

PreO Relay

The IOF Council has in their remits to the TOC (TrailO Commission) stated that they want to replace the team event with a relay. Before doing so, rules have to be established and PreO relay has to be practiced and tried in several countries.

The TOC has written draft rules for the relay. They are as follows:

1. The team shall consist of three competitors.
2. The three legs of the competition shall be forked.
3. There shall be a mass start.
4. In addition to the controls on the course all three competitors also have 1 or 2 timed controls.
 - The number of timed controls should be the same for all three competitors.
 - They could have the same timed controls but they could also be different for the competitors.
 - The timed controls should be taken after the controls on the course.
5. The competitors should not have the possibility to communicate with their team mates during the competition. Quarantine has to be arranged.
6. The course could be arranged in different ways depending on the course setting possibilities.
 - a) The course consists of for example 24 controls. (Or another number dividable by 3)
 - The competitor on leg 1 has to solve 8 controls, (he/she is free to choose any 8 of the 24) then hand over to leg 2.
 - The competitor on leg 2 has to solve 8 other controls, (he/she is free to choose any 8 of the remaining 16) then hand over to leg 3.
 - The competitor on leg 3 has to solve the remaining 8 controls.
 - There should be a maximum time for all three legs together. That time is based on the minimum distance a team has to use. The maximum time can be freely used in between the three members of the team.
 - It is also possible to have the rule that each competitor have to solve 8 ± 1 control which gives more possibility for tactics in the team.
 - b) The other possibility for the course is to have a course of for example 10-12 controls.
 - The competitors have to solve the same control sites.
 - The forking system could be fulfilled by having different control descriptions at each control site or at least 75% of each control site.

Example of how a relay is organized

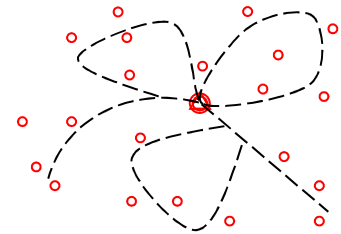
As stated above in the draft rules #6, there are two different types of relay: a) and b).

Alternative b) is only a variation of the team competition as it is today. The only difference compared to the current team event is that the maximum time can be freely used within the team and that the control-sites should offer different control descriptions for each team member. This poses a problem for the planner since it can be hard to find control sites that can be used with 3 different control

descriptions. This alternative offers no possibilities for tactics within the team other than the shared maximum time.

Alternative a) on the other hand opens up for the use of tactics on more than one level.

The best way to plan a relay is to locate the competition center ((CC) with start, finish and exchange) in the middle of the competition area. The controls are then spread along short loops or tracks with their origin close to the CC. An example is shown in the sketch to the right.



If a relay has been planned properly the teams will face the following tactical questions:

- Which competitor should be on which leg?
 - Should the best team member be on the first or last leg?
 - Which leg should the fastest team member be on?
 - How should the maximum time allowed be used between team members?
- Which competitor should solve which controls?
 - Should they be divided up by:
 - Location?
 - Difficulty?
 - Range?
 - Type?
 - Should the competitor visit all controls and solve the ones he/she feels comfortable with?

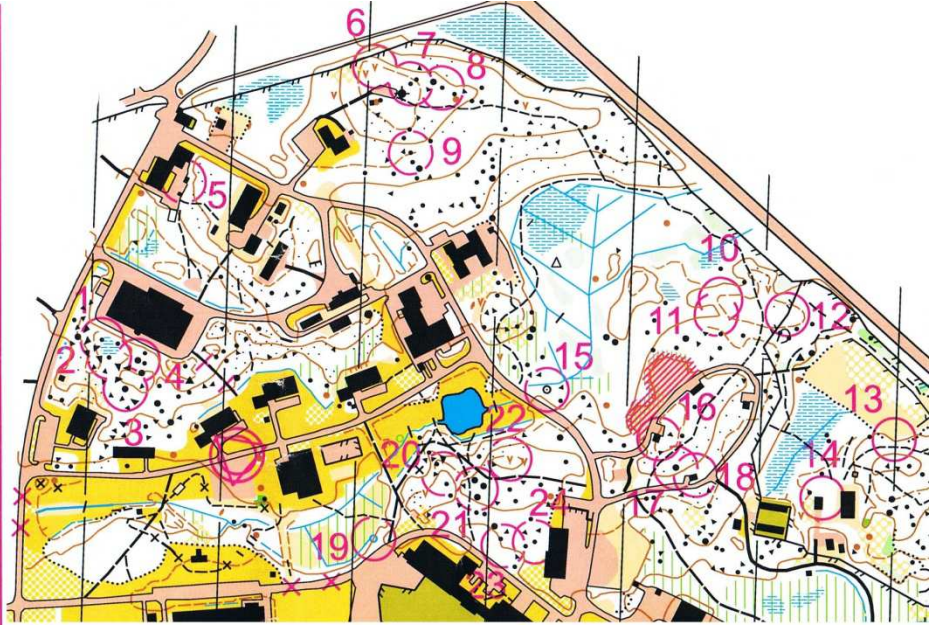
There is no easy answer to these questions which makes this version of PreO relay interesting.

