

**FINNISH TRAIL ORIENTEERING  
CHAMPIONSHIPS AND  
NORDIC MATCH  
8. – 9.10.2022  
KAARINA, FINLAND**

**BULLETIN 2**

**26.9.2022**



## Organizers

Event director	Tapani Koskenoja
Course setter & map updates	Juha Hiirsalmi
Results	Hannu Arki

## Advisor

Ari Tertsunen, Nurmeksen Sepot

## Jury

Juha Villikka, Koovee (pj)  
Arno Lilja Grønhovd, Modum OL  
X XX, Xx

## Events

Saturday	8.10.2022, 10.00	TempO (SM + Nordic Match part 1 + WRE)
Saturday	8.10.2022, 19.00	Nordic Match night (Nordic Match part 2)
Sunday	9.10.2022, 10.00	PreO (SM + Nordic Match part 3 + WRE)

## Event center

Competition center is located at Hovirinta school in Kaarina, approximately 9 km / 12 min driving from Turku. Address Hovirinnantie 17, 20780 Kaarina. (60.404459, 22.363712)

You can reach the competition center by public transportation (<https://www.foli.fi/en>).

Competition center is indoor and includes info, toilets and quarantine. **Note!** Due to school rules, shoes must be taken off at the entrance or shoe covers must be used.



## Classes and rules

Nordic Match, team competition: 5 persons with same nationality in one team.

We recommend that each team has at least one person with P-class certificate.

Nordic Match, individual competition: Elite (also competitors in HD10E are counted in Elite)

In both individual and team competition the final result will be determined after the results of all three competitions have been counted together.

Each country may have several teams. Only two best teams of each Nordic country are counted in the final results. Other countries (or any group of competitors) may have teams but they're participating outside the Nordic Match team competition.

The competition complies with IOF TrailO rules (<http://orienteering.sport/trailo/competition-rules/>) and instructions given by the organisers. The Finnish championships complies with TrailO rules of Finnish orienteering federation.

Exception to the rules: Nordic Match night does not include time control. Only points are counted.

Finnish competitors in Elite class are competing in Finnish Championships. Additionally, there is HD10E class, that has similar courses to Elite class.

## Entries and entry fee

For Finnish championships use Irma system (only for Finnish competitors). For WRE and Nordic Match entries use Eventor. Entry deadline 29.9.2022. No possibility for late entries.

WRE and Nordic Match entry fees for foreign competitors: PreO 23,00 €, TempO 23,00 € and Nordic Match night 15 €. HD10E 5 € / competition.

Payments either via bank transfer (Turun Metsänkävijät, IBAN: FI69 1590 3000 1511 32, BIC: NDEAFIHH, message: "competitor's or competitors' name/s") or on-site with cash or bank card.

## Maps

The maps are in line with ISSprOM2019 (valid 1.9.2022.)

Scale in each map is 1:3 000, contour interval 2 m. Map material is weatherproof.

TempO: Juha Hiirsalmi 9/2022

Nordic Match night: Eero-Antti Lonka 2020, updated by Juha Hiirsalmi 9/2022

PreO: Ville Hiirsalmi 2021, updated by Juha Hiirsalmi 9/2022



## Competition material

Number bibs, ToePunch-chips can be found from special point at competition center before TempO and after that from info. Competitors must have their own safety pins.

## Terrain description

Terrain in each competition includes both man-made structures and typical coastal forest terrain.

The routes are mainly asphalt roads and wide outdoor trails (gravel). There are few climbs and descents but all are easy to move on.

Use of an assistant is allowed. Assistant shall not help with orienteering.

Caution when crossing the roads. In good weather, there can be plenty of people using the outdoor routes. Observe the traffic rules and beware of other people! Everyone competes at their own risk.

## Tempo 8.10. 10.00

First start at 10.00. TempO's start is located in the competition center, from where the course is started according to the starting list. The competitor receives a competition card on the back of which there is a route map (the route must be followed).

The first and the last stations are approximately 1100 m from the competition center. After the last station competitors use the same route which was used when going to the first station. The length of the whole route is approximately 2900 m.

Quarantine closes at 11.00. The competitors who are starting after 11.00 need to be in quarantine from this time point until their own start. Competitors who have already finished can't enter the quarantine. Competitor starting can leave their belongings to the competition center (outside the quarantine area). No phones, laptops or any other communication devices allowed in quarantine.

7 or 8 stations with 6 flags and 5 tasks.

The maximum time is 150 seconds per station. Answers should be given in a clear voice using the alphabet: Alpha, Bravo, Charlie, Delta, Echo, Foxtrot, Zero. If you want to point the answer (from the letters at the bottom of the map), let us know as soon as you arrive at the station. 30 seconds of each wrong answer is added to the total time.

