



SpunchFEST25 15-17 August - Final Details V1 - PLEASE READ

Event venues, parking, timings, food, drink & basics

Day 1 - Friday - Happy Valley

- Everything is at the Happy Valley Camping site. Chester Road, Hazel Grove, SK7 6EN. [♥ Happy Valley Camping reader.soils.incomes](#)
- Parking is unsupervised. If you are camping go straight ahead at the gate to the camping in the "second field". If you are not camping, please park in the "first field" and walk through to the second field. For non-campers there is a parking charge of £2 per car - please bring cash to the Spunch Registration desk
- Registration & start window from 1630 to 1930. (Last start for 120 min course 1845. Last start for 90 min course 1915)
- No food/drink outlet in the field. Bring your own. Use the SpunchBBQ or lots available at Fiveways Hazel Grove 5 mins drive away (15 mins walk)

Day 2 - Saturday - National Trust Lyme Park

- Everything is at or near the main car park in Lyme Park. Disley, SK12 2NR. [♥ National Trust - Lyme dozens.design.originate](#)
- At the main vehicle gate of Lyme Park let the people in the booth know that you are Spunching and you will be allowed in with no charge. Many thanks to the National Trust for this concession. If you want to visit the house then there is a charge.
- Parking is unsupervised in the main car park.
- Registration & start window from 1500 to 1800. (Last start for 180 min course 1700)
- Food & drink available from the NT kiosk til late including both alcohol & soft drinks, teas, coffee etc.

Day 3 - Sunday - Bollington Brewery Tap (BBT)

- Everything is at or near the BBT. Parker Street, Macclesfield, SK11 7BQ. [♥ Bollington Brewery Tap achieving.rise.idea](#)
- Parking is self-select and unsupervised. You may be lucky and find free street side parking nearby on Brook Street or the many side streets leading off it. There are two large Cheshire East Council car parks within about 500m (5-10mins uphill walk). Pickford St 110 places. Sunderland St 40 places. There are (modest) car parking charges now in force at each of these car parks.
- Registration & start window from 1100 to 1400. (Last start for 180 min course 1300)
- Food & drink from the bar & Street food trader Puhkt. Also live music

In all cases, for each day:

- **Please take great care when arriving, parking & leaving - there will be runners, walkers and other vehicles around. There is no rush! We will give you a late start within reason.**
- Car share or come by bike, taxi, or on foot if you can.
- Toilets, registration, start, finish, food, drink, are all more-or-less co-located at each venue
- Bag drop always available (at your own risk)
- **Make sure you have the MapRun app installed and your Smartphone/Garmin well charged**
- SpunchPix photo comp at each event to win a pair of free entries to a future Spunch event
- Spot prize for the best team name too at each event (solo, pair or group)
- 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.
- If you are a newcomer or a walker, we recommend the longer duration courses as these provide more time for you to get into the swing of it, and see the best bits of the areas. People often wish they had done a longer course!

The Golden Rules

- You take part entirely at your own risk. Parents / guardians are responsible for taking care of any accompanying children and / or dogs. Dogs on a lead at all times please.
- Think Safe - Stay Safe - especially on roads, around traffic, road crossings, animals, other runners, walkers, cyclists, railways and water hazards.
- Stay on the pedestrian pavements whenever one is available.
- Please also consider personal safety. Run in a pair or small group. Or if running alone maybe carry a whistle. **YOU MUST CARRY A MOBILE PHONE**
- If you are running / walking with juniors under 18, please keep them safe too!
- Dress appropriate to the weather
- **You must report to back to the registration desk after your run so we know you are back safely**
- 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. If it doesn't feel right then it probably isn't!
- In public areas (eg parkland), only short-cut where you have clear line of sight and it is clear that public access is permitted.
- Don't go out of bounds (cross-hatched areas) or cross any hard boundaries
- **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) and may face disqualification**
- **Don't go within 25m of the Finish until you are actually ready to finish!**
- Please read at least the section on Safety & Reputation

The Maps

The events use a variety of maps at different scales. The Spunchpoints (checkpoints/controls) are pre-marked with circles; the start and finish are marked by a triangle and double circle. **Please familiarise yourself with the positions of start and finish before you set off.** **The Spunchpoints can be visited in any order.**

Safety & Reputation

Roads / traffic – The courses have been planned to avoid use of long sections of road where there is no pedestrian pavement and 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 will find yourself using or crossing some of the roads. Please use the footpaths / pavements that run alongside the road whenever possible, and only cross in safe places where visibility is good.

