The Wtoc organizing Committe and the TrailO Commission are glad to invite you to take part at Relay in PreO: a demonstration of a new format of a Team competition, planned just after the World Trail Orienteering Championship, before the Woc relay.

Assembly and competition area:	Lavarone, at the lake. Not far from competition area, around 2km.
Entries:	Entries are open, no limit. People are welcome to try.
	Every team should have 3 competitors.
	Single entry are accepted, we will put them together to teams.
Entries deadlines:	Wedsneday 9th July – h 19:00 – at the Wtoc Office
	We kindly ask teams interest in taking part to enter directly at their arrival in Lavarone for the accreditation
Entry fee:	Euro 10,00 /competitor
Map:	Lavarone lake – 1:5.000 ISOM
Course planner:	Giuliano Michelotti ITA
Controller:	Lennart Wahlgren SWE
Starting time:	h 9:00 a.m. mass start for the first team competitors
Competition timing system:	punching start (only competitor on 1^ leg) and finish (only competitor on 3^ leg) using SIcard.
Hand over:	the first and the second competitors of the team, when have solved their control points, must hold their punching card and pass the map, the SIcard and the other punching cards to their next teammate, then they'll go to the timed controls.
Quarantine shall be arranged:	all the competitors must comply with the organizers' provisions.
Competition rules:	according to the suggestions of TrailO Commission, the course planner has decided to propose the format written below.

Format for relay demonstration in WTOC 2014 in Italy

1. The team shall consist of three competitors.
2. The three legs of the competition shall be forked.
3. There shall be a mass start for the competitors on leg 1.
4. In addition to the controls on the course all three competitors also have 2 timed controls in only one control station.
5. The timed controls shall be the same for all three competitors and shall be taken after the controls on the course.
6. Each competitor of the relay can solve 8 ± 1 control, as in this example with 24 controls:
a) The competitor on leg 1 has to solve 7 or 8 or 9 controls (any of the 24).
b) The competitor on leg 2:
- *has to solve 8 or 9 controls (any of the remaining 17) if the first competitor has solved 7 controls;*
- *has to solve 7 or 8 or 9 controls (any of the remaining 16) if the first competitor has solved 8 controls;*
- *has to solve 7 or 8 controls (any of the remaining 15) if the first competitor has solved 9 controls.*
c) The competitor on leg 3 has to solve the remaining controls.
7. There shall be a maximum time for all three legs together. That time is based on minimum distance a team has to use. The maximum time can be freely used in between the three members of the team.