



Bumble 2023 Course & Map Notes – MUST READ, PLEASE!

MAP NOTES:

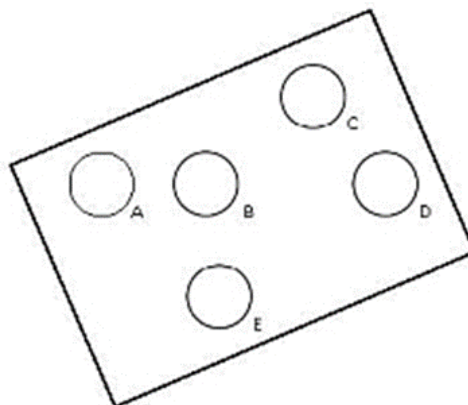
The Bumble is one, single, very unique, “mass start” advanced course. As in past years, all of the advanced courses – Beige through Blue – will be rolled-up into one course/event. If you fear you won’t be able to keep up with the speedsters, don’t worry, there will be several twists to level the playing field. The Bumble has a first and last control and 5 windows that contain 5 controls each. There are NO controls in between windows (except for the course’s first control # 1, and the last control # 27—these are mandatory).

For those who don’t want to run an advanced/Bumble course, we are offering two beginner courses (White or Yellow), and one intermediate course (Orange).

The Bumble’s windows vary in size, and each competitor, depending on their orienteering level, will have a handicap that will determine how many windows he/she/they must run. To get the most enjoyment out of the course, we recommend that you select a level based on the normal course you run at local QOC Meets (not necessarily your IOF age group); YES, this means some of you should run up! As per normal window rules, you must visit EVERY control in a window before moving on to the next window, but the controls inside each window may be taken in any order the runner decides. Adding another twist, each competitor, depending on his or her handicap, will be able to determine which of the windows he/she/they want/s to run. For example, if the handicap is 3 windows, the competitor can decide which 3 of the 5 windows he/she/they want/s to include. And because there are no mandatory controls in between the windows, you can decide which order to run the windows in if you have two or more windows.

So, the race will go like this: The mass start begins and everyone runs to the FIRST control (mandatory). Then each competitor selects which windows he/she/they would like to visit (and in which order) based on their handicap. You then must complete all of the controls within a window before continuing. When you have completed all of your chosen window(s), you then must visit the course’s LAST control (mandatory) before heading to the finish where you will punch the finish box. Part of the fun is figuring out which way will be the quickest based on your physical and navigation strengths.

Here's what a window looks like:



Here are the estimated course details (may change slightly; check back for additional course notes later this week as well as at the event):

Course	Handicap (# windows required)	Length	# controls
Beige	1	3.0k	7
Brown	2	4.3k	12
Green	3	6.6k	17
Red	4	9.4k	22
Blue	5	11.8k	27

The advanced course length for each runner will vary based on his/her/their handicap and what windows he/she/they decide/s to run. Those with the most generous handicap should only have to travel approximately 3.2k, while those with the least favorable handicap will run approximately 12.1k. All others will fall somewhere in between depending on route choices. If racers select the course appropriate for their skill/fitness level, which should be your usual O-course (again, no need to run your IOF age group, run up and enjoy more of the course!), then everyone should conceivably finish at roughly the same time.

Each window will have one control that has a time bonus attached to it. The bonus will be taken by the first orienteer to reach the control; yes, there will be something to physically take from the control. The bonus controls are NOT marked on the map and will be selected randomly a few days before the meet.

A bonus is time that will be taken off a runner's finish time. The bonuses breakdown as follows:

- One that is worth 1.5-minutes
- Two that are worth 2.5-minutes
- Two that are worth 3-minutes

For example, if an orienteer finishes their course in 90 mins, and he/she/they collected a 3-minute time bonus, then their overall time would be reduced to 87 mins.

A couple of other things to note about the time bonus controls: 1) they will have a lanyard hanging from the control that is easily seen from a decent distance; and 2) an orienteer may NOT collect more than one bonus. **If you are not part of the 12:00pm mass start**, you can run the advanced course (according to your handicap) on your own just as long as you are finished by 3:00pm, but **PLEASE DO NOT** take any bonus (lanyards) you happen upon.

Mass start races provide orienteers with several different and exciting challenges than they normally encounter during regular individual courses (such as following other orienteers—of course, if you follow someone you probably won't get one of the time bonuses!). So, we hope you'll join us at this fun and unique event.

Course Notes & Map Notes will be added to the website before the event, so please check them too!