Atsushi Koyama encouraging event for WUOC 2010 Summary of the Program in English

Event Date: May 15 (Sut), 2010

Event Center : Komazawa Olympic Park,

in Setagaya and Meguro wards, Tokyo, Japan.

http://koyamsfc.amigasa.jp

Event Organizer: Fun Club of the Great Koyama-sama

Event Cooperators :

Orienteering Lauf Team of Tokyo Institute of Technology

(Titech. OLT) and its old person's association (Tsubame association)

Contact

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1. Event Profile

This event is prepared to encourage Atsushi Koyama (nickname: the Great Koyama-sama), who have passed a selection of Japan Team for World University Orienteering Championships (WUOC) 2010. He is not only a fast orienteer but also is a genius for bringing up the orienteering teams. We organize this event on a belief that encouraging the Great Koyama-sama is the best way to encourage the Japan Team and also is a strong means to bring up the Japanese orienteering community. The entry fees of this event will be contributed to the Great Koyama-sama as his fund to travel to the WUOC 2010.

This file is a summary of the event program in English in which only the main points are written. For more informations, contact to the event organizer or to the relay team members.

We hope you enjoy this event!

Yuta Maeda

2. Schedule

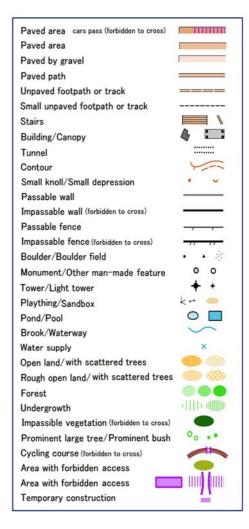
	Akadake class	Mitsugashira class	Futagoyama class				
9:00-9:30	Reception						
9:40-9:50	Demonstration						
10:00		1st runner start					
10:01-			Start				
10:10		1st runner top goal (expected)					
10:25		2nd runner top goal (expected)					
10:40		top goal (expected)					
10:50	1st runner start						
11:00	1st runner top goal (expected)						
11:15	2nd runner top goal (expected)						
11:35	top goal (expected)						
11:45	Mass start for remained teams						
11:50-	Commendation						
12:00	Start close						
12:30	Finish close						

3. Access and Layout

- Walk 1km from Komazawa-daigaku station,
 Tokyu Den-en-toshi Line. There is no guidance tape. Refer the map in page 3.
- You may go through the reserved area in order to access the event center and to make use of the facilities in the park as long as not to try to obtain informations about the course.
- The event center, start, finish, and change over zone are all the same place.

4. Maps

- Scale is 1:4,000 and Contour Interval is 2m
- A4 size
- · Sealed in a plastic
- Based on ISSOM2006 with some local symbols
- Descriptions of the symbols used in the map are indicated right. They are written only in Japanese on the map.



Komazawa Koen Exit (or Komazawa Park Exit) 18 3号解於谷餘 Trees appear Komazawa-daigaku rightside 駒沢 station of the street 駒沢大学 駒沢キャン ガポン大使館 駒沢公園西口 Entrance of the park appear rightside of the path 駒沢4 硬式 野球場 国立病院機構 Field 駒沢 神月8年 駒沢公園 From Komazawa-daigaku Watching game station. and warming up area Reserved area Event center in fine for competition Bycycle parking Runners Vending (Long, Short, Line machine WC Runners from the last contr (Run2, Run3) Runners (in rain) Water supply Event center in rain and start of relay 1st runner **Commissary store**

5. Classes and Courses

There are 3 different classes named Akadake, Mitsugashira, and Futagoyama. The classes Akadake and Mitsugashira are the relay orienteering classes, while the Futagoyama class is a personal orienteering class.

The Akadake class is prepared for relay teams composed of from 2 to 5 members. Two of them are the first runners, two of the others are the second runners, and the remaining one is the last runner. The two first runners start simultaneously. When one of the first runner goals, then one of the second runner can start. When the other of the first runner goals, then the remaining second runner can start. When both of the second runner goals, the last runner can start. If the number of the member is less than 5 persons, then some of the members run twice or more.

