

2017 Pineridge Ski-O and Snowshoe Score-O

Map Information

The map which Mark Dominie made for our "A" Meet in October, 2015, has been somewhat enhanced. Some ski and snowshoe trails have been added, and the version we will be using has the green overprint used for Ski-O events to show the width and type of trails.

I made a few modifications after setting the courses, but I cannot perfectly anticipate what the conditions or grooming might be like on race-day. So, try to take possible changes in trail conditions and junctions under advisement both before and as you compete.

Be aware that this is my first time using the new Ski-O control symbol which has a purple dot in the center. This is supposed to provide information on which side of a trail the control is located. That's pretty touchy, but I think I got it right. The same holds true for the Score-O-only controls, where the dot signifies on which side of the feature the flag can be found. There aren't any Clue sheets (OCAD course setting does not allow them for Ski-O events, and the Score-O is a subset of the overall event), so this can be helpful.

Course Information

The course statistics are:

Course	Straight distance	Climb	Map Scale	Controls	Classes
Red	9.4k	300m	1-15,000	20	M19, F19, M40
Green	7.4k	240m	1-15,000	11	F40, M55, M18, F18
Orange	5.2k	120m	1-10,000	9	F16, M16, F55, M70
White	2.0k	50m	1-7,500	7	F70
Score-O Long			1-15,000	34	M/F19, M/F40, M18, M55
Score-O Short			1-10,000	22	F55, M/F70, M/F16, F18

This is an SI (SPORTident electronic timing) event, and all participants must use their SI stick or rent one (\$2).

The SI boxes have been placed on the string which ties the control flag to a tree. I am well aware that this is not an ideal arrangement, but given weather/equipment/time constraints, that's what I could do. Everyone will face the same difficulty.

There are One-Way trails all over the venue, but you are allowed to ignore them. That said, please be courteous to those heading in the opposite direction, particularly when you are going uphill and they are going downhill: they have the Right-of-Way.

Course Conditions

The course has been set one week ahead of the event, and I will not be home until the night before the event, so it is not possible for me to give up-to-date information.

As of one week before:

- There is plenty of snow, ~4 inches of powder over a mostly frozen base.
- Note that it is *mostly* frozen; there are patches of wet and even a couple of minor stream lines to cross carefully, particularly in the northern zone on the snowshoe trails.
- Skating is possible on the solid green trails, but they haven't been groomed for that; if you plan to skate, be prepared for a lot of rough/narrow track and double poling.
- There is one trail which is currently marked in the field as "Closed", with a rope across it at the top; on the map, I have placed Purple X's at the top of the trail, but not at the bottom (where there is no rope), so you may use this trail to climb; you may only use it to descend if the rope has been removed; I may know the status in advance on race day, so ask me.

Conditions at Pineridge are updated every day, and can be checked here:

<http://www.pineridgexc.com/snowReport.php>

Pricing and Payment

The entry fee is \$20, which is the same as the cost of a weekend-day pass at Pineridge. We have it set so that you pay Pineridge for your pass, and then come register with EMPO for the event. For SI stick rentals, have \$2 in cash to pay EMPO.

Score-O Rules

Unlike many Score-O events, the Snowshoe Score-O will allow starts whenever you punch the Start Box. There is no Mass Start. Also, if you really want to try the Score-O using Skis instead of Snowshoes, that's OK (all controls were placed using skis, not snowshoes); but you move into a separate Class, and just like if you did your course on snowshoes, it does not count for NYSSRA points.

You have 1 or 2 hours to get all the points you can. You must declare your Class and thus which of these two limits you are working under BEFORE you start. You cannot come in way late on the 1-hour course and decide to change to the 2-hour course.

Point values are determined by the Control Number. Drop the last digit, and that tells you value of that control. Thus, #32 is worth 3 points, #61 is worth 6 points, #105 is worth 10 points, and # 202 is worth 20 points. The points are distributed arbitrarily across the map.

As usual, being overtime will be costly. The penalties will be 5 points per minute overtime for the first 10 minutes; then 10 points for the next 10 minutes; and then everything after 20 minutes. If you are over 1 hour late, you will be left to die in the woods, or shot on site. There are no Bonus points for coming in ahead of time. However, in the case of ties for points, the fastest time wins.

Have fun!

-Phil H-T