

WEST ANGLIAN ORIENTEERING CLUB



Snooker-O (60 minute score with a twist) and Park-O

THE WIMPOLE ESTATE, SATURDAY PM 15TH JUNE 2019

FINAL DETAILS

Directions: Postcode for Sat Nav SG8 0BW

Grid reference [TL343511](#)

By Car: Use the National Trust car park at Wimpole Hall. Unless you are a National Trust member, you will need to pay £2 for parking. Wimpole Hall is located close to the A603 near Orwell and is well signposted as a National Trust attraction. Please park on the left in the field just after turning left into the drive, see below.

For travel directions by bike, car, or rail see the [National Trust Wimpole Website](#) or by bike also see BikeBus Explorer at www.scambs.gov.uk/bike-bus-explorer.

Facilities: Public toilets, café, car park. Guidance for beginners available from Registration. First Aid will be located at Download.

Please note that the EAOA AGM will take place at 12.30pm aiming to finish by 1pm. Please do come along a bit early and support your EAOA Committee.

Times: Registration and enquiries between 1pm and 3pm. Starts between 1pm and 3pm. Start times will not be pre-allocated. Courses close at 15.30 for Park-O and 16.00 for Snooker-O - you must report to Download by this time.

Start is close to registration, near the Stable blocks.

We will be using **SPORTident** electronic punching. S.I. cards/dibbers can be obtained from registration.

Prices for Snooker-O (60 minute score course with a twist- see below for rules):

Seniors (non BOF)	£7	Juniors (under 21) and full time students	£3
(BOF members)	£5	S.I. card hire	£1.00

Prices for Park-O

(courses: long ~ 3k, medium ~ 2k and short (designated White course for BOF) ~ 1.5k - intended for novices)

Adult/ Group: £4 Juniors (under 21) and full time students £2 (prices for Park-O include S.I. card hire)

Loss of an S.I. card will incur a charge of £30.

IMPORTANT: Please report to the Download tent even if you do not finish your course.

Map and Terrain: Wimpole Hall Park is naturalistic parkland with contours (!), chalk depressions, small woodland features and a former quarry. Map is 1:10,000 scale with 5m contours, waterproof with preprinted courses, A4 sized. Control descriptions on maps. Loose control descriptions. Some seasonal paths are marked.

Safety: There are uncrossable fences, cattle grids and ditches to control livestock and marked crossings must be used. Courses may run through fields containing livestock and care should be exercised near livestock. There is deep water associated with a landscaped open lake area. The lake edges are clearly defined. Long trousers are advisable due to thistles and nettles. Take care for the usual hazards such as tripping, rabbit holes and eye-level branches. Please show consideration to other park users.

Dogs are welcome but must be kept under control at all times. There are cattle and sheep on the parkland. Dogs must be on leads in the parking area and in the vicinity of livestock. Competitors take part at their own risk and are responsible for their own safety. A first aid box will be located in the download tent. If the weather is bad, please carry a cagoule.

Results: The results from these events will be published online as soon as possible, see www.waoc.org.uk.

PLANNERS: Snooker-O: Sam Hague WAOC ; Park-O: Caroline Louth WAOC

ORGANISERS: Snooker-O: Helen Hague WAOC Tel: 07790316873; Park-O: Andrew Henderson WAOC

Grateful thanks go to The National Trust for allowing us to run this event, and all at WAOC who have helped with this event.

Data protection act: Entry information (name, age, class and club) and the results of this event will be stored and processed by computer systems under the terms of British Orienteering's registration under the Data Protection Act.

Rules for Snooker-O: 60minute Score inspired by Snooker.

You and your dibber are the white ball, aiming to get the maximum break you can in 60 minutes. As with snooker, you score 1 point for every red ball, 2 points for every yellow ball, 3 points for every green ball, 4 points for every brown ball, 5 points for every blue ball, 6 points for every pink ball and 7points for every black ball. Each red can only be visited once to score. You will only score for a colour ball if you have visited a red immediately before, until you visit the last red when you can then pot a final black if you wish before 'potting' all the coloured balls in ascending order of points, i.e. yellow through to black.

After punching start, first go any of the ten red balls then follow the red by any 'coloured ball', repeating the sequence of red ball followed by coloured ball until you have cleared/visited all the red balls. You do not have to visit a colour after each red but you will only gain the points for a colour where you visit a red immediately beforehand. After clearing the reds, and a final black after your last red if you wish, clear the 'table' by 'potting' the coloured balls in ascending points order : Yellow, green, brown, blue, pink and black. Total 16 controls on the course with 10 reds and 6 colours (and also start and finish), maximum break will involve visiting 25 controls (and start and finish). Finish at any stage by punching finish control. Scoring: 1pt for every red ball, 2pts for every yellow ball, 3pts for every green ball, 4pts for every brown ball, 5pts for every blue ball, 6pts for every pink ball and 7pts for every black ball. Minus 4 points for each minute you are late back. Maximum score 107 points which represents each red control followed by the black control and then the colour run at the end.

You might want to bring a pencil to keep track of what you have visited. The colours of each non-red control are marked on the map. Control descriptions will be available loose and printed on the map.

Parking and start location:

