



Wessex Night League (10) – Poole Town

FINAL DETAILS

Venue: The Quay (Wetherspoons), 21 The Quay, Poole, Dorset, BH15 1HJ
Grid Ref: SZ 010 902

Parking:

Closest is the Quay Visitors multi-storey car park



Strand Street, Poole, BH15 1SB  but also (further away) are Prosperous Street, Poole, BH15 1AX (small surface car park)

Hill Street, Poole, BH15 1NR (multi storey and small surface car park)

Terrain: Flat urban running around Poole. Terrain will include the network of alleys in the old town, Poole Quay and some parks

Map: 1:4,000 overprinted on waterproof paper. Map updated 2017.

Timing: S.I. Electronic timing.

Scoring: Due to the impressive Min/Km of the leading competitors, the Odds and Evens rules will be applied as follows.

1. You can start on either odd or even numbered controls.
2. Only one switch / transition between the two sets will count.
3. Controls collected from the “wrong/other” group (before/after switch) will show up as “Not Evens control” if it was an Odd in the middle of your Evens, or vice versa.
4. It is up to you to decide when/where you want to switch to the other type (odd to even or even to odd). So best approach is to decide which you will collect first. To help in your decision:
 - The points are split equally between Odds and Evens
 - It is worth spending some time at the start looking at the spread of each group and identifying where you are going to switch before you start.
5. If you accidentally punch an Odd control in the middle of your run of Evens (or vice versa) don't give up, it can be sorted out at download. Your only penalty will be the time you wasted in going there.

Times: Registration: 17.30 to 18.30

Starts: Between 18.15 and 18.45

Course Closes: 20.00