

Alderley Park Summer Evening Spunch - Thursday 18 May - Final Details V1 - PLEASE READ

Summary

- Everything at or near the Churchill Tree pub Alderley Park. Registration from 1700 to 1845. Start window 1730 to 1900
- Limited parking for 40 cars at the pub - but plenty of other parking within 10mins walk
- On MapRun Select Event: UK/Manchester/Spunch/Alderley Park 60 or 90
- NEW Some suggested scenic routes for the less competitive / less experienced
- NEW SpunchPix photo comp
- Food, drink & chat all available at the pub after you finish

Event Centre

Toilets, registration, start, finish, VAR, food and drink are all at [The Churchill Tree](#) pub on the Alderley Park estate [SK10 4ZG](#) about 8k West of Macclesfield & 5k South of Alderley Edge. [what3words took.chum.bonnet](#)

The Alderley Park campus is well signposted from the A34 between Congleton and Wilmslow and has two entrances. This week, the campus road between those two entrances is closed for drainage works near the Churchill Tree pub. Hence, the Churchill Tree pub itself can only be accessed by car from the South Entrance, which is the second set of traffic lights north of the A537/A34 Monks Heath junction and the first set of Traffic lights south of the roundabout at the end of the Alderley Edge bypass (ignore the road closed signs). The road closure is just after the entrance to the Churchill Tree pub which is well signposted from these traffic lights on the South (right) of the campus road (~600m from Traffic Lights).

The overflow Car Parks can only be accessed from the North Entrance to Alderley Park ([congested.rivals.reapply](#)). The North Entrance to Alderley Park is the first set of Traffic lights South of Alderley Edge village (3km from Railway station) and the first set of Traffic lights North of the roundabout at the end of the Alderley Edge bypass and the third set of traffic lights North of the A537/A34 Monks Heath junction (go right at roundabout after second set of traffic lights).

Car Parking

The Churchill Tree has parking for ~40 cars available to Spunch competitors, as we have been asked to reserve part of the pub Car Park for their regulars, so we have the following instructions.

If you live or work on Alderley Park please leave your car at home / work and come to the pub on foot.

If you intend to have a drink or meal in the Churchill Tree pub, use the **South Entrance** and park in the pub car park behind the pub, as directed by the Car Parking official. If our section of the pub car park is full, please turn round and drive to one of the overflow car parks via the North Entrance as described below. **PLEASE PLEASE Do not use any of the parking spaces reserved for residents of Alderley Park!**

If you do not intend to have a drink or meal in the Churchill Tree pub or the pub car park is full, please follow signposts to either the Beechview Car Park or Glasshouse Multi-storey Car Park. From the North Entrance take the third exit at the roundabout (150m). For Beechview, turn left after 800m from entrance (signposted), the barrier to Beechview Car Park is ~100m up this road ([famed.regretted.matter](#)). For the Glasshouse, turn left at the mini roundabout (900m from entrance) and the entrance to the Glasshouse Multi-storey Car Park is 150m on your left ([airstrip.sublet.occupations](#)) after the mini roundabout. For both these Car Parks the first 2 hours are free, £1 / hour afterwards (according to the signs – not sure what happens after 2 hours). There is a good pavement on the road (about 700m/10mins) down to the Churchill Tree, past Everybody gym.

Please share transport wherever possible, arrive early and park legally and safely.

If you are running late don't panic - we will give you a late start within reason!

Public Transport: If you wish to come by bus or train please contact Andy Thornton in advance and we will try to get you picked up & dropped off.

Event Format

The event is a 60 or 90 minute score event using an enlarged and enhanced extract of the OS Explorer Map. You can choose whether to go for 60 or 90 minutes when you "Select Event" on the MapRun app. There are 60 checkpoints – you visit as many as you can 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. Visiting all 60 checkpoints will be about a 22km run with 300m of climb and feature about 45 stiles / gates to cross.

There are no flags or markers at the checkpoints, and nor is there a description sheet as all checkpoints are at (or very near to) a self-evident feature (e.g. pond, 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 way. You must not cross walls and fences other than at recognised stiles & gates etc. Nor must you use routes which are marked as prohibited. 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>

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.

We are still learning about, and experimenting with MapRun capabilities and limitations. **If you don't get a beep at a control site AND you know you are in the right place, then just continue on your run and make an appeal to the Video Assistant Referee (VAR) 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 A4 map. A compass may be useful (but not mandatory) and a watch to ensure you stay within the time limit. (You won't need a dibber, or pencil or any description sheet).

Trail shoes are strongly recommended as there are some muddy (eg. control 56) and/or slippery paths.

The Map

The event uses an enlarged extract of the OS 1:25,000 Explorer Map. For this event, Mike the course-setter, has made extensive updates to the map. All the footpaths that can be used within the Alderley Park campus have been marked in **ORANGE** (solid line for tarmac roads, dashed lines for footpaths with more obvious footpaths/farm tracks mapped with wider dashed lines than less obvious footpaths). The campus Car Parks have been mapped with a solid **orange** line around the edges of each car park. You will all be given a two-sided map. One side is at a scale of (approx.) 1:13000 and shows all 60 checkpoints. The other side is at an enlarged scale of (approx.) 1:8,000 to enable competitors to navigate the more detailed paths of the Alderley Park campus. The 60 checkpoints are marked by a circle (numbered 31 to 90); the **start is marked by a triangle**; the finish is marked by a double circle.

