, OK Tyr (+46 70 314 74 33) Bo Johansson, IK Örnen Ann Jansson, Älvsby IF OK	
OF:s competition controller:	Frans Wickbom	
OF:s course controller:	Kjell Sandström	
OF:s mapping controller:	Kjell Mörtberg	
SOFT:s organiser's coach:	Per Forsberg	+46 73 3206880
Speaker:	Per Forsberg	
Press contact:	Maria Markström	+46 70 2379809
IOF Event Adviser:	Bo Klamfelt	



Kan du sprintreglerna?

För denna sprintorientering gäller Svenska Orienteringsförbundets tävlingsregler och de speciella bestämmelser som råder när en karta ritad enligt sprintorienteringsnormen används. Det betyder att...

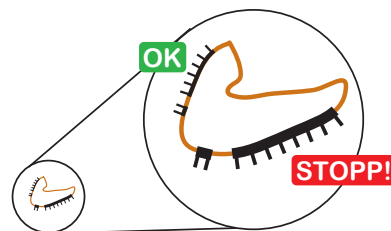
1) Klädseln ska vara heltäckande, men...

Kolla PM!

Det är ej tillåtet att tävla i kortbyxor eller andra plagg som inte skyddar hela benet. Men vid sprinttävlingar som genomförs i park- och stadsmiljö kan undantag från denna regel medges. Läs i PM vad som gäller!

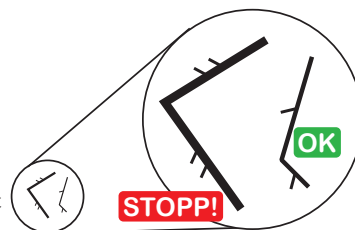
2) Branter får inte passeras

Det är förbjudet att passera branter som på kartan redovisas med det fetare branttecknet, det som i dagligt tal kallas "opasserbar brant".



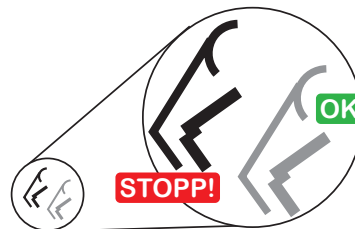
3) Staket får inte passeras

Det är förbjudet att passera staket som på kartan markeras med det stakettecken som har dubbla taggar. (Staket som ritats med en tagg är det okej att kliva eller hoppa över, men man får aldrig klättra).



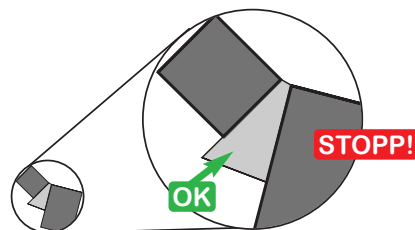
4) Murar får inte passeras

Murar kan vara ritade med grå eller svart färg. Är de redovisade med svart färg får de inte passeras.



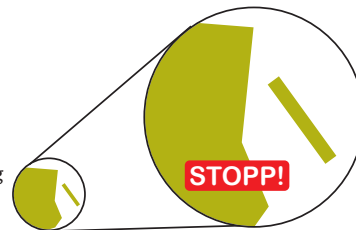
5) Byggnader får inte passeras

Det är inte tillåtet att passera genom eller över hus som är ritade med mörk grå färg och svart kontur. Tillåtna genomgångar i byggnader redovisas med en ljusare grå färg.



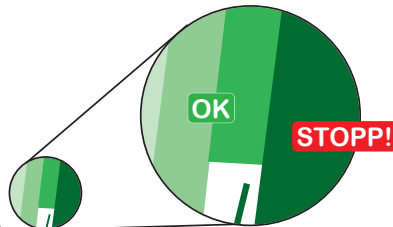
6) Tomtmark och planteringar får inte beträdas

På sprintkartan markeras tomtmark, planteringar, koloniträdgårdar och andra förbjudna områden med samma tomtmarkstecken som på en vanlig orienteringskarta.



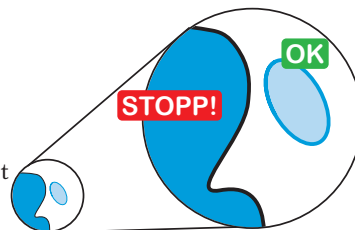
7) "Opasserbar" vegetation får inte passeras

Den vegetation (t ex häckar) som på sprintkartan markeras med den allra mörkaste gröna färgen får ej passeras.



8) Vatten får inte passeras

Sjöar, dammar och kanaler som är redovisade med mörk blå färg och svart kontur får inte passeras. Däremot är det okej att springa genom vatten som redovisas med en ljusare blå färg.



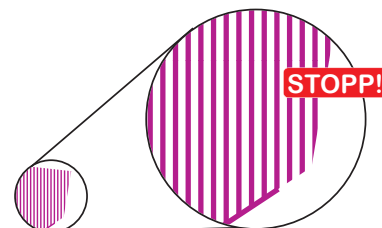
9) Sankmarker får inte passeras

Sanmarker som ritast med grova blå streck och svart kontur är förbjudet område.



10) Andra förbjudna områden

Precis som på vanliga orienteringskartor kan förbjudna områden också vara markerade med samma färg som banpåtrycket.



11) Blågul snitsel får inte passeras

Blågul snitsel i tävlingsområdet markerar att passage är förbjuden. Vissa staket, murar, branter och planteringar kan av arrangören ha märkts med blågul eller blåsvart snitsel för att tydliggöra att dessa inte får passeras.

Respektera dessa enkla regler så blir det en rättvis och trevlig tävling!