

**DEESIDE ORIENTEERING CLUB**  
**Thursday July 12 2018**  
**Summer Evening Sprint Event**  
**VERDIN PARK, NORTHWICH**  
**(New Area)**

**VENUE:** The Event Centre is the Sir John Brunner pub Post code / grid reference: MR SJ 741653 / CW8 4DA.

**DIRECTIONS:** The pub and Verdin Park are located in the Winnington area of Northwich, accessed off the A533. From the N and NW join the A533 at its junction with the A49 at Dones Green (MR SJ 775606) and follow it through Barnton, turning R over the swing bridge (traffic lights). O signage after this point. From the S and E approach through Northwich, following the one-way system to turn L at the foot of Winnington Hill (MR SJ 738656/O sign).

**PARKING:** is at the pub. On entering the car park keep to the left of the pub, and go down a ramp to a lower car park area at the back of the building. Please park as closely as possible and when this area is full park on the left side of the pub.

**EVENT STRUCTURE:** Conventional Yellow and Orange courses for beginners. Two 2-part sprint classes for the rest.

**WHAT THE SPRINT COMPETITOR GETS:**

Two sprints, each with a fastest time of the order of 10 minutes, with a 'time out' (like you would have for a road crossing, but without a maximum time set) between the two. The courses can be run in either order. The overall result depends on the total time (although times for the separate courses will also be published); download only once, after the second course.

Arriving at the start, you join the queue (if there is one) for your class. Clear and check at the head of the queue. The electronic start clock will be running, just to help runners keep themselves a minute apart: when it beeps, punch 'start' and pick up a map ('Odd' if starting on an odd minute, 'Even' if an even minute, to help spread people out – though it's not a problem if you pick the wrong one).

At the end of your course, punch 'finish'. Do not go to download.

When ready to run your second course, re-join the queue. This time, you **MUST NOT** clear and check (otherwise you will wipe out your first run). Don't bother waiting for an odd/even time – just take the next available time. When you start, don't punch the start (if you do, it won't beep: the box will not respond because your first start is still active); take the map for the other course and go. The time-out lasts until the first control.

At the end of your course punch 'finish' and download.

**COURSES:**

	Approx. length (km)	No of controls	Difficulty
League Class E Yellow	1.8 km	18	Beginner
League Class D Orange	2.3 km	18	Medium
League Class C Short Sprint	1.8 km /2.3km	15 / 14	Hard
League Class A/B Long Sprint	2.6 km / 2.5 km	15 / 14	Hard

**MAPS:** will be pre-printed on waterproof paper. Size: A4  
Scale: 1:4,000 5m contours.  
Control descriptions are printed on the map, separate ones will not be available.

**ELECTRONIC PUNCHING:** SI electronic punching will be used, Siac will not be in use. Please note that the Long course has 29 controls. Series 5 SI cards will display 30 controls but can also hold an extra 6. Series 8 will only hold 30 so if you mis-punch your courses will not register as complete. You may borrow a series 5 for no charge.

**TERRAIN:** the Park is traffic free but divided by a securely fenced railway line crossed by an overhead bridge. The W side is flat while the E side is largely flat but has a steep slope falling the edge of the area. There is a small dog walking pound in this [part which is OOB.

**REGISTRATION: From 5.30 to 6.30pm.**

Registration and download will be in the pub using the back entrance accessed by stairs from the car park

Please fill in an entry form and hand to the registration team with your fee.

Vouchers for SI e-card hire are obtained from registration and then presented at the e-card hire table.

**FEES:**

Juniors £2.50

Senior £4.50

SI card hire £0.50 Lost SI card £30.00

**TOILETS:** Are in the pub.

**START TIMES: 6.00pm until 6.45pm** for the first sprint.

**START LOCATION:** 200 metres from registration. Partly a narrow footpath along the main road – please take care and supervise children.

**FINISH:** Download is in the pub. Please use back or side entrance and remove spikes/muddy shoes.

**COURSES CLOSE:** at 7.45pm. If all pre-printed maps are used, maps will be recycled. In this case please be prepared to give up your map at the finish. If you want a copy of your map please leave your name and details at registration.

