

# Poacher 10 Baysgarth Park 13<sup>th</sup> June 2018 Final Details

## Course Details

Course A	1.8km	19 controls
Course B	2.3km	27 controls
Course C	1.7km	27 controls

Short course competitors	Run Course A
Medium course competitors	Run Courses B & C
Long course competitors	Run Courses A, B & C

Courses B & C contain butterfly loops so you may race head to head. There are no examples of several controls on one feature but there are many examples of controls on features very close together eg on adjacent trees. The courses twist and turn so (hopefully) it will be a challenge to keep track of where you're going and how far you've got. Control descriptions are on the map but without control codes. Loose descriptions with codes are available for short course runners only.

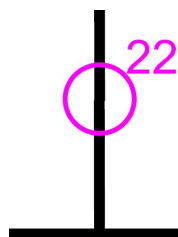
## Penalties

You must attempt to visit all controls on the course – if the organising team feel that you have intentionally left out a control, you face disqualification. Otherwise the penalties are:

- 1<sup>st</sup> mispunch – 30 secs
- 2<sup>nd</sup> mispunch – 60 secs
- 3<sup>rd</sup> mispunch – 90 secs and so on.

## Maze

Each course has some controls in a maze. You may not cross the tapes in the maze (the penalty is disqualification). If you think of the tapes as uncrossable fences, the controls are all on the fences and may be punched from either side of the fence.



For example, this control can be approached and punched from the left or the right but you can't eg approach from the left and leave to the right.

The maze is 10m by 10m and an enlarged view is included on the map.

Thanks to John Britton of MDOC for the design of the maze and to Brian Slater for working magic to get it on the map.