West Point 2014 A Meet

Time O Description & Instructions

Ver 1.0

A time-O event is a novel and hopefully fun navigation event where the orienteer must calculate and run routes based not only on point location, but also point time restrictions. In 2013 a Time-O event was successfully conducted at West Point as part of the Sandhurst military competition. The Time-O event at the West Point 2014 A Meet will be Saturday afternoon in lieu of a standard Sprint Course (a ISSOM map is currently not available at Lake Frederick).

The race is a rogaine style event with most likely a 30 minute time limit in and around the Lake Frederick Area, so this will be a spectator friendly event. The twist is that each point on the course is only available for credit at certain times of your course. For example, a point close to start may only be ‘active’ the last ten minutes of your course, so you must calculate a route that skips this points initially but returns for credit toward the end of your course. You must also have the ability to maintain your calculated rate of travel and adjust your plan if you lose time. It is irritating when you arrive too early or late to a point! It is also fun to watch competitors at the start rack their brains on calculating their time restricted routes. We will be using our new radio ePunches to provide CDT John Williams information as he announces your successes and failures during the course for everyone else’s pleasure.

The Time-O course will use individual start times. At the start you will receive a 1:10,000 scale Orienteering Map, overprinted with the course point’s location, control code, and active time window. All time restrictions are indicated in relation to your start time. The start time of your course is defined as the time punched by your SiCard on the Start ePunch, and referred to as T+0 or just 0. Each point is associated with a time restriction window that is defined with a start time and end time. For example, a point that is valid the entire course would be defined with [0-30]. A point that is only valid the first 10 minutes is defined with [0-10]. A point that is available from 15 minutes after the start until 5 minutes before the end [15-25].

Be aware that regardless of when you arrive at a point the ePunch will be “on”, and can be punched. However, you will only receive credit for the point if you punch within the point’s time restriction. You will not receive any feedback from a Point’s ePunch on whether you are within the time restriction, but instead you must rely on your own time calculations. As a result you must ensure to synchronize your timing device (watch, GPS, phone) with the course clock prior to starting on the course.

All points are worth 1 point. If a point is punched too early (outside its time restriction), but then later punched within its time restriction, credit will be given. Of course if you punch too late nothing can be done about that and you receive not credit for that point. You do not loose points if you punch outside the time limit, you just don’t receive credit. The orienteer who gets the most points within the time restrictions is the winner. Some version of recognition of Time-O successes will occur at the Saturday evening dinner and presentation.

Upon completion of the course event personnel will calculate if points were punched within their time restrictions based on SiCard printouts by hand, so don’t expect results instantaneously.

A portion of the 2013 Sandhurst Time O Map
Note: This course had a 2 hour limit and they were moving in groups with heavy equipment

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