MapRun App

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 have the MapRun app on your smartphone (MapRunG for Garmin users). Your phone or Garmin should "beep" at each checkpoint (if you are in the right place!). If you are using a Garmin, please also carry your mobile phone for safety reasons.

If you previously used MapRun6 you should replace it with the new version which is just called MapRun

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

-Ensure you have the app loaded on your device and **your user name details entered**

-Ensure your device battery is well charged

-"Select Event" from the MapRun home screen on the app and download **UK/Manchester/Spunch/Alderley Park 60 or 90**

-Also I 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 Spunch beep!

If you have any queries in advance about MapRun you can message me on 07751932749. 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 pub and will be open from 1700 to 1845. There will be copies of the map at Registration, showing the allowed exits / entrances to the Alderley Park Estate. Enquiries and advice will also be available in the pub.

There will be a rolling start, at your convenience from 1730 to 1900. (This is to help spread the impact on the start / finish officials).

- On arrival go to registration to have your name checked off on the start / safety list. 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 just outside the pub. Please don't press "Go to Start" on your MapRun device until you are advised to do so at the pre-start. When your GPS has settled you will be able to set off and collect your map at the 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 near the pub. 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!
- Don't pick Table 15 for your food (as that is where the Finish is located)

Safety & Reputation

Roads / traffic – part of your course may be on roads with varying traffic levels. Please take great care at all times when using these and be ready to move off the road if needed. Be especially careful in the surroundings of the event centre where the start, finish and car park are, and where there will be others both in vehicles and on foot.

- Since one of the entrances to Alderley Park is closed, there will be more traffic at the North Entrance, please take extra care crossing the campus road near the North entrance (control 32).
- The A34 Alderley Park bypass is on the map, please only cross the bypass on one of the two bridges (controls 43 and 73 have been placed to ensure use of either bridge). There are footpaths on either side of the road. The A34 can also be crossed between the Traffic Lights at the South campus entrance and the start of the bypass, please take care.
- The old A34 (past Nether Alderley Mill) has a footpath on the West Side

Other visitors & locals – Please give way to horse riders, 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. In all cases be prepared to pass wide and slow around livestock.

Weather – the forecast for the evening is mild (16degC) with a low probability of any rain. However, being an evening event, it will get cooler, so (especially walkers / slower runners) please plan to dress accordingly and consider carrying a warmer layer.

Please do not go off the permitted paths, tracks and lanes and under no circumstances should you trespass or cross fences or walls other than at crossing points. Take great care at the stiles.

Dogs - Well behaved dogs are allowed and welcome outside the pub and on the course. Please keep your dog under control at all times, and on a lead when around other animals, humans and traffic.

Always observe the [Countryside Code](#)

Under 16s must be accompanied by a parent/guardian
(unless using the restricted area and agreed with the organiser)

Please carry a mobile phone for safety. The emergency phone number is Andy on 07751 932749. 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

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 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!

NEW: Some Suggested Routes

For those more interested in scenery than setting records, Mike makes the following suggestions:

- 1) Wildlife, Water & Woodland (4 to 5km – controls 31 to 39). This route crosses the fields (new-born lambs) within the campus, before going round the northern end of Radnor Mere (many wild birds with a heronry on the island), through Beech Wood (before the bracken is too high) and continues through the woodland past the Glasshouse. Once at 39 (about 3.5km) there is a choice of returning directly to the finish or continuing through the woodland to Serpentine lake and Watergarden.
- 2) Nether Regions (6km minimum – controls 40 to 49). This route exits the campus by the South gate and crosses the A34 (take care) before going through a lovely stretch of woodland, with bluebells and dead bracken, passing a former residence of David & Victoria Beckham to cross the A34 on a pedestrian bridge (43) to Nether Alderley Church. There is a short stretch along the old A34 before going up the cobbled Bradford Lane and onto Hocker Lane to 49 which is at the entrance back into the campus (4km). From 49, you have a choice of 18 controls within the campus to return to the finish at the pub. On the way, there are two options for additional loops, one to the minor road crossing of the A34 (73), the second just after Nether Alderley School (75).
- 3) Fields, Bluebells, Cows & Mud (6.5km minimum – controls 50 to 59). This route goes past the Alderley Park cricket pitch onto the A34 for about 15m (stay on the grass verge) before slowly climbing across a couple of fields, running alongside a glorious section of bluebell woodland, traversing more fields to reach a section that is usually always muddy before reaching the foot of Slade Lane (57). Here, there are two options for additional loops, or a run down the cobbled Hocker Lane to 49 which is at the entrance back into the campus (4.5km). From 49, you have a choice of 18 controls within the campus to return to the finish at the pub.

NEW: SpunchPix Photo Competition

For those who are less bothered about pace, and more bothered about picturesque, please take some pics before, during and after the event that you are happy to be used on social media (anonymously).

Any pics WhatsApp'd (07751932749) or emailed (1andythornton@gmail.com) to me within 48hours of the event will be considered for the SpunchPic of the day photo comp.

Things the judges will be looking for in your pics are.....Scenery, runners/walkers (with their maps), happy/smiling faces, big skies, nice paths, bluebells, maps, weather, lighting etc.

The SpunchPic of the day photo taker will receive a free entry to a future Spunch event of their choice. Get snapping!

Acknowledgements

Big shout out to [Bruntwood](#) for allowing us to use the footpaths on the Alderley Park campus and estate, and to the Churchill Tree for being our hosts.

That's all - see you on Thursday!

Andy & Mike