ORIENTEERING RELAY   October 3, 1990

TEEN EVENT

Equipment: (to be furnished by conference)

Scorecard/Topographic Map of Orienteering Course

(to be furnished by club , if team wishes to use one)

Orienteering Compass
Watch

Team: Minimum 2 - Maximum 6

Procedure: Each team will be given a scorecard/topographic map with the
location of each control point marked and the point value of each
point. Team members will decide which team member is to go to
each control point. At the signal to start, the first team member will
take off to find his control point by a route determined by himself.
When he reaches his control point, he is to secure proof of having
visited it by punching the proper space on his scorecard/map with
the punch at the control point. He then returns to the Start/Finish
point and turns over the scorecard/map the next team member.
Team member number two repeats the action by going to his
control point and returning to Start/Finish point. Action continues
until each team member has visited a different control point.
The control points will be listed on the scorecard/map in numerical
sequence for reference only and not to be visited in any specified
order. However, each control will have a score value. The control
points farthest away from the start and the most difficult to reach
will be assigned the highest score value.
The objective is for each team to score the greatest number of
points in the least amount of time. The team does this by locating in
the field the different control points and marking their scorecard
with the code design of each control visited, as proof of having
reached them. The members of the team decides for themselves
which control points they will attempt to find and the order in which
they desire to visit them.

Scoring: The score will be the averaged value of the control points visited
divided by the averaged elapsed time.