**SAFETY:** All competitors take part at their own risk.

**REFRESHMENTS:** The Sir John Brunner is providing us with parking and admin facilities without charge. Use of their food and drink facilities would obviously be appreciated, and may ensure availability for future events. Details are on their website:  
[greeneking-pubs.co.uk/pubs/cheshire/sir-john-brunner/](http://greeneking-pubs.co.uk/pubs/cheshire/sir-john-brunner/):

**INFO:** For the latest information check:

<http://www.deeside-orienteering-club.org.uk/events/club+events.htm>

**OFFICIALS:**

Planner: Iain Bell (DEE)

Controller: John Brammer (DEE)

Organiser: Barry Barnes (DEE).

For enquiries re the event and entries - [barryb2175@gmail.com](mailto:barryb2175@gmail.com)

**RESULTS:** will be posted on the Deeside website as soon as possible after the event.

# IOF Sprint Orienteering Map Symbols

## Land forms

	Contour
	Index contour
	Form line
	Slope line
	Contour value
	Earth bank
	Small earth wall
	Erosion gully or trench
	Small erosion gully
	Small knoll
	Small elongated knoll
	Small depression
	Pit or hole
	Broken ground
	Prominent land form

## Water and marsh

	Waterhole
	Impassable body of water <i>(forbidden to cross)</i>
	Passable body of water
	Passable small watercourse
	Minor watercourse
	Narrow marsh
	Impassable marsh <i>(forbidden to cross)</i>
	Marsh
	Indistinct marsh
	Small fountain or well
	Spring
	Prominent water feature

## Rock and boulders

	Impassable cliff <i>(forbidden to cross)</i>
	Gigantic boulder or rock pillar
	Passable rock face
	Rocky pit
	Cave
	Boulder
	Large boulder
	Boulder field
	Stony ground
	Open sandy ground
	Bare rock

## Technical symbols

	Magnetic north line
	Registration marks
	Spot height

## Man-made features

	Urban unpaved footpath or track
	Non-urban unpaved footpath or track
	Small unpaved footpath or track
	Less distinct small path
	Narrow ride
	Bridge
	Railway
	Tramway
	Power line, cableway or skilift
	Major power line
	Underpass or tunnel
	Passable stone wall
	Passable wall
	Impassable wall <i>(forbidden to cross)</i>
	Passable fence or railing
	Impassable fence or railing <i>(forbidden to cross)</i>
	Crossing point
	Building <i>(forbidden to cross)</i>
	Canopy
	Pillar
	Area with forbidden access <i>(forbidden to cross)</i>
	Paved area
	Step or edge of paved area
	Passable pipeline
	Impassable pipeline <i>(forbidden to cross)</i>
	High tower
	Small tower
	Cairn, memorial, small monument or boundary stone
	Fodder rack
	Prominent man-made feature

\* It is forbidden to cross these items. Competitors violating this rule will be disqualified.



## Vegetation

	Open land
	Open land with scattered trees
	Rough open land
	Rough open land with scattered trees
	Forest: easy running
	Forest: slow running
	Undergrowth: slow running
	Forest: difficult to run
	Undergrowth: difficult to run
	Vegetation: very difficult to run
	Impassable vegetation <i>(forbidden to cross)</i>
	Forest runnable in one direction
	Orchard
	Orchard, one direction (e.g. Vineyard)
	Distinct cultivation boundary
	Cultivated land (seasonally out of bounds)
	Distinct vegetation boundary
	Indistinct vegetation boundary
	Prominent large tree
	Prominent bush or small tree
	Prominent vegetation feature

## Overprinting symbols

	Start
	Control point
	Control number
	Marked route
	Finish
	Uncrossable boundary <i>(forbidden to cross)</i>
	Crossing point
	Crossing section
	Out-of-bounds area <i>(forbidden to cross)</i>
	First aid post
	Refreshment point
	Temporary construction or closed area <i>(forbidden to cross)</i>