

General info

Ungdomens 10mila use anonymous SI-card. The SI-card numbers for each runner must not be included in the entry form for the team. All runners must carry a SI-card to check in. At check in the number of the SI-card is emptied and paired with the team, leg and runner who are on the bib number. Please make sure to use correct bib for all runners. Number bibs must be in front of the shirt.

One SI card can only be used once in a team. An SI card can be used in HD12 and again in HD18 or D18. An SI card cannot be used in both HD18 and D18.

Rented SI cards can be found in the Team envelope. Rented SI cards must be returned when the maps are handed out. The fee for lost SI card is 400 SEK.

Check in and check out

Check in and check out in the tent close to the exchange area.

Be there in time (especially important for first leg runners).

At check in the SI card is cleared and the number of the SI-card is paired with the team, leg and runner. This must be done by every runner. If this is not done the team is disqualified.

The code on the number bib is used for pairing the SI card with the runner.

Check for both light and sound when punching a control in the forest. If there is no light or sound, use manual punching in the map.

Exchange

At exchange every runner must do this:

1. Punch at the finish line.
 2. Leave the map to the organizers (also manual punched maps)
 3. Pick up the map for the next runner. Check your number and be focused to take correct number. Teams who take wrong map will be disqualified.
 4. Give the map to the next runner in your team.
 5. Go to check out and read out the SI card. Runner who does not do this will be disqualified.
- If faulty punching is indicated please follow the organisers instructions.
6. Keep your SI card after check out.

Finish

1. The last leg has its own lane in the arena. Finish is at the finish line. Referee will judge who crosses the line first.
2. After crossing the finish line proceed app. 5 m where punching is done.
3. Go to check out and read out the SI card.

On the last leg the organizers can take the SI card from the runner and do the punching in order to speed up the procedure.

Results

Final results are presented at the arena. All leg result will be presented later on

www.u10mila.se. There are also free live webb-tv in www.u10mila.se.