

TempO at JK 2010

TempO is a competition based on timed controls. There will be no maximum course time.

At Registration, competitors will be issued with a small O-map of the TempO area showing the route you must follow on the map of the High Wire Paddock.

There will be 5 control clusters. Each cluster will have between 5 and 7 map units presented as a booklet. The map section is the same but the circle and descriptions are different. Near Registration there will be a display board showing the principles.

At each cluster station there will be a single group of labelled SI units for recording the decision for all the map sections. The competitor punches the unit marked S, on the bleep they are handed the map units. They must then register their decision choice, A – E or Z, for the first map, turn to the next map and do a repeat punch in the S box before recording that choice, this procedure must be repeated for each map in the booklet at every station. Although 60 seconds for each choice is allowed it is expected that 15 - 30 seconds will be the norm for answering.

Because most SI dibbers have limited data capacity, two units are needed for all the dibs required on the course. Therefore each competitor will be issued with two dibbers, one for the first part of the course and a second one identified by a coloured clip to be used for the the second part. Make sure that they are used in the correct order as if not, **all** decisions will be shown as incorrect!

If you are using our own dibber plus a hired one, use the hired one for the second part of the course. Even if your dibber is a Type 6or 9, with a higher control capacity,you must change to the second dibber after Cluster 3, otherwise you will confuse the results programme

Before leaving the registration tent area clear both dibbers. Then follow the indicated route to the Start and wait there until called forward to punch the Competition Start and proceed to the first control cluster station. After completing the first set of maps move on to the next set. However if someone is still at that control please wait until called forward.

At Cluster 3, after you have completed the controls, **punch the Finish unit**. Your first dibber will have reached its maximum data capacity and you will need to change to your second dibber for clusters 4 & 5.

When you reach Cluster 4, punch the Second Start unit with your second dibber, before the official gives you the map booklet.

Once you have completed all five clusters, punch the Competition Finish and proceed to the download station & present both dibbers in order. A backup download will also be required. Leave the loaned dibbers and check that your name is cleared. You may then hire a dibber if required for Days 2 and 3.

Results are based solely on the recorded times at each station taken from the first punch in the S box and the final choice at each station, plus a 60 second penalty for any wrong answer. The winning competitor will have the shortest accumulated time. A solution sheet will be available when the course closes at 15.30 and results showing your decisions should be ready soon afterwards.