



Woodside (Crewe) Spunch - Tues 6 August - Final Details V2 - PLEASE READ

Summary

- Everything is at the Woodside pub, Valley Road, Crewe, CW2 8JU. Registration from 1730 to 1900. Start window 1745 to 1900 (we may allow earlier starts for the 90/120 min courses if we are ready!)
- If you are opting for the 60min course please do not start before 1800 (we do not want any finishers before 1900 - the last start time). If you are opting for the 120min course you must start before 1845.
- **Ample free parking on the pub car park or adjacent streets - but please car share if you can**
- **Take great care when arriving, parking & leaving - there will be runners, walkers and other vehicles around**
- On the MapRun app Select Event: **UK/Spunch/Summer24/Woodside 60 or 90 or 120** - Please do this at home or work or enroute before you come to the event - where you have wifi or a good data signal.
- **Make sure you have the MapRun app installed and your Smartphone/Garmin well charged**
- Food, drink and MapChat all available at the venue after you have finished.
- **No muddy shoes inside the venue please!**
- SpunchPix photo comp to win a pair of free entries to a future Spunch event
- Spot prize giving at around 2030 - you have to be back from your run and in the room to win!
- If you are new to Spunch events, please read ALL the details - they will help you! If you are an experienced Spuncher then you can skip the last two pages.
- At this event we have put a small red dot in the centre of each Spunchpoint circle on the map. This is particularly relevant at wider street junctions - it indicates which corner of the street junction to go to to get your SpunchBeep.
- If you are a newcomer or a walker, we recommend the longer courses 120min or 90min as these provide more time for you to get the swing of it, and see the best of the area.
- **The gates to Queen's Park are locked at 830pm - don't get locked in!**

The Golden Rules

- **All participants take part at their own risk. Parents, guardians are responsible for accompanying children and / or dogs.**
- **Think Safe - Stay Safe - especially around traffic, ROAD CROSSINGS, animals, other runners, walkers, cyclists and water hazards.**
- **If you are running / walking with juniors under 18, please keep them safe too!**
- **Wear footwear with decent grip (metal studs not necessary) - dress appropriate to weather**
- **You may encounter some small patches of nettles or brambles**
- **You must report to the finish after your run so that we know you are back safely**
- **You must finish by 20:45 - before we call the rescue services!**
- **Stay only on permitted routes & respect private property - don't trespass, don't cross walls or fences other than at stiles/gates or other allowable or marked crossing points. Close gates after you have passed through them**
- **Don't go out of bounds (cross-hatched areas) or cross any hard boundaries as indicated on the map**
- **Anyone found to be deliberately and illegally short-cutting, or climbing fences or walls, will be docked at least the value of 2 checkpoints (minus 40) for each transgression and may face disqualification (INTRODUCTION OF NEW RULE)**
- **Don't go within 25m of the Finish until you are actually ready to finish!**
- **Please read at least the section on Safety & Reputation**
- **There are a couple of fields with cows / cattle and a placid bull in - these are marked on the printed map and can be avoided if you wish**

Event Centre

Parking, toilets, registration, start, finish, food and drink are all at the Woodside pub, Valley Road, Crewe, CW2 8JU.  Woodside What3Words [rods.frosted.slams](https://www.what3words.com/rods.frosted.slams) It is easy to find using GoogleMaps or similar, and will not be signed

Travel & Car Parking

All car parking is either on the pub car park or on adjacent streets. If you are running late don't panic - we will give you a late start within reason!

Please share transport if you can, arrive early and park legally, courteously and safely.

Bikes: Bikes can be locked in a quiet area outside the venue (at your own risk).

Public Transport: Crewe Station is about 3k away. A 10 min cab ride.

The Map

The event uses a 1:10,000 waterproof A3 map. 1cm on the map = 100m IRL. The map for this one is a hybrid OOOS map - part OpenOrienteering map for the Parkland & Urban areas in the east and part Ordnance Survey (OS) Explorer for the countryside in the SW.

The 99 Spunchpoints (checkpoints/controls) are pre-marked with circles; the start is marked by a triangle; the finish is marked by a double circle. In some areas, where there is a higher density of checkpoints, faster runners may find that your rate of scoring exceeds the penalty rate - but is it worth the risk of staying out longer?!

Safety & Reputation

Roads / traffic – The course has been planned to avoid use of long sections of road where there is no pedestrian pavement or where traffic levels or speed present a more significant risk. Nevertheless some of your course may be on roads or streets with varying traffic levels.

You may cross the busy A530 and / or A534 on your course. The map is clearly marked with the word "CARE" at the obvious and best crossing points. **PLEASE TAKE GREAT CARE CROSSING THESE ROADS - CHECK AND DOUBLE CHECK IN BOTH DIRECTIONS BEFORE CROSSING.**

Other more minor roads and streets do not always have a pedestrian pavement. Please take great care at all times when using or crossing any roads and be ready to move off the road if needed. **Be especially careful in the surroundings of the event centre and on Valley Road near the start and finish where there will be others both in vehicles and on foot. DO NOT TAKE RISKS AROUND TRAFFIC.**

Other visitors & locals – Please give way to horse riders, off road motorcyclists, cyclists, other runners and walkers and their dogs - all popular in this area. If you meet other competitors, members of the public or land owners (particularly around farm buildings and locals' homes) please behave with courtesy.