On the next page there are a map and a punching legend from a relay organized in Sweden. The map shows the loops and tracks described above. It also shows different type of controls, long/short range controls, contour reading, "boulder counting/sorting", etc.

The punching legend shows how differently the teams decided to divide the controls among the team members.

Stafett	3,0 km	150min
1	A-D ↖ ▲	♂ ✓
2	A-D ↓ ▲	♂ ✓
3	A-D ▲	♂ ✓
4	A-D ← ▲	♂ ✓
5	A-B → ■	♂ →
6	A-B ↗ ▽	♂ ↑
7	A-D ↙ ▲	♂ →
8	A-D ▲	♂ →
9	A ▲	♂ ↗
10	A-E ↘ ▽	♂ ↑
11	A-E ↘ ▽	♂ ↑
12	A-C ↗ ▽	♂ ↗
13	A-C ↗ ▽	♂ ↗
14	A ■	♂ ↓
15	A-B ○	♂ ↗
16	A-E ■	♂ ↓
17	A-E ▲	♂ ↓
18	A-E ■	♂ ↓
19	A-B Ⓚ	♂ ↓
20	A-C ↓ ▽	♂ ←
21	A-B ← ▲ ▲	♂ ✓
22	A-B ← ▽	♂ ↑
23	A-B ↘ ▽	♂ ↗
24	A-B ↗ ▲	♂ ↘

290 m



1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Tc 1	Penalty	Result		Team result				
D	A	Z	C	Z	B	B	D	A	D	C	C	B	A	A	E	C	A	Z	B	A	Z	Z	Z	C	Sec	Max time	Points	Sec	Points	Sec		
								A				B							Z	B	A	Z	Z	Z	C	4		8	4			
									D	C	C		A	A	E	C	A								C	6		8	6	24	17	
D	A	Z	C	Z	B	B	D																		C	7		8	7			
D	A	Z	C					A				B		A								Z			C	5		8	5			
				Z	B	B	D		D	C	C		A												C	8		8	8	23	21	
															E	C	A	Z	C	A			Z	Z	C	8		7	8			
D	A	Z	C		B	B	D	A																	C	6		8	6			
				Z					D	C	C	B	A										Z	Z	C	15		8	15	23	47	
														A	B	C	A	Z	B	A	Z				C	26		7	26			
D	A	Z	C		B	B	D	A							A										C	11		8	11			
				Z															Z	B	A	Z	B	Z	C	4		7	4	22	25	
									D	C	C	A	A												C	10		7	10			
D	A	Z	C	Z	B	B	D																		C	4		8	4			
								A	D	C	C	B	A	A			A								C	10		8	10	22	30	
															A	C		Z	B	A	A	Z	Z		C	16		6	16			
				Z	B	B	D	A														A		Z	C	16		8	16			
									D	C	C	B	A			E	C	A							C	10	-1	7	10	21	34	
A	D	Z	C																Z	B		Z	Z		C	8		6	8			
								A	D	C	C	B	A	Z		C									C	9		7	9			
D	A	Z	B	Z	B	B	D										E		A	B	C	Z	Z	Z	C	13		7	73	19	104	
D	A	Z	C	Z	B	B	D																		C	22		5	22			
																		C	A	Z	B	A	A	Z	Z	C	22		8	22		
																										C	28		7	28	19	140
								Z	B	A	C	A	A	A	E										D	30		4	90			
7	7	8	7	8	8	8	8	8	7	7	7	8	6	8	7	6	8	8	7	6	7	6	7	8	22							
88	88	100	88	100	100	100	100	88	88	88	100	75	100	88	75	100	100	88	75	88	75	88	100	92								