

BULLETIN 3



ORGANISERS

MTÜ Aarain Team

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AARAIN

Estonian Orienteering Federation

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COMPETITION CONTACTS

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Event director: **Aares Fjodorov**

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Main contact person: **Paul Fjodorov**

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Estonian Orienteering Federation representative: **Elo Saue**

EloSaue@gmail.com

Timing and registration: **Priit Nurmoja**

Priit@aarain.ee

Course setting: **Mait Tõnisson**

Competition inspector: **Lauri Sild**

LOCATIONS

EVENT CENTER & ACCOMMODATION

Pühajärve Basic School
(Pühajärve Põhikool)
Sihva küla, Otepää vald
Valgamaa 67301
58.012769, 26.436492

Pühajärve Spa & Holiday Resort
Pühajärve, Pühajärve küla
Otepää vald, Valgamaa 67414
58.04717, 26.46353

MODEL EVENT

Vilaski, Vilaski küla
Valga vald, Valgamaa
57.83696, 26.16867

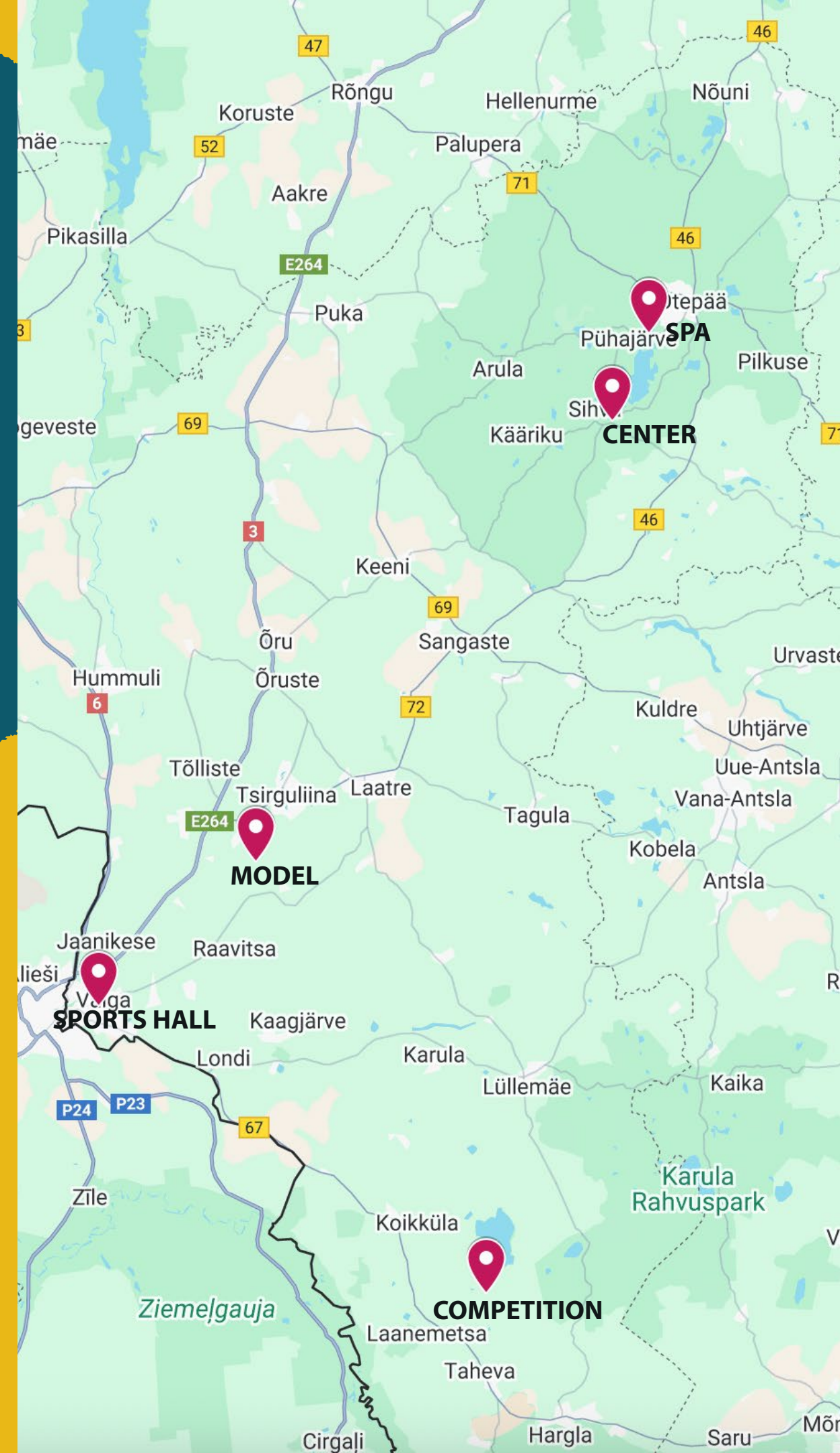


VALGA SPORTS HALL

Julius Kuperjanovi 35, Valga 68207
57.77883, 26.04981

COMPETITION ARENA

Oore, Liivakarjääri, Laanemetsa küla,
Valga vald, Valgamaa 68013
57.663534, 26.340969



PROGRAMME

FRIDAY 24 October	15-17	Model event
	17-18	Check in at the accommodation
	18-19	Dinner at the accommodation
	20	Team leaders meeting
SATURDAY 25 October	7-8	Breakfast at the accommodation
	10	First long-distance start
	14-16	Lunch at Pühajärve SPA & holiday resort
	15-17	Swimming at Pühajärve SPA & holiday resort
	18-19	Dinner at the accommodation
	19	Submitting relay teams to the organisers