Before the station, there is a waiting point where the competitor waits to be invited to the station.



Both loose and bound maps are available.

Upon arrival at the TempO station, the competitor sits on a chair (where he or she must sit throughout the performance). The officials stand between the chair and the flags, pointing to the competitor in the direction of sitting. After sitting down, the competitor selects either bound or loose maps. The maps are bundled in the correct order if the competitor sees the numbers from one to five on the right side of the bundle. If this is not the case, the competitor must point it out to the officials, the competitor must not arrange maps him- or herself.

The officials move to the side and one of the officials presents the flags starting from the left. Alpha, Bravo, Charlie, Delta, Echo and Foxtrot. If a competitor does not see a flag, he or she must immediately say it, in which case the official will show it again. After three seconds, the official informs: Aika alkaa NYT! After the NYT order, the competitor is allowed to turn the cover page behind the map bundle, which brings out the first map. Based on the map and the control description, the competitor determines where the correct flag position is, i.e. which flag is asked and indicates it in a clear voice, such as "Delta". If a competitor considers that no flag is in the position, he or she will answer Zero. The once-given answer can't be corrected.

After saying the answer, the competitor is allowed to turn the next map up and respond to it. The map to which the competitor responds must be displayed at the time of answer. The previous map must not be taken out again, and two maps must not be viewed simultaneously (i.e. the map that has already been answered must not be left visible even by throwing it on the ground, but the map that has already been answered must be placed at the bottom of the map bundle). If this happens, that answer shall be rejected. After the competitor responds to the fifth task, time stops. The competitor then checks the order of the maps and hands over the map bundle to the official.

The officials record the competitor's answers and the time spent.

At finish competitor does not have to hand over the TempO's competition card to the info.

It is, of course, forbidden to talk about competition with a competitor who has not yet started.



## **Nordic Match night 8.10. 19.00**

First start at 19.00. Distance to start is 300 m. Guidance map that shows the route to the start point can be found from the competition center. Immediately before the start there is a steep uphill, where we hope competitors will help others when needed.

The length of the route is 700 m, total climb is approximately 10 m. There are 17 tasks on the course. Max time 72 min, for physically challenged 82 min.

ToePunch system is used. Before their start competitors clear all of their chips by touching each chip to the Clear-unit. The race is started and finished when touching with the start/finish chip to the Start-unit. To answer, select the appropriate chip and touch the unit next to the control pole. Remember to check that both the pole and unit have the right (control) number. Note that the controls are close to each other. Be careful that you punch on the right unit.

Competitors start in small groups of 3-5 persons according to the start signal that is given at the start. After the signal, competitor punches at the start unit and takes the map. Time starts when competitor punches the start unit, not when the start signal is given.

Competitor may move only on the paths and roads marked with brown color. Some of these paths and roads are forbidden to use and therefore marked on the map accordingly with purple line. Some of the forbidden areas are marked only on the map but not in the terrain.

Course includes a one-way zone where competitor may stop but not move back. Remember to punch all of the needed controls before entering the one-way zone.

Competition time ends with punching at finish.

As a backup punching system, spikes and card are used. Officials have few pliers to be borrowed, but competitors are recommended to use their own pliers also safety pin works. It is not mandatory to use spikes for backup.



## PreO 9.10. 10.00

First start at 10.00. Distance to start is 1100 m. Guidance map that shows the route to the start point can be found from the competition center.

The length of the route is 1300 m, total climb is approximately 20 m. There are 27 tasks on the course. Max time 114 min, for physically challenged 124 min.

ToePunch system is used. Before their start competitors clear all of their chips by touching each chip to the Clear-unit. The race is started and finished when touching with the start/finish chip to the Start-unit. To answer, select the appropriate chip and touch the unit next to the control pole. Remember to check that both the pole and unit have the right (control) number. Note that the controls are close to each other. Be careful that you punch on the right unit.

Start signal is given at the start. After the signal, competitor punches at the start unit and takes the map. Time starts when competitor punches the start unit, not when the start signal is given.

Competitors may move only on the paths, roads and areas marked with brown color. Some of these paths and roads are forbidden to use and therefore marked on the map accordingly with purple line. Forbidden areas are marked only on the map and not in the terrain.

As a backup punching system, spikes and card are used. Officials have few pliers to be borrowed, but competitors are recommended to use their own pliers also safety pin works. It is not mandatory to use spikes for backup.

Competitors participating in the Finnish championships need to use pliers as this is official punching system according to the Finnish orienteering federation.

