**Competition Qualification**
County School Games

**Competition Format**
3 Orienteering competitions will take place:
- Boys
- Girls
- Mixed

**Team Information**
Schools will qualify as a **team of 12**. This will be made up of:
- 1 boys team (4 boys)
- 1 girls team (4 girls)
- 1 mixed team (2 boys/2 girls)

<table>
<thead>
<tr>
<th>Year Groups</th>
<th>Gender</th>
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</thead>
<tbody>
<tr>
<td>Year 5</td>
<td>Boys</td>
</tr>
<tr>
<td>Year 5</td>
<td>Girls</td>
</tr>
<tr>
<td>Year 5</td>
<td>Mixed (2 boys/2 girls)</td>
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</tbody>
</table>

**Equipment (Schools need to provide/take to competition)**
- All competitors to wear suitable clothing for running long distances but not to wear spikes
- All other equipment will be provided.

**Competition Rules**
The following format and rules must be adhered to at all times:
- There will be 3 competitions taking place – boys, girls and mixed
- All schools will bring a team of 12 –
  - 1 boys team (4 boys)
  - 1 girls team (4 girls)
  - 1 mixed team (2 boys/2 girls)
- Each team will compete in their relevant competition category (boys/girls/mixed).
- The competition will provide your pupils with an opportunity to experience orienteering on an excellent course, in safe surroundings
- Each competition will follow a Team Score Competition format with pupils competing in their team of 4
- There will be a network of points (controls) planned across the mapped site of Coombe Abbey. The course will be a dedicated School Games course – not an already existing one so to ensure a level playing field
- All teams will start and finish at the same place
- Start times for each competition will be staggered and each team will be given a different marker to start on (to ensure teams disperse). Following this controls can be visited in any order
Primary Orienteering
Competition Rules & Guidelines

- The orienteering equipment to be used on the day will all be electronic. This should make for more efficient running and provide greater accuracy of results.
- Each team of 4 will be provided with one map to share along with a dibber (electronic device that records when you go to a control). The dibber must be directly ‘punched’ at each electronic marker visited.
- The aim of each team is to complete the course in the quickest time, choosing the best route, visiting all markers and doing so as a team of 4 (all team members must visit each marker together).
- A maximum time limit for competing will be set in line with the recommendations of British Orienteering — any teams exceeding this will incur point penalties.
- Each competition will be started with a klaxon. This will sound again with 2 minutes left to warn teams to return.
- Teams must hand in their dibber at the finish where results will be downloaded and recorded.
- Each team will be allocated a young leader (‘Team Manager’) who will remain with and chaperone their allocated team throughout the competition. This is to ensure safety of participants as well make sure teams remain together and work together.
- All teams will be fully briefed prior to competing and a demonstration of how to use the electronic marker equipment will be provided.

Scoring
- Each team of 4 will score towards their overall school team total.
- The school whose teams visit the most control points in the given time wins. If teams do get all the controls then the quickest time back wins.
- The accumulative total will decide the winner.

First Aid & Emergency Procedures
At local inter-school School Games competitions all schools are responsible for the provision and administration of their own First Aid. The Competition Organiser or School Games Organiser will brief School Staff prior to the start of the competition, and will provide information about emergency procedures.

At county level competitions school staff will still be asked to take responsibility for their own team. However, first aid will be provided by a third party and an event Welfare plan will be in place to support the health and safety of all participants, volunteers and staff.

Withdrawing from a Competition
In the event your school has to withdraw from the Competition, please inform your School Games Organiser giving a minimum of 48 hours’ notice. Ideally please give more notice so that another team can be offered the opportunity to compete at the county School Games event. The sport specific competition organisers will be planning their competition to the number of teams entered and late withdrawal will potentially create difficulties for many people. Your support in this aspect of the games is greatly appreciated.
Cancellation of a Competition

In the unlikely event the competition has to be cancelled the Competition Organiser will contact schools at the earliest opportunity. If you are not contacted assume the competition is taking place.