	19	Prize giving ceremony and evening programme
	20:30	Team leaders meeting
SUNDAY 26 October	7-8	Breakfast at the accommodation
	10	Start of relay
	12:30-13:30	Lunch at competition arena
	13	Prize giving ceremony
	13:30	Showering in Valga Sports Hall

MODEL

Model event is provided on Friday evening on Vilaski map. Maps are provided in model event start. Countour interval in Vilaski will be different than in Oore.

VILASKI

2025

Mapper: Madis Oras

Scale: 1:15 000

Contour interval: 2.5 metres

ACCOMMODATION

Teams are placed into classrooms. There will be organisers at the accommodation who will take care that teams will find their classrooms.

Further information about accommodation requirements will be given on site by organisers.

TEAM LEADERS

Team leaders' meetings are held on Friday and Saturday evening in competition centre.

Organisers will provide slides with additional information that is not described in Bulletin 1 or 2.

Bibs for both, long distance and relay, will be given out during team leaders meeting. You must have safety pins for bib.

TIMING

SportIdent timing system is being used. We require participants to use contactless SIAC timing chips.

It is possible to rent a chip from organizer. Rental of chip will cost 2 euros per day.

CLASSES AND PARTICIPANTS

Long distance

There should be no more than seven runners in each class.

Class	Length (kilo-metres)	Number of control points	Class	Length (kilo-metres)	Number of control points
W16	5,1	9	M16	6,8	12
W18	6,0	10	M18	7,9	14
W20	8,4	14	M20	9,6	15

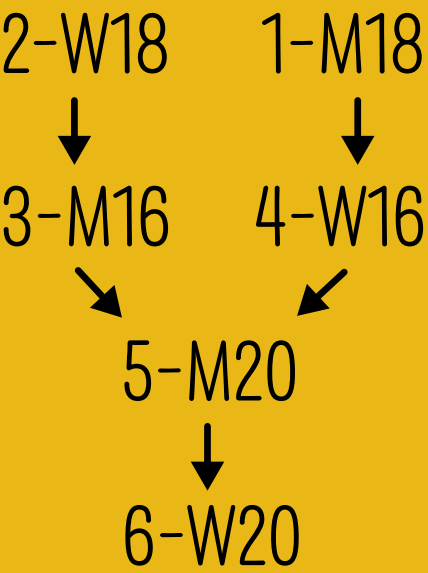
Relay

Each team consists of **six runners**, one from each of the classes.