<u>The Mitsugashira class</u> is the ordinary relay for teams composed of 3 members but teams composed of 1 or 2 members can also participate in. If the number of the member of the team is 1 or 2 persons, then some of the members run twice or more.

The Futagoyama class is a point orienteering class

These classes use courses indicated by asterisks of the table below, respectively. The Long and Short courses are the ordinary point orienteering courses. In the Line course, only a complicatedly curved line is printed on the map, and if you precisely trace the line, then you can find the controls. The Score course is the score orienteering. The Run3 and Run2 courses do not use the orienteering map, and instead run around the jogging course of the park. Each teams can decide who run which course, and their order is also of discretion of the teams.

Name	Distance	Controls	Go to	Pass	Classes		
			start	visible lane	Akadake	Mitsugashira	Futagoyama
Short	2. 1km	13	yes	yes	*	*	*
Long	3. 2km	14	yes	yes	*		
Line	2. 2km	12	yes	yes	*	*	
Score	_	19	no	no	*		
Run3	7. 0km	-	no	no	*		
Run2	4.8km	_	no	no		*	

5.1. The Short and Long courses

These are the ordinary orienteering courses. Go from start through controls 1, 2, 3, ..., to finish. There is no guidance tape and thus go to the start flag refering the map in page 3.

5. 2. The Line course

Only a dashed purple line you have to trace is printed on the map. If you trace it precisely, you can find controls whose IDs are printed at the lower left of the map. The IDs are printed in a form of the left two columns of the control description. You must check all the controls listed in this description in specified order: otherwise the result is disqualification.

5.3. The Score course

In this course, you do not have to go to the start flag. You can choose an order to go to the controls, but you have to go to all of them. At 1st, 2nd, 3rd, ..., controls you go, check the crayons on the 1st, 2nd, 3rd, ..., cells of the control card in order, respectively, because this information will be used to make an analysis of the order the participators went.

5.4. The Run3 course

Don't go to the start flag and instead trace a southern green line in the map of page 3 to enter the jogging course. The jogging course is indicated by yellow markers on the load. Then round the jogging course three times. After then, trace the northern green line in the map of page 3 to go to finish.

5.5. The Run2 course

The same as the Run3 course except that you have to round the jogging course only twice.

6. Entry Fee

A flat entry fee of \$1,000 / person is applied regardless of the numbers of run. Pay the entry fee through the representative of the relay team between 9:00-9:30 in the event day.

- 7. Additional Informations
- (1) Bring safety pins to hold the number card.
- (2) The maps in addition to the number cards and control cards are distributed at the reception. Don't open the map before starting the race.
- (3) Also, a paper to write the lap time and the route after the race is distributed at the reception. Since this paper includes the course, don't open this paper before the race. After the race, write and offer this paper for the organizer to make an analysis of the lap and the route. Result of the analysis will be uploaded to the WEB site.
- (4) In the race, we use crayon to check the passage of the controls.
- (5) There is no researved cell in the control card. When mis-panched, check the crayon at the correct control into the same cell of the control card.
- (6) The finish time is a time when you touch a mark specified as the finish at the event day.
- (7) Because the location of the finish differ depending on the whether, it is indicated on the map like below.
- (8) There is no guidance tape. For specified routes, refer to the map in page 2.

8. Forbidden actions

- (1) Don't use metal spikes.
- (2) Never run the cycling courses. You are allowed to pass it only at crosswalks, indicated by crossing section marks on the map. The cycling courses are indicated by blue and orange lines on the load and by red-brown lines on the map.
- (3) Don't run the jogging course toward the opposite direction to the joggers. If you need to do so, run the path aside the jogging course. The jogging course is indicated by yellow lines on the load but not indicated on the map.
- (4) Don't enter into the flower beds, hedges, shrubbery, areas bounded by something like ropes, and areas where other parties are playing, regardless of whether they are written on the map or not.