PLEASE TAKE GREAT CARE USING OR CROSSING ANY ROADS - CHECK AND DOUBLE CHECK IN BOTH DIRECTIONS BEFORE CROSSING.

Be especially careful at junctions and in the surroundings of the event centres near the start and finish where there will be others both in vehicles and on foot. **DO NOT TAKE RISKS AROUND TRAFFIC. YOU ARE RESPONSIBLE FOR YOUR OWN SAFETY**

Personal Safety / Stranger Danger - It is always safer to run as a pair or small group. We can usually pair you up if you wish. If you prefer to run alone, please consider your safety and maybe carry a whistle or similar. **YOU ARE RESPONSIBLE FOR YOUR OWN SAFETY**

Other visitors & locals – Please give way to motorcyclists, cyclists, horses, other runners and walkers and their dogs. If you meet other competitors, members of the public or land owners (particularly around locals' homes) please behave with courtesy.

Dogs - If you bring a dog, then please keep your dog on a lead and under close control at all times and clean up any mess.

Surface Conditions - Paths and pavements can be damp, rocky, muddy, or covered in leaves - they can be slippery. You may also encounter pot holes, cobbles or steps. **TAKE CARE - PUT SAFETY FIRST.**

Water Hazards - Your route may take you alongside various small lakes, ponds and other water features, some of which are deep. Don't cross water except via the bridges.

Please take great care of yourself and take care of your children and / or dogs around water. **STAY ON THE PATHS AND ONLY CROSS WATER VIA THE BRIDGES**

Weather – The current forecast for the weekend is sunny, warm & dry. Temperatures around 17-25 degreesC. **Conditions can change quickly so please plan to dress accordingly and carrying a warmer layer and a waterproof and windproof top is always recommended.**

Stick to the rights of way & legal crossing points - Please do not go off publicly permitted paths, tracks, access land and lanes. **Under no circumstances should you go out of bounds, trespass or cross fences or walls other than at easily recognised crossing points. If it doesn't feel right then it probably isn't!**

Under 16s must be accompanied by a parent/guardian

You must carry a mobile phone for safety - The emergency phone number is Andy Thornton on 07751 932749. This is shown on the maps. Please put it 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 back to registration after you finish so that we know you are back

SpunchPix Photos

We like to see pics of **smiley people with maps**! Selfies, posed pics, group pics, fun and humour especially well received! Any pics WhatsApp'd (07751932749) or emailed (1andythornton@gmail.com) to Andy within 48 hours 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!

Digital Review System (DRS) Appeal

We are continuing to use a new method of making an appeal in the (unlikely) event that your MapRun App doesn't beep at a Spunchpoint when you think it should have (or for any other tech problems or appeals). To make an appeal at this event please use the DRS appeal submission form which can be found via the **i** button adjacent to the event name on your MapRun phone app. Thanks again to Ian Watson for developing this facility.

That's all for now - see you over the weekend! Andy Thornton - Events Co-ordinator.

You must report back to registration after you finish 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 events are 60/90/120/180 minute score events. You can choose your duration when you "Select Event" on the MapRun app. There are usually around 50-99 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" - but sometimes it is possible.

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, path bend 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.

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 can be helpful but not mandatory. Also carry a timing device to ensure you stay within the time limit.

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 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 event 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 Start very close by. It is important to ensure you have a successful start. After pressing "Go to Start", when you are ready and when your GPS has settled and you have got a "green" GPS fix you should proceed to the start.
- **If you do not get a 'beep' at the start, return to registration 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 pub or venue door! You must get a 'beep' at the finish to complete your run correctly. **You MUST return to registration after finishing 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 back to the registration desk after finishing so that we know you are back!