

## 2014 Vampire-O at Camp Eastman October 18 7:00PM Start

### **The Nutshell**

The Vampire-O will be a score-O format event with a 60-minute time limit with point penalties for late finishes. This means you have 60 minutes to earn points by visiting controls in any order you choose. Varying point values from 10 to 50 points are assigned to controls based on distance from the start/finish and difficulty of navigation. The object is to get as many points as possible within the time limit. But there is more so please read on.

### **The Start**

The start will be a mass start at 7:00PM. We will be using e-punches for ghost controls and the finish but there will be no start e-punch. All participants and teams will line up in the starting area and be handed (1) a map and (2) either a control punch sheet or a vampire card. Both are to be held behind your back until the start. At the start everyone will look at what they have been given to see if they have either a punch card or a vampire card. Participants with punch cards may begin the course immediately while participants with vampire cards must turn in their vampire cards for a red flashlight and wait for 2 minutes before heading out onto the course.

### **The Controls**

**Regular Controls:** There will be 24 regular controls. Visits to these controls are to be recorded by using the hanging punch and a punch card. Each regular control will have a number from 1 to 24 on the flag plate. Be sure to punch the correct space on your punch card. Each control will have a reflector so that a good headlamp will make it quite visible. An area 5 meters in radius around a regular control is a safe zone in which vampires may not enter. Regular controls are worth between 10 and 50 points as noted on the clue sheet on the map.

**Ghost Controls:** There will be two ghost controls that will each appear for a duration of 10 minutes and are recorded using e-punch. Therefore, points scored on ghost controls cannot be stolen by vampires. The first ghost control is numbered 101 and will appear 20 minutes into the event and disappear 30 minutes into the event. The second ghost control is numbered 102 and will appear 40 minutes into the event and disappear 50 minutes into the event. Vampires don't like ghosts so each ghost control will have a safe radius of 10 meters in which vampires may not enter. Each ghost control will be worth 50 points.

### **The Vampires**

Vampires may navigate the course looking for non-vampire participants. When a vampire shines their red flashlight on the non-vampire participant, the non-vampire participant must surrender their punch card to the vampire. The non-vampire then becomes a vampire and takes the red flashlight in exchange. The two DO NOT exchange e-punch IDs. Vampires must stay at least 5 meters from a regular control and 10 meters from a ghost control and the finish e-punch. There will be no garlic, holy water, or mirrors. I have been told it is impossible to enforce the surrender rules and participants forget to surrender them when required.

## **The Finish**

Participants are allowed to finish starting 5 minutes before the 60 minute time limit is up. Before that time the finish area is not a safe zone from vampires. In the last 5 minutes of the event there is a 5 meter radius safe zone in which vampires may not enter. The finish will be recorded by e-punch. Finishers who arrive late will be deducted 10 points for each minute or fraction of a minute beyond the 60 minute time limit.

## **Course Notes**

There may or may not be a large party tent adjacent to the lodge we are renting. The tent is not on the map. At last check it appeared that it may be being disassembled this week.

Please be aware of residences around the area and your voice level. All controls are over 100 meters away from private property but bouncing headlights may alarm some residents so added noise will only further possible stress. I will notify the Town of Irondequoit police what we are doing so that they can intercept any calls without having to come and investigate.

## **What You Need to Bring**

**Light:** A headlamp of about 85 lumens or more is best. A regular flashlight will work if it is a good sized one. Doesn't hurt to bring two and make sure your batteries are fresh.

**A Timepiece:** In order to accurately predict the availability of the ghost control and to know how much time is left it will be to your great advantage to have a watch preferably with a stopwatch feature.

**Warm Clothes:** Check the weather before you leave and dress appropriately.

**Bring a Cell Phone:** If you need help you can call the meet director cell phone at 353-5813.

## **Safety**

It is absolutely essential that everyone have good lighting. This park has steep drop offs all over and no course can be set that avoids them completely. Furthermore, there are many downed trees and limbs that are easily kicked up and tangle between legs. It is very easy to trip especially when running in the forest.

Orienteer within your limits. Most of the controls would be classified as white or yellow if it were daytime, but the night amplifies difficulty and a couple of controls are in what we might consider on an advanced course for our local meets. There is only one course that is designed to offer something for beginners and advanced so don't feel like you have to get them all.

Please do not run from a vampire if he/she shines a red light on you. It creates a dangerous situation in a park where the downed limbs seem to leap into one's legs.

Have fun!

Greg