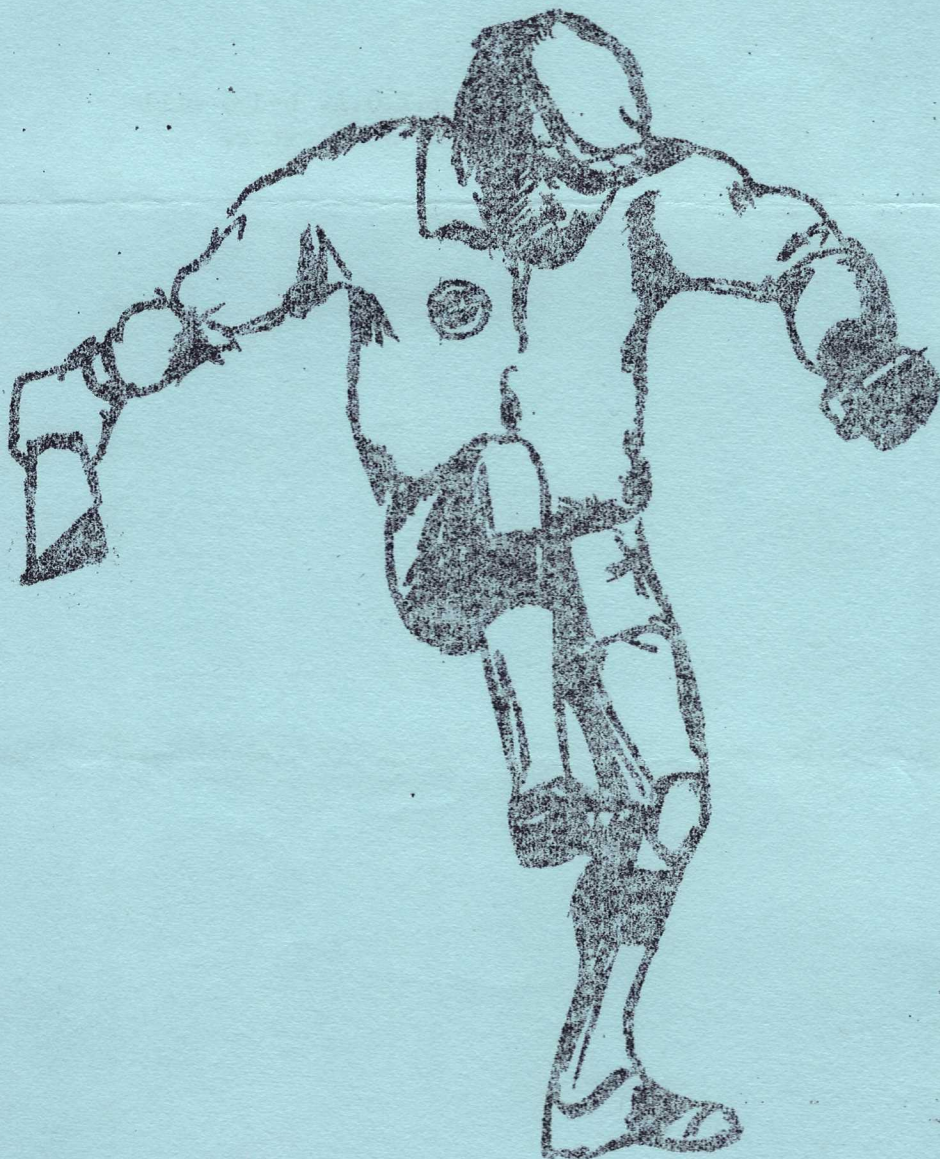# N. I.
ORIENTEERING
ASSOCIATION

No. 9

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Bob
Pailey

AN APPROACH TO ORIENTEERING

I don't consider myself either an export "Course Setter" or a fount of knowledge about orienteering, but having helped organise a couple of fairly large events and a number of smallish competitions, perhaps I could put pen to paper and give a few hints which might help anyone planning to either start Orienteering with either school or youth organisation or those who are planning to stage an event. Much of what I will say may have been said before but nevertheless bears repeating.

