

HYBRID modus :

1x RACE TO GOAL ("F" for fix TPs)
+
1x SCORE RACE ("O" for optional TPs)

HYBRID+ modus :

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+
1x SCORE RACE ("O" for optional TPs)
+
1x SCORE RACE ("A" for optional TP)

Description of types of TPs :

- "START"
- "F" TPs (3 to 5x)
-> all need to be done
-> have to be checked in a specific order during the race time
- "O" TPs (0 to 7x)
-> can be checked just one time each, during the race time
-> no specific order
-> will only count at the end if every "F" TPs are checked
- "A" TP (max 1x)
-> can be checked during the race time just if all "F" & "O" TPs have been checked before
-> Available juste at D1 & D2
- "GOAL"

Points per TP types :

	START =	100 pts	(base 100%)
	F =	100 pts	(in this example factor 100% of base)
①	O (D1&D2) =	50 pts	(in this example factor 50% of base)
②	O (D3) =	40 pts	(in this example factor 40% of base)
	A =	80 pts	(in this example factor 80% of base)
	GOAL =	100 pts	(in this example factor 100% of base)

Day scoring :

- > Mandatory : **START, F & GOAL** -> Added
- > Free : **O & A** -> Added
- > The day ranking is based on the points scored (not the number of TP), if equal, the shortest time is ranked first
- ③ -> To late at **GOAL** 0 → =<14:59min -> **START + F + O + A, no GOAL** pts, effective time
- ④ -> To late at **GOAL** >14:59min -> **START, no F, no O, no A, no GOAL** pts, max time +30min
- ⑤ -> If another mode of transport is used -> **START, no F, no O, no A, no GOAL** pts, max time +30min
- ⑥ -> One or more **F** missing, **GOAL** at time -> **START, F** executed, no **O, no A, GOAL** pts

TOTAL scoring :

- > The final ranking is based on the points scored (not the number of TP)
- > Time is added up over the 3 days (+ penalties). If equality, the shortest time is ranked first
- ⑦ -> One day or more missing (not at start) -> Ranked after less missing days, with points first, then time