

Rules

24h relay

1. General information

The Hungarian 24 hours orienteering relay is a cyclic relay competition that takes 24 hours. The members of a relay team need to complete different courses one after the other, maximum 41 courses.

2. Composition of teams

A team consists of 6 members. All competitors must be older than 15 years. The members of a team can register from different clubs. At least 1 woman competitor is required and maximum 3 adult men runners (age between 19 and 35) allowed in each team. Those teams which do not fulfil these criteria can also participate in the competition, but their result will not count in the final ranking.

3. Entry

The following details required for the entry of a team: name of the team (club name or any invented name); name of team members in the order of running with SI card numbers.

4. Order of running and bib numbers

Keeping the order of running within a team as registered is obligatory until the end of the competition, otherwise the team will be disqualified. Bib numbers should be well visible on the dress. The order of running is marked by the first 6 letters of the alphabet.

Runners 1st 2nd 3rd 4th 5th 6th

Bib *** A *** B *** C *** D *** E *** F; *** means the bib number of team given

5. Competition schedule

5.1 Mass start

The mass start takes place at 10 am on Saturday. The first runners must check-in 2 minutes before the start next to their maps in the mass start area.

5.2 Changeover

The general relay rules are valid for the competition. The cyclic relay means that after the 6th runner the 1st one follows again. The pick-up of the map is done self after completing the obligatory short running track between the changing area and the map tent. Maps are collected in the finish after completing each course. Team leaders can collect all the maps 1 hour after the end of the competition. Disregarding of the rules result in disqualification.

5.3 Courses

The first runner complete farsta type course.

Start course

*Category/Code * Number of courses * Difficulty level * Winning time*

*Start Farsta/SF * 1 * medium * 30 min*

After completing the start course (SF) each team has its own pool of different day courses available, every runner can choose between 2 different categories. Ascendant number indicates longer course (E1 is the shortest easy course while E8 is the longest one.)

Day courses

*Category/Code * Number of courses * Difficulty level * Winning time*

*Easy/E1-E8 * 8 * easy * 18-52 min*

*Difficult/D1-D13 * 13 * difficult * 21-86 min*

At dusk each team must complete 2 "twilight" courses even if not all of the day courses have been completed yet. The specific time when a team must switch over to the twilight course will be announced

around 6 pm. In case of a team completes each of the day courses before the announcement, the twilight courses can be started earlier.

Twilight courses

*Category/Code * Number of courses * Difficulty level * Winning time*

*Long Twilight/LT * 1 * easy * 34 min*

*Short Twighlight/ST * 1 * easy * 23 min*

After completing the twilight course every team has its own pool of different night courses available, every runner can choose between 2 different categories.

Night courses

*Category/Code * Number of courses * Difficulty level * Winning time*

*Difficult Night/DN1-DN9 * 9 * difficult * 20-56 min*

*Easy Night/EN1-EN7 * 7 * easy * 15-37 min*

After completing each of the day and night courses a team can switch over to the final course.

Final course

*Category/Code * Number of courses * Difficulty level * Winning time*

*Final/F * 1 * difficult * 35 min*

Runners can pick up their maps in the start using a 'map card'. Map cards are included in the start package of the team. The map card contains the bib number of the team and the code of the course. The runner has to take the appropriate map card to the changeover place and map can be picked up at the start tent only against the map card.

6. Evaluation of different courses

If a course was not complete properly (miss-punch, wrong order of the control stations, etc.), it will not be considered in the team's score. The runner can continue the competition in the following rounds and the team will still be ranked. In case of a false course result if race time is less than 30 min, the competition time will be shortened by the difference of 30 min and the appropriate race time, the competition will end earlier in these cases.

7. Drop out of a runner

If all 6 team members have already completed at least one course each, the competition can be continued with only 5 runners. If there are 2 or more drop out cases, the competition will end 30 minutes earlier for every drop out. A team must notify the organisers about every drop out cases until the next start of the previous runner in order. Once a runner is dropped out he/she must not continue the competition later.

8. Finish

The relay ends on Sunday at 10.00 am (exceptions described in 6. and 7.). Course finished later will not count for a team's score.

9. Final result

The winner is the team that completes the highest number of correctly finished courses. If several teams have the same score the shorter total time will be considered.

10. Controls

IOF standard controls used with reflective stripes on each side.

11. Protests

Protests have to be announced at the competition administration until Sunday 11:00 am.

12. Change of rules

Different regulations that do not correspond to the rules listed above will be published in the program or posted on the information board until 2 hours before the relay start. All earlier rules or regulations are overruled by those.

12 hours relays

The rules of these relays differ from the ones of the 24 h relay are the followings: All teams consist of 2, 3, 4, 5 or 6 runners. Age and sex of runners is not regulated. The 12 hours relay ends at 10:00 pm on Saturday. The starting course (SF) are followed by the day courses. After the announcement of the dusk time the 12 hours relays must complete 2 twilight courses and they can continue with the remaining day courses after.