PURPOSE

I feel that the main purpose of a course is enjoyment for those competing. The setter hasn't achieved anything if his competitors arrive back without finding any of their controls. Orienteering perhaps stands out above other sports in that competitors can truly enjoy competing without winning so enjoyment which obviously includes challenge and achievement is all important.

CONTROLS

It is not necessary to purchase the regulation orienteering controls. Controls can quite easily be made from cardboard painted in red and white or better still use painted catering size fruit tins. These make excellent controls which can easily be attached to control points by means of string passed through two holes bored in the top.
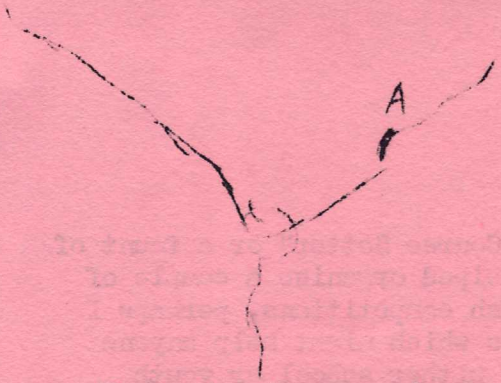
CONTROL CARDS

Cards can either be bought or home made. A cheap way, although with many drawbacks is to make a "paper" card and have it duplicated - unfortunately paper turns to "mush" very quickly if conditions are wet. Local printers can usually produce large numbers of cards very cheaply. A good example of a well designed card appeared recently in the N.I.O.A. magazine.

POLYTHENE BAGS

Try to encourage competitors to bring polythene bags to cover their maps and control cards. How many organisers have seen a competitor running breathless to finish his course, presenting a soggy mess and asking the organiser to identify his puncher marks. If you have access to large supplies of "poly" bags - it is not a bad idea to present competitors with them at the start of the event. If your master maps are outside - it is essential that they are covered with polythene.

MAPS AND CLUES AND POSITIONING OF CONTROLS

A normal 6" map can be used with relevant features marked on it - streams, depressions etc. These maps can be protected by NALCLEAR which is self adhesive, waterproof, can be written on and cleaned again. It can be obtained from Nadler Ltd., Commercial Street, Manchester 15.

Clue 1 **THE STREAM JUNCTION**

The control should be placed right at the centre of the circle. There is no point hanging it at point A just because a convenient tree is available unless your circle covers A and your clue is altered accordingly.

Also - try to vary clues. Remember - variety is all important. Clues must be definite as the competitor is combining clues with his map in order to find the controls. In orienteering terminology "a stream bend" would mean that there is a possibility of more than one bend around the area shown, while "the stream bend" means that there is only one.

DOG-LEGS

Try to avoid dog-legs - that is a competitor leaving a control in such a way that his presence betrays the position of the control he has just left.

PUNCHES

Punches tend to be very expensive. Other methods of marking controls can be devised by ingenious club leaders or teachers. Perhaps someone has found a cheap way of making his own punches. If you have, please let me know.

RECORDING

Your control card will contain all the information needed for registering competitors.

6	5	4	3	2	1	NAME _____
7	NAME _____ FINISH _____					CLUB _____
	CLUB _____ START _____					No. _____
8						FINISH _____
	No. _____ TAKEN _____					START _____
						TAKEN _____
9						No. OF CONTROLS _____
						POSITION _____
10	11	12	13	14	15	

Competitors portion   Organizers portion to be torn off

However as registration and recording tend to be rather hectic times particularly if large numbers of officials are not available, I tend to use the following system