After PreO there are two timed controls. In both controls there are 6 flags and 3 tasks. Mistake causes 60 second penalty. Distance from the PreO finish to the first timed control is 130 m. Distance from the first to the second timed control is 420 m. After the second control distance to the competition center is 400 m.

## Informing the Nordic Match team compositions and start time

Please inform the organizers the Nordic Match team compositions by email at the latest on 5.10.2022 [etoc2024@tume.fi](mailto:etoc2024@tume.fi)

Similarly, if you wish to have early or late start time, please send the request at the latest on 5.10.2022.



## **Combined results**

Competitor's individual result consists of: time in TempO and timed controls plus errors in TempO & timed controls (30 sec) and errors in PreO & night (60 sec).

In the team competition the results of all five team members are counted together.

## **Complaints and protests**

The complaint period is 15 minutes from the time of publication of the official results. Protests must be submitted in writing to the jury no later than 15 minutes after the organizer has informed decision regarding the complaint.

## **Awards**

In HD10E class, prizes are awarded to all competitors. In the overall competition prizes to the top three (individuals and teams) and best competitors with official physically challenged status. Prizes to winners of WRE competitions.

## **Parking**

Parking is in the competition center.

## **Zero tolerance.**

The following zero tolerance is used for all competitions: The answer is zero when the nearest flag is at least four (4) meters from the right place.

## **IOF-license number (IOF ID) for WRE-competitions**

Tempo- ja PreO-competitions are World ranking events, where competitors must have IOF-license number. You can get this by creating an account to IOF Eventor.