Livestock - there is livestock in some of the fields including cows, cattle, sheep and horses. In all cases be prepared to pass wide and slow around livestock. **There are a couple of fields with cows / cattle and a placid bull in - these are marked on the printed map and can be avoided if you wish.** The course setters have passed through the fields concerned unhindered, remarking that the bull appears content with his herd of cows.

Dogs - If you wish to bring a dog, then please keep your dog on a lead and under close control at all times and clean up any mess. Please do not allow your dog to spook any livestock.

Trail Conditions - Some of the paths can be slippery/muddy especially when wet and there are some short steep banks. We recommend trail shoes with good grip; metal studded shoes are not necessary. You are likely to encounter mud! A few of the footpaths may have some small patches of nettles.

Water Hazards - There is a large lake in Queen's Park, and you are likely to run along the Gresty, Wistaston and Valley Brooks. **There is no requirement to cross any water other than by the bridges. Do not attempt to cross the water other than on bridges. This is a safety matter. Anyone found to be crossing a water course other than by a bridge will be disqualified.** Please also take great care of your children and / or dogs around water.

Golf Course - Your route may follow the perimeter of the Crewe Golf Course. The golf course is out of bounds and marked as such on the map. Stick to the paths around the golf course in order to avoid being struck by a golf ball (or golfer!)

Weather – the current forecast is for a warm, sunny and dry evening with temperatures around 18degreesC. Please consider sun protection and hydration. **Conditions can change quickly so please plan to dress accordingly and carrying a warmer layer and / or a waterproof and windproof top is always recommended.**

Stick to the rights of way & legal crossing points - Please do not go off the permitted paths, tracks, access land and lanes and **under no circumstances should you trespass or cross fences or walls other than at easily recognised crossing points.** Take great care at the stiles some of which are in a poor state of repair and can be a little rickety. Close gates after you pass through them. Always observe the [Countryside Code](#)

Under 18s must be accompanied by a parent/guardian

Please carry a mobile phone for safety - The emergency phone number is Andy Thornton on 07751 932749. This is shown on the map. Please put this into your phone. It can be used if you are lost / injured / need to be recovered or to report any other situations requiring urgent attention.

You must report to the finish at the end of your run so that we know you are back

Food & Drink

There is an extensive range of food and drink to suit different tastes, dietary requirements & budgets available in the pub from the standard menus. Tables are available both indoors or in the large outdoor area (fingers crossed for nice weather!)

As the kitchen closes promptly at 9pm you are advised to pre order food at the bar before going for your run IF you are likely to be back after 815pm. If you are going to be back before 815pm then you will be able to simply order your food after you have returned from your run / walk.

SpunchPix Photo Comp - Win free entry to a future event

We like to see pics of smiley people with maps in the great outdoors! Especially at beauty spots, high points, quirky locations, sculptures or other notable landmarks. Selfies, posed pics, fun and humour especially well received!

Any pics WhatsApp'd (07751932749) or emailed (1andythornton@gmail.com) to Andy within 48hours of the event will be considered for the SpunchPic of the day photo comp. The SpunchPic of the day photo taker will receive a pair of free entries to a future Spunch event of their choice. Get snapping!

Acknowledgements

Big shout outs to:

- Gemma & the staff at the Woodside for hosting & feeding us
- South Cheshire Harriers for supporting the event - especially to Rachel Jones and John Booth for their work in setting and checking the course and preparing the map.
- All the other helpers involved in making these events possible both in advance and on the day (you know who you are)

That's all - see you tomorrow / Tuesday!

Andy Thornton - Events Co-ordinator

Rachel Jones & John Booth - Course Setters

ps. Next Spunch events (entries now open on SiEntries via links)

[Tues 13 Aug - Ipstones Near Leek - from The Old Red Lion pub](#)

[Tues 20 Aug - Disley & Beyond - from The Rams Head](#)

More details and entry links to follow soon for this one:

Wed 28 Aug - Frodsham Town & Country - from Frodsham Community Centre

You must report to the finish at the end of your run so that we know you are back

NEW TO SPUNCH EVENTS?

If you are an experienced Spuncher then you can probably skip the rest. If you are a newbie or less experienced then please read and digest!

Event Format

The event is a 60, 90 or 120 minute score event. You can choose whether to go for 60, 90 or 120 minutes when you "Select Event" on the MapRun app. There are usually around 60-99 checkpoints (Spunchpoints) – you visit as many as you can in any order within your chosen time limit. Each checkpoint visited scores you 20 points. There is a 10 point penalty for each minute or part minute that you are late back. It is rare that anyone will be able to "get the lot" even in 2 hours - but never say never!

