

親子定向賽 Family Orienteering

賽例：大會將派發簡單之地圖，在指定時限內(以大會公佈時間為準)，找出合適的檢查點，將檢查點上的地點找出及到達，找出檢查點上的答案，進行其間必須全組一起同行，否則大會將有權取消其參賽資格。跟據大會指示，在限定時間內，以最快時間和完成最多檢查站者為之勝出。

Regulations: The participants will be distributed with easy Map, within specified Time Limits (to be announced and confirmed by the organizer), to find and locate checkpoints and complete the challenge and answer, WHOLE team must stay together during the race. **(Any non-compliance will lead to disqualification)** The **fastest team with accurately** location of maximum **number of check points** will be a winner.

注意事項:

1. 安全、安全、安全.....!
2. **必需要**跟從次序到達檢查點
3. 活動其間必須全組一起同行，在 **5 米乘 5 米**視線範圍距離下進行比賽，家長務請照顧同行幼童。
4. 到達每一個檢查點，**每一位隊員**也必需打咭。
5. 大會工作人員將在比賽範圍內巡邏，如發現違規者；如：分頭行事，離開得太遠，破壞打咭裝置等。將給予口頭警告，違規達三次者將被**取消資格!**
6. **請勿進入**泳池、機房...及工作辦公室。
7. **請勿橫越**任何馬路。
8. **請勿攀爬**任何營地設施。
9. 必須全組一起返回終點打咭，**成績才算有效!**
10. **過時隊伍**將被扣每一分鐘減一個檢查點，如此類推。不到一分鐘亦當一分鐘計算。
11. **請勿破壞**營地內之任何設施，花草樹木。
12. 完成比賽後，**請確保**交回電子記錄咭及運動手帶予大會。
13. **貼士：**觀察細微!

Precautions:

1. safety, safety, safety ...!
2. **Must** follow the order go to checkpoints.
3. During the event, you must go all the team together to compete at a distance of 5 meters by 5 meters. Parents should take care of their children.
4. At each checkpoint, each team member must dip the card as well.

5. The staff of the conference will patrol within the competition area, if found to be offenders; such as acting separately, leaving too far, destroying the card device, etc. Will be given warning, illegal up to three times will be disqualified!
6. Do not enter the swimming pool, engine room ... and working office.
7. Do not cross any main road.
8. Do not climb any campsite facilities.
9. must be returned card device to the event staff, the result is valid!
10. Latest team will be deducted every minute minus a checkpoint, and so on. Less than a minute count as one minute.
11. Do not damage any facilities in the campsite, flowers and trees.
12. After completing the competition, please ensure that the Electronic Record Card and sports bands are returned to the event staff at finish point.
13. Tips: observe subtle!