Before the event starts I prepare sheets as follows:-

No.	NAME	CLUB	STARTING TIME	FINISH TIME	OVERALL TIME	NO. OF CONTROLS	POSITI

Competitors can then be registered.   This speeds up things as the official
preparing the cards only needs to write down a name and number and time on
the card and despatch his competitor.   If under pressure a number will be
sufficient.   Other information is on the master sheet.   This relieves him
from taking money, checking membership cards etc.   Competitors can then
be called when their cards are ready.   Also at the finish or as competitors
report back, their final details can be registered on the master sheets.
This makes the task of finding final placings much easier.   Finally, one
should try to get as much assistance as possible as this can make the event
flow much more smoothly.   This makes it possible to present prizes on the
day.   This I feel is very important.

COMPASSES
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I leave this section to the last for reasons which should soon become
apparent.   At any given event more than 50% of the competitors will turn
up without compasses.   A course, at least until we reach the stage of
having vast supplies of compasses available throughout the province,
should be set so that it is possible to complete the course without a
compass by using roads, streams, paths etc.   Obviously the competitor
with the compass will have many more routes available to him and will be
at a great advantage.   He will find it more simple to "set" his map, he
will be able to cut across country on compass bearings thus having much
more scope and enjoyment than his "non-compass" bearing friend.
Competitors should be encouraged to bring compasses but I would hate to see
a competitor unable to start because the first control lay across country
and there were no paths, streams or tracks which he could follow.

Many of the points mentioned above are very basic but I hope that they will
be useful and will help those thinking of starting orienteering or
setting up your first event.

ERIC RAINEY,
FIELD OFFICER.

GORTIN EVENT 2nd JUNE - RESULTS

SENIOR EVENT - 10 CONTROLS

MEN

1st	R. Stewart	Limavady GS	10 controls	1 hour	10 mins.	55s
2nd	N. Bogle	Limavady GS	10 controls	1 "	15 "	45
3rd	A. Gartside	Dundonald	10 controls	1 "	22 "	20
4th	L. Harron	Limavady GS	10 controls	1 "	37 "	20
5th	R. Girvan	Lurgan	10 controls	1 "	39 "	00
	K. Marland	"	10 controls	1 "	39 "	00
7th	M. Hope	Waterside	10 controls	1 "	39 "	15

LADIES

1st	B. Taylor	Limavady GS	10 controls	2 "	52 "	00
2nd	D. Kerr	Limavady GS	10 controls	2 "	52 "	40
3rd	J. England	Limavady GS	10 controls	2 "	53 "	25

OTHER RESULTS

10 controls

C. Knowles	Limavady Grammar School	1 "	53 "	30
J. Lamberton	Limavady Grammar School	2 "	3 "	14
P. Campbell	Christian Bros. G.S.	2 "	19 "	30

9 controls

D. McGarrigle	Waterside, Londonderry	1 "	15 "	10
A. Griffiths	Waterside, Londonderry	1 "	15 "	30
R. Hunter	Waterside, Londonderry	1 "	15 "	55
P. Walsh	Waterside, Londonderry	1 "	58 "	55
S. Blair	Waterside, Londonderry	2 "	3 "	30
H. Fulton	Limavady, Grammar School	2 "	3 "	49
A. Cole	Limavady Grammar School	2 "	21 "	50

8 controls

G. Rickett	Limavady Grammar School	1 "	53 "	10
R. Nixon	Ashfield	2 "	27 "	30

COME AND TRY IT EVENT 6 CONTROLS

MEN

1st	R. McMahon	Christian Bros GS	5 controls	1 "	11 "	30
2nd	P. McBride	Christian Bros GS	5 controls	1 "	22 "	50
3rd	R. Millar	Limavady	5 controls	1 "	46 "	55

LADIES

1st	A. McMahon	Omagh Guides	5 controls	1 "	27 "	10
2nd	D. Latiner	Omagh Guides	5 controls	1 "	27 "	20
3rd	F. Preece	Limavady GS	5 controls	1 "	35 "	00