

KeperDI's PK event instructions

Indoor orienteering is a precise task, so it is good to start by carefully reading the event instructions. By following these instructions, the event will be successful, and your performance will go smoothly.



Time: rest day of the Fin5 i.e., Thursday 29 June 2023 from 16:00 to 18:00

Event center: Hervanta campus front lawn and in front of Tietotalo:

<https://goo.gl/maps/1n7CiWnvPZH2kgkQ7> (Tietotalo is in the picture near the info and the front lawn in front of it)

Arrival: Take the tram to [Hervantasekus](#) stop, from where it is 450 meters to the event center. You can also easily get to Hervanta by bus from almost everywhere in the Tampere area ([route guide](#)). For those arriving by car, parking is available in Hervanna's public parking spaces, for example shopping center Duo.

Here's how to act on the spot: When you arrive at the venue, go to the event info, it can be found at the exit of the Tietotalo (picture). In Info, you can register, pay and, if necessary, rent an emit card for timing. Register your emit card in the info before you leave. If you have extra stuff, you can leave it at the info or take it to the university's storage lockers. If necessary, you can warm up outside before leaving to the start. The start is on the ground floor of the Kampusareena just inside the entrance closest to the information. At the entrance it says Kampusareena above and library next to it (the picture below will help you find it, lähtö = start). See the instructions for the start in the next section. After you've reached the finish line, go to the results service to register your emit card so you can get a time. You can find the results service next to info. After that, you can try another course by going through the info.



Start: Free start between 4 and 6 p.m. When you get to the start, take the map from your courses bucket, and wait for your turn to start. The departure official monitors that the start interval remains long enough. You can also ask the official for advice on the orienteering itself if it's your first time at an indoor orienteering event. To start, put the emit card in the zero stamp and wait for five flashes. When you remove the emit card from the stamper, your time starts, and your performance begins. The goal closes at 18:45. So leave early if you know it might take you longer.

Timing: The event uses the emit stamp. Participants use their own emit cards, but rental cards are available for €3. Timing is not mandatory, say in the info and results service if you want to go indoor orienteering without timing.

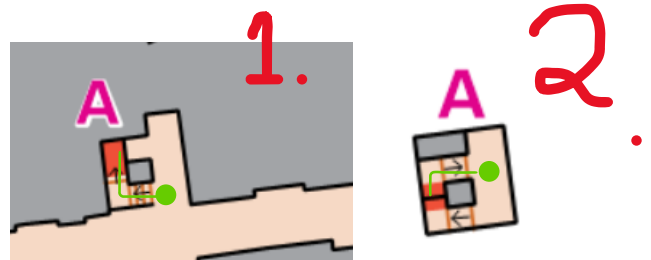
Map and terrain:

Indoor orienteering map markers used on the map:

Karttamerkit / Legend	
	Portaat / Stairs - nuoli osoittaa noususuunnan / arrow points up - kerroksen vaihto punaisen kohdalla / change level on red
	Kiinteä pöytä / stationary table
	Kaappi, hylly / Locker, shelf
	Suuri kiinteä sohva tms. / Large seating furniture
	Juoma-automaatti / Vending machine
	Aita (ylittäminen kielletty) / Fence (not allowed to cross)
	Ulkoseinä (ylittäminen kielletty) / Outside wall (not allowed to cross)
	Sisäseinä (ylittäminen kielletty) / Inside wall (not allowed to cross)
	Pylväs / Pillar
	Suljettu rakennuksen osa (ylittäminen kielletty) / Closed area of the building (not allowed to cross)
	Pieni puu tai kasvi / Small tree or plant
	Kielletty alue / Forbidden area
	Printeri, muu erikoiskohde / Printer, other special object
	Kevyitä liikuteltavia penkkejä, pöytiä yms. ALUE, ei tarkkarajainen (sallittu ylittää) / Mixed non-organised goods. AREA, no exact boundaries (allowed to cross)
	Lattia / Floor

Only fixed furniture is depicted on the map with its own symbols. Easily movable furniture is depicted with an area symbol (darker brown). The scale of the map is 1:1600. The map is freshly drawn and made for the event. Printing 06/2023.

There are many doors in the terrain. If the door is closed on the map, you must not go through it. Permitted doors are left open on the map or not marked at all. The organizer tries to open all the doors that can be passed through. However, to avoid confusion, the doors are color-coded on the terrain with labels: green = permitted door and red = prohibited door. So, if you come across a closed door with a green tag on it, you can open it. If there is a red tag on the door, the door must not be opened. Some of the stairs are heavily used on several tracks. Be careful in them and follow right side traffic. There are prohibited areas in the terrain, which are marked on the map. Be careful not to enter these areas. There are supervisors in the terrain who monitor that the map markers are followed.



Example of stairs: Each stairwell has its own letter. In the example, floor two can be reached via stairs A from floor one. When you go up the stairs A from floor one in the terrain, you arrive at a different floor on the map and your location on the map changes to floor two at the top of stairs A. The arrow shows the direction of the stairs going up, so going up from the first floor you end up at the top of the upper (in the picture) stairs A on the second-floor map. When you go up the stairs, you follow the green route on the map. Of course, the same principle also works when going downwards, in which case you travel against the arrows. The red color on the stairs represents the change of floor.

Control descriptions: There are no control descriptions. The controls have middle points and the codes can be found next to the control number.

Courses: The event offers three different courses: Fuksi (easy), Kandi (medium) and DI (difficult). The ideal times for the courses are about ten minutes, but no course has a time limit. However, please note that the

goal closes at 18:45. You can run many courses for the same fee, so if you are unsecure about your skills, you can start with an easier course.

Rules: The campus is normally open during the event. During the summer, employees and students still move around the university premises, so participants should take other people into account. Participants must move with such speed and intensity that no damage is caused to other people, campus furniture and structures. The courses design takes into account areas where there is a risk of harming others or university property. There are no prizes for the fastest finishers in the event, so proceed with caution.

Registration: Registration only on site in the event center info. Registration opens around 3:45 p.m. or shortly before 4 a.m.

Prizes: Prizes will be drawn among the participants of the event.

Price: The event fee is €15 for adults and €7 for under 18-year-olds. With one payment, you can run as many tracks as you want. So, if you are unsure of your indoor orienteering skills, you can start with the easiest course and then try more difficult courses.

Payment: You can pay by cash, card and mobilepay.

Footwear: Clean running shoes or shoes suitable for indoor sports. Studded shoes are strictly prohibited!

-KeparDI