- W18 and M18 start at the same time.
- W18 changes to M16 and M18 changes to W16
- M20 do not go out until both W16 and M16 have been received for change.
- M20 changes to W20

Class	Length (kilo-metres)	Number of control points	Class	Length (kilo-metres)	Number of control points
W16	3,4-3,5	11	M16	3,6-3,7	13
W18	3,9-4,2	17	M18	4,9-5,0	17
W20	4,5	15	M20	5,8-5,9	17

Relay legs are numbered as shown below:



Mixed and not full teams are allowed to start.

MAP AND TERRAIN

Oore, 2025

Scale:

1:15 000 long

1:10 000 relay

contour interval is 5 meters

Map maker and course master is Mait Tõnisson on both days.

OLD MAP

Mapmaker's description of terrain

The terrain is mostly pine forest, but there are also patches of spruce and birch woods. There are many clear-cuts and young stands of very different ages, which have been mapped according to runnability and visibility, using almost all symbols related to runnability and visibility.

Blowdowns are mapped with symbol **407 Vegetation:** slow running, good visibility. Blowdowns in the forest are difficult to pass through, while those in open and semi-open areas are more runnable than the ones in the forest. Smaller blowdown patches are also mapped with symbols **408** and **410**.

Symbols **410 Vegetation:** fight and **409 Vegetation:** walk, good visibility are showing not passable places. There are not many of those on the terrain.

Reflection of runnability and visibility on map will be a bit misleading in some parts of the map as many leaves have already deciduous thickets have already lost their leaves. This has improved both runnability and visibility. Young stands of pine, however, remain dense.

There is only a little of micro-relief. The terrain, especially the terrain of long distance, mainly consists of hills and valleys up to 30 meters high.

Wide forest extraction tracks are mapped with symbol **504 Vehicle track**. Freshly made forest extraction tracks aren't mapped.

To make map easier to read, there won't be **706 Finish** on maps on both days. Marked route from last control point to finish is roughly **125 metres**.

Special symbols



115 Prominent
landform feature –
Pile of Branches



530 Prominent
man-made feature –
Small Hunting
Stand



Comments by competition inspector Lauri Sild

The map is new and precise, but rather generalized.

Keep in mind that the contour interval is 5 m!

Vegetation mapping on a map is always a range of runnability. Expect a wide range of runnability even in “white” or “green” parts. Some “whites” are slower than others and some “greens” are faster than others.

Windfall may and will affect route choices, try to avoid as much as is sensible, especially the denser ones.

Extensive logging has been done in recent weeks in some parts of the terrain and therefore many new quite prominent tractor/harvester tracks are in the terrain. Only some isolated ones are mapped, the rest are not, to maintain map legibility.

The courses are physically demanding and will also test your mental strength. Remember, it is a long distance, so pace yourself. The terrain may throw “sticks and stones” at you, but don’t give up!

Make a plan especially on longer legs before you set off from the previous control.

In the relay, there are many controls quite close to each other, so be precise, focus on the task and don’t forget to check the control codes!

START

Long distance

Start is located in competition center.

It is possible to warm up on gravel road that's about 3 kilometres long.

+3-minutes SI-card clear and check, entering to first start box, SIAC test in first start box

+2-minutes control description

+1-minute wait for the map

Start take map

Relay

Map is given while entering to start area. If wrongful change (e.g. M20 does not wait for both M16 and W16) is made competition officials will not interfere, and team will be disqualified.

Competitors also have to make sure that map taken correspond to their bib number and leg.

