WESSEX ORIENTEERING CLUB

Monday 11th December
Wessex Night League

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Venue:	Hillbourne and Broadstone Event Centre: The Blackwater Stream (Weatherspoons pub) 180 Lower Blandford Rd, Broadstone, BH18 8DP
Parking:	Behind pub, free after 4PM
Terrain:	Parkland and urban areas. Undergrowth within the Broadstone Recreation area is now thinner, but still there.
Map:	A4 size, 1:5000 with 5m contours
Timing:	S.I. Electronic punching
Courses:	1 hour NL score. 10 penalty points for every minute (or part) late. There are no bonus points for finishing early, because you can collect as many points as you are able to (see below). You can do a straight score without the extra rules if you don't want to participate in the Night League but prefer a simpler challenge. Control values will be on the map. Additionally, we have two spiders left over from Halloween! Both sit in the middle of their web, which is marked on the map. Red Spider does NOT like it if people use its web! It does NOT give you points if you directly come from, or go to another control its net is connected to. However, if you visit any other way, it will award you its points as many times as you visit. Green Spider is the opposite and only likes it if you use its web! It will award you its points every time you visit it coming directly from one of its connected controls. More detailed clarifications are given on page 2.
Times:	Registration: 17:30 onward Starts: 18:00 – 19:00 Course Closes 20:15 sharp
Entries:	Please reserve maps by Emailing peter.suba@gmail.com before 6th December. EOD until maps last. Entry fee: £5
Facilities:	Full service pub with hot food, please support our hosts!
Officials:	Planner: Peter Suba

www.wessex-oc.org

For the NL score event, the following clarifications are given:

Unless otherwise stated below, standard score rules apply. Specifically:
- Each control has a score value
- By default, any control can be visited as many times as you want, but it will only be counted with its score value once
- Controls can be visited in any order

Red Spider rules

The Red Spider is the middle control in a "spider net" similar to what you see on the right here. Control numbers and values will be displayed like any other control on the map. The red connecting lines represent the Red Spider's net.

70 (10)
71 (30)
80 (20)
72 (10)
78 (10)
74 (20)
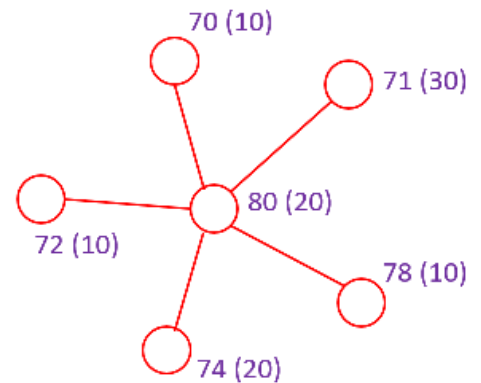
- The score for the "spider" (the middle control, No. 80 in this example) is ONLY given to a runner if the preceding AND subsequent control is neither of the controls the "spider" control is connected to.
- The "spider" will, however, will be worth its score for EVERY other preceding control (once per such control) if it is dibbed with any other subsequent controls. So it is worth visiting again after as many controls as you can.
- Only the spider (80 in this example) is special – there are no special rules about the "endpoint" controls, any other control can be taken before or after them.
- e.g. the sequence of 80-70-74-80 would only score 30 points (the "spider" would not score either visit). 72-110-80-56-70-74-56-80 would score 80 points plus whatever the point value of 56 and 110 are once (as per standard rules, you can visit a control as many times as you want, but they only count once).

Green Spider rules

The Green spider looks similar to Red Spider, only the connecting lines are green colour.
- The score for the "spider" is ONLY given to the runner if the previous control is one of the controls the spider is connected to (in this example, 74, 78, 71, 70 or 72).
- The "spider" can give you its points as many times as you visit it, but maximum once for each of its connected controls, and only if there is at least 2 controls between a return visit.
- E.g. "72-80-78-74-80" would score 10+20+10+20+20 points. "72-80-78-80-74" would score 10+20+10+0(!)+20 points – as there was not 2 controls before returning to 80.
- E.g. 56-80-78-74 would mean 0 score for visiting 80

70 (10)
71 (30)
80 (20)
72 (10)
78 (10)
74 (20)