There are no flags or markers at the checkpoints, and nor is there a description sheet as all checkpoints are at, on, or very near to a self-evident feature (e.g. junction, footbridge, etc) on the map.

You must stay on the rights of way and other permitted routes as shown on the map - you must not take "illegal" short-cuts or trespass across fields or other private land where there is no public right of access. You must not cross walls and fences other than at recognised stiles & gates etc. Nor must you use routes which are marked as prohibited. We follow these rules to ensure fair competition, to maintain good relationships with landowners and other members of the public, and to safeguard you and the reputation of the sport. If you are in any doubt about interpreting the map, please ask or look at the OS legend here: <https://www.ordnancesurvey.co.uk/documents/25k-raster-legend.pdf>

INTRODUCTION OF NEW RULE: Illegal short cutting will be penalised!

Anyone found to be deliberately and illegally short-cutting, or climbing fences or walls, will be docked at least the value of 2 checkpoints (minus 40) for each transgression. That is the value of the checkpoints at the start and end of the illegal route. Flagrant or repeated breaches will result in disqualification.

The MapRun app will be used for start and finish timing, recording visits to checkpoints and results production. In order to feature in the results you will need to use the MapRun app on your smartphone or MapRunG on your Garmin. If you are using a Garmin, please also carry your mobile phone for safety reasons.

Your result should be automatically uploaded immediately after you have finished so that it appears in the on-line results (but this is subject to phone data / wifi signal - not always available at the venue). If your result doesn't automatically appear, you can do a manual upload when you have wifi or a data signal. Native MapRun results [HERE](#) Spunch all-in-one-place views [HERE](#)

If you don't get a beep at a Spunchpoint AND you know you are in the right place, then just continue on your run and make an appeal to the Digital Review System (DRS) official after you have finished! If it is clear from your GPS track that you should be credited with the points for the missing beep control(s) then you will be! Please make your appeal on the day of the event at the event centre before you go home (so that the results can be finalised for everyone's benefit at the event). Late appeals will only be considered in exceptional circumstances!

You will be issued with a waterproof map. A compass is recommended. Also carry a timing device to ensure you stay within the time limit.

Trail shoes with good grip are strongly recommended as there are likely to be some muddy paths and steep slopes to negotiate.

MapRun App

You will need the MapRun app on your smartphone:

Whilst you are at home, before you come to the event:

-Ensure you have the app loaded on your device and **your User Profile details entered**

-Ensure your device battery is well charged

-"Select Event" from the MapRun home screen on the app and download the event as shown on Page 1

-Also we recommend going to "Options and Settings" from the MapRun home screen and checking 2 settings:

1. Check that the "Hide pts accuracy worse than (m)" is set to 20, then

2. Browse down to the "Check Notification Settings" in order to ensure you are going to get an audible SpunchBeep!

If you have any queries in advance about MapRun you can message Andy on 07751 932749. If you are a new MapRun user, please make it known at Registration - there will be help available on the day to get you going!

Registration / Start & Finish Process

Registration will be in or just outside the venue. Enquiries and advice will also be available at Registration.

You must go to Registration to sign in and collect your waterproof map before going to the Pre-Start.

You will be able to look at your map and plan your route / strategy before you start.

There will be a rolling start, at your convenience within the start window. We may open the start a little earlier if we are ready. (This is to help spread the impact on the start / finish officials - It is likely to be busy, please be patient).

On arrival go to registration to have your name checked off on the start / safety list and to get your waterproof map. For those entering on the day pay for your entry online via SiEntries or by CASH only. There will be no card machine!

- You can then proceed to the Pre-Start very close by. The pre-start official will be there to meet you and ensure you have a successful start. When your GPS has settled and you have got a “green” GPS fix you will be able to proceed from the pre-start to the actual start.
- **If you do not get a ‘beep’ at the start, return to the pre-start and we will try to fix any problem. DO NOT continue unless you have got the start ‘beep’.**
- The finish will also be nearby - usually very near the pre-start. You must get a ‘beep’ at the finish to complete your run correctly. **You MUST report your name to the finish official so we know you have returned safely and can tick you back-in on the safety list.** Please do not go near the finish until you are actually ready to finish - if you go within about 25m of the finish mid-run there is a risk your device will record the finish before you wanted it to!

MapRun Live Tracking

MapRun Live Tracking provides the MapRun administrator a real time view of where the runners are located during the event. Periodically during your run (eg. every 60 seconds) the MapRun App sends your location to the MapRun system. The size of the data transmitted is trivial, and there is an insignificant impact on the phone’s battery. The runners’ location appears on the administrator’s console, and for data protection reasons, nowhere else.

Is every runner to be tracked? No. Live tracking is dependent on phone data signal and so doesn’t work with Garmin, and anyone can use “Options and Settings” on their smartphone App to turn Live tracking on or off.

Why do we use live tracking? Because it is an additional safety feature. In the event that a participant fails to return to the finish, this feature might just help us come and find you!

You must report to the finish at the end of your run so that we know you are back