Orienteering event result and future event details

13 January 2017

15:22

Equipment needed or not needed

* Running shoes and kit - optional! This is an event that could be done walking and I'll turn a blind eye to anyone who uses a bus to get back to the clubhouse (but no cars)
* Map - provided
* Answer Sheet - provided
* Pen - a basic writing instrument will be provided - but your own pen, on a piece of string or elastic, could be of benefit
* Touch - bring a torch if you have one. Since most of the controls are on lampposts you may not need it
* Compass - in a Street-O event you are unlikely to benefit from having a compass
* Phone - you do not need a phone for the event but it may be reassuring to know that you have one on you - and many smartphones have a torch option! Using a smart phone to assist with your navigation is unlikely to be of benefit to you. In case of emergency - my phone number (0795 8578569) is on the answer sheet
* Running companion - you may run in a pair if you wish.

What is a Street-O race?

An informal urban orienteering race, where you are given a special map of the local area, with the aim of running around looking for specific locations (“controls”) on the map, generally under street lights. You will also be given a clue sheet, which will ask a question for each control, which you will be able to complete when you find the correct location – most of these will be a number or code displayed ON the item of street furniture but sometimes will be a question like the “name of the pub” or the “colour of door at number 20”.

Each control is assigned a point value – generally the ones further away are worth more points. The aim is to score as many points as possible, within the given time limit. The time limit is 60 minutes – try to keep within this limit, as you will be penalised points for every second you are late getting back! If you don’t want to run for a full 60 minutes you can always come back earlier.

The Map

The map is an indication of reality - recent building work HAS changed some sections. Named locations and most road names are excluded from the map. Minor roads and paths both show as black lines. Not all paths are shown. The start/finish location is shown with an orange triangle.

Controls

These are marked on the map as an orange circle with a dot at the centre of the circle. The clue location should be where the dot is on the map.

* Lampposts - These have a maintenance sticker on them which usually has the name of the road and three digits. The clue answer is usually the last digit. If you can't read the sticker because the light isn't working then please report the fault to the council, quoting the lamppost number from the sticker (joke).
* Bus Stop controls - these have one or two white letters on a red background on a circular sign at the top of the bus stop post. If there is no circular sign - then you are at the wrong bus stop!
* Water Hydrants - A yellow sign with a large black "H" and two numbers, one (usually "100") above the bar of the H and one single digit below. The clue answer will be the single digit. Water Hydrants may be on 12 inch high concrete posts but some are on walls or attached to other street furniture (e.g. lampposts).
* Other types of control - the clues should be self-explanatory but only IF you are in the right place!

Advice and rules

* Consider your safety at all times. Look out when crossing roads especially when you are tired and needing to read your map. You should give crossing the road your undivided attention. Many of the streets you are running in are 20mph zones but drivers may not respect such limits.
* Also watch out on the pavement for pedestrians and cyclists, and tripping hazards and other obstacles. Waist height bollards can be the worst (he says from personal experience, whilst researching this course!).
* When you are given the map make sure that you know your starting point on the map - it will be marked by a triangle. Look for junctions on both sides of the road you are on and quickly assess the scale of the map and how quickly you are moving across it.
* No cheating or guessing - only record answers for controls that you have visited in person during the event (if in a team, then both team members need to visit all controls).
* It is bad protocol to deliberately follow someone BUT if you are overtaken by someone who appears to be going towards a control that you have already decided to visit, then keep going.