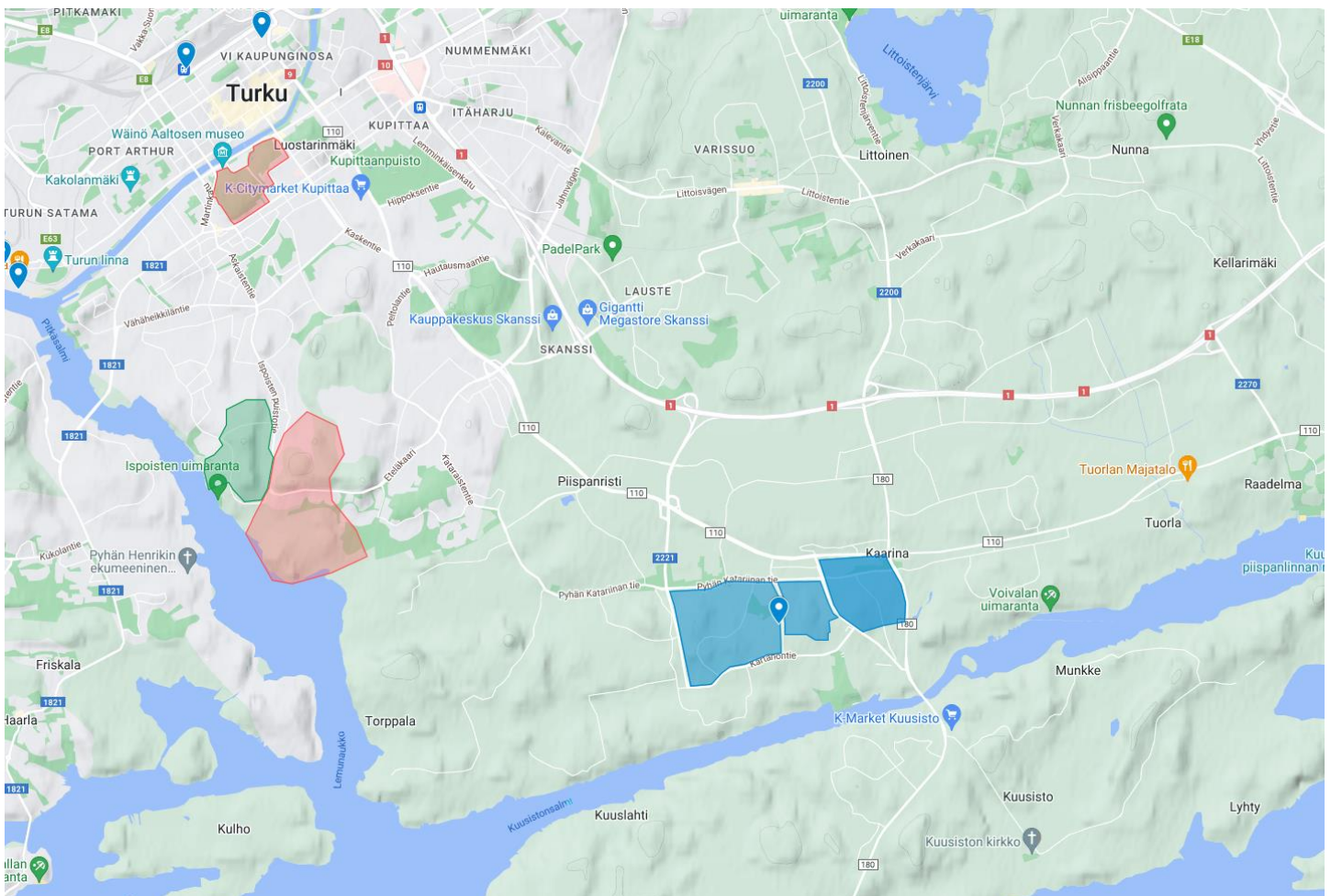


# ETOC2024

## European Trail Orienteering Championships 2024

### Embargoes

(BLUE=FINNISH CHAMPIONSHIPS AND NORDIC MATCH 2022, RED= ETOC 2024, GREEN=TRAINING MAPS)



[LINK TO THE MAP ABOVE](#)

### Training possibilities

E.g. FinTrailO 2017 ja 2020 maps can be ordered for training (3 €/map).



# ETOC2024

European Trail  
Orienteering Championships 2024

## Old maps from the terrains

### Hovirinta (2020)



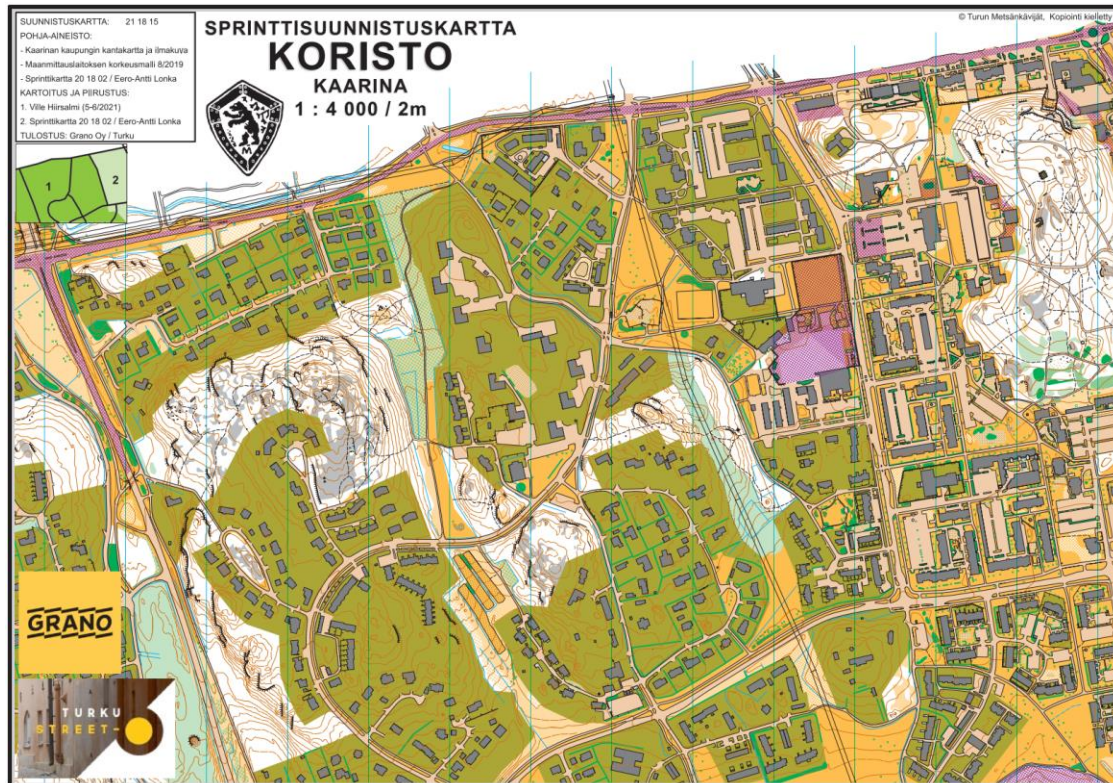




# ETOC2024

European Trail  
Orienteering Championships 2024

## Koristo (2021)



## For more information

Email: [etoc2024@tume.fi](mailto:etoc2024@tume.fi)

Website: [www.tume.fi/etoc2024](http://www.tume.fi/etoc2024)

## Organizers



TURUN METSÄNKÄVIJÄT RY



*Suomen Suunnistusliitto*