

TempO Online Races Ultimate Series (TORUS Cup)



TempO Online Races Ultimate Series (TORUS Cup) is an international online cup in Trail Orienteering (TempO format). From the situation in 2020 when real-life events were restricted in most countries, the idea of this universal online TempO cup was born. It provides a platform for organising TempO events with less pre-event work and for athletes to keep on training and/or competing for fun.

The Cup is organised in a web application TempO Simulator created and managed by Libor Forst: <http://temposim.yq.cz>.

The Cup website address is <http://torus.yq.cz>.

The TORUS Cup has usually several seasons/series a year. Currently they are divided into two classes, A(advanced) and B(basic) according to the difficulty of the tasks, to give all competitors a chance to enjoy it depending on their level, knowledge, speed and experience. All competitors can decide for themselves which is the appropriate class for them, in their profile in the Simulator.

Participation rules:

- All competitors need an account on the TempO Simulator page; for registration visit <http://temposim.yq.cz/profile.cgi>. Contact address in case of problems: temposim@yq.cz.
- A person may only have **one personal account** in the TORUS Cup. The use of **real civil names is mandatory**. Violation of this rule can lead to **blocking accounts and removing results**.
- **Web client anonymizers must not be used** to take part in the TempO Simulator.
- People who do not want to publish their names can take part in free trainings. Free trainings are available to registered competitors as well.
- Each athlete is free to choose a class at any time; however, he/she can only compete in one race in one Torus series (regardless of its class) in one day.

General rules:

- Each event is open the whole day, starting from 00:00 at night and closing 23:30 (Central European Time, UTC+1 / at summer UTC+2).
- Athletes shall exercise **fair play**. All participants shall behave with fairness and honesty.
- It is **strictly forbidden to communicate** about the course with other participants who have not finished the course before the event is closed –24 hours after the event opening.
- Before competing it is **strictly forbidden** to **gather information** about a race from competitors who already have started their race.

- Live-**streaming** of an event is **forbidden**, but a video stream of it can be published after the event is closed.
- Any pre-race information shall be published on the Simulator event page. **Giving any other information** about a course, as a competitor or an organiser, is **forbidden** before the event is closed.
- Violation of the rules may result in **disqualification** and **cancellation** of competitor's results.
- Results and solution maps are published on the TORUS website after the event is closed.
- Complaints shall be sent by email to the TORUS Executive Board (torus(at)yq.cz) no later than 24 hours after the results are published. The EB will solve the issues with organisers and publish the decisions on TORUS web page (<http://torus.yq.cz>)
- Any exceptions to these rules must be approved by the TORUS Executive Board and published on the TORUS web site and/or in pre-race information.

Cup programme and calculation of points:

- The Cup period time and schedule are announced before the first event of the series and published on the TORUS Cup and TempO Simulator websites.
- The Cup period usually consists of eight (8) events.
- The Cup points are calculated according to the same formula that is used in the CHIS cup, a TrailO cup in Croatia, Hungary, Italy and Slovenia (see the calculation on the [CHIS pages](#)). The only difference is in the B class where the points are reduced by 20 % (the winner gets 80 points).
- A specific number of the highest points of all events (usually approximately two thirds) are counted for each participant, and the participant who has highest total points at the end of the Cup is the Cup winner.
- The organizers (setter and advisers, no more than 3 people) receive a bonus score from their competition. Each organizer receives the same points as a competitor who placed in the race in a place that corresponds to the average placement of the organizer in the series.
- Besides the individual ranking, there are also club and country rankings. For a team's day result, the best 3 (for a club) or 5 (for a country) team member results are counted. A specific number of the highest day results are counted for each team.

Course setting:

- The [Competition Rules](#) for International Orienteering Federation (IOF) Trail Orienteering Events apply to the course setting, especially the chapters 15, 16, 18 and 24, as long as they do not conflict with the conditions of the online platform or the TORUS Cup event rules.
- The quality of events should be equal to a TempO competition in real life.
- All events must have an Adviser, who checks the tasks in advance, especially their fairness, solvability and suitability for the category.
 - The Adviser does not need the status of IOF Event Adviser.
 - The organiser may appoint the Adviser, or ask the TORUS Executive Board to find one.
- Events are organised in a real photographed terrain, or in a virtual reality simulated terrain. The course setter shall take into account the limitations imposed by converting 3D terrain into 2D photography and displaying on the computer monitor.
- The events shall be new, not old TempO events, but the terrain can be the same as in some earlier TrailO event, with new views and tasks.

- The map must be an orienteering map (ISSprOM2019 / ISSOM2007 / ISOM2017 / ISOM2000).
- Map scale shall be 1:4 000 or 1:3 000.
- The Setter must have a permission from the map owner to use the map for the race.
- The number of stations shall be 5–8 and the number of tasks at each station shall be 5.
- The number of flags shall be six (6) at each station.
 - Flags can be put and photographed in the terrain or drawn afterwards.
 - If the flags are virtually added or drawn, the perspective must be taken into account so that the flag's size is relative to its distance. Drawing flags over trees or other features when the flag is located behind them shall be avoided. Special attention must be paid to the accurate placing of stick foots.
 - Marking the flags by vertical white, red or red/white (preferred) bars or arrows pointing to them, and placed above them in the picture, is recommended if they are horizontally close to each other, far away or otherwise poorly visible in low resolution.
- The timed control maps should be made with OCAD + [TiM](#) programs, if possible.
- The maps should include the area of flags with sufficient surrounding terrain, as well as the viewing point from where the scene was photographed. In the case of long-range controls, it is more important to show the surroundings of the flags than the viewing point. However, the map of the first task of each station shall include the viewing point.
- The pictures shall be clear and include the relevant map-reading objects. Intentional hiding some features is acceptable only if there are enough reference objects, since competitors have limited possibility to see the features surrounding them. This is important particularly for long-range controls.
- Panoramic pictures may be used in order to include more reference objects for competitors, but it is essential that the panoramic angle remains close to 90 degrees. 180 degrees is usually too wide for understanding the map; also, check the quality of such pictures, namely any distortion at both sides. Viewing angles over 120 degrees shall be noted in the pre-race information.
- See the detailed instructions for image, maps and other event data preparation and upload on <http://temposim.yq.cz/prep.html>.
- The tasks should be easy to solve in image format, avoiding very long-distance controls; the task level should be appropriate to the class.
- Zero controls are possible and the zero tolerance shall be defined.

Welcome to the TORUS Cup! Enjoy the events!

TORUS Cup Executive Board

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