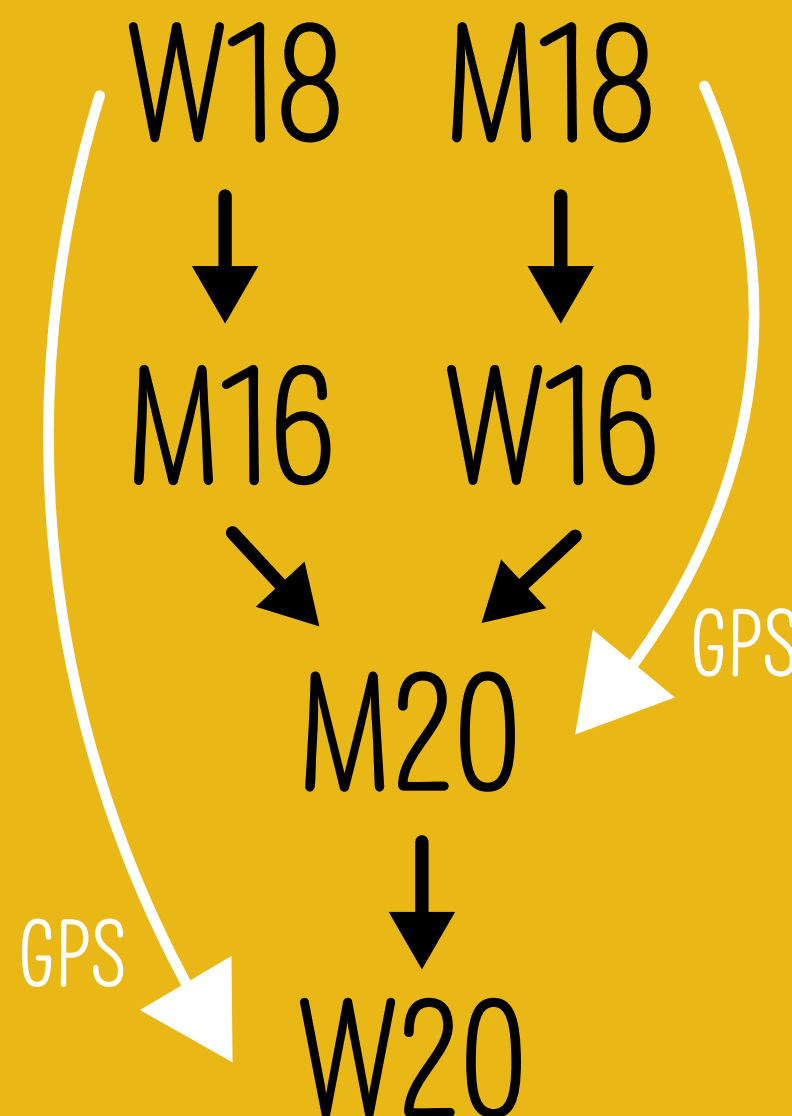
GPS

Long distance

GPSs are provided to the first start group (the best) competitors of all classes and teams.

Relay

On relay first teams of all country teams will get GPSs. GPSs during relay need to be passed according to certain scheme – M18 passes GPS to M20, W18 to W20. M16 and W16 can keep their GPSs.



SATURDAY EVENING PROGRAMME

Each team is invited to prepare a short evening programme for Saturday. Evening programme will take place straight after award ceremony in Pühajärve Basic School.

TEAM COMPETITION

The **top 18** for each country/district from all classes in the individual competition, along with the three best results from the relay, are added up to form an overall time. The country/district with the highest points is the winner of the team competition.

Points in every class (also in relay) are calculated as follows:

$$\text{Points} = \frac{X_n}{X_w} * C$$

where:

X_n - Result of the runner or team (in relay)

X_w - Result of 1st place in class (for long distance) or 1st team in relay (for relay competition)

C - coefficient, 100 in long distance; 600 in relays

REGISTRATION AND FEES

Please send your billing information to organizers via email after registrations:

team@aarain.ee

RULES

Competition is organised according to [Estonian Orienteering Federation competition rules](#)

In addition, IOF rules apply.