NSL2 Heaviley Tues November 12 2019

From the **Finger Post Hotel, 434 Hempshaw Lane, Stockport, SK1 4QA**

Parking: There's a fairly small car park behind the pub – 100m West of the pub along Hempshaw Lane, turn South into Lowndes Lane, and after another 100m turn left along a tarmac drive into the car park. If it is full, there's plenty of on-street parking along Lowndes Lane.

Food: Should be served until 9pm. The plan is to offer us a selection of the full normal menu, but we haven't been given the details yet.

Start and Finish: are about 40m apart – the Start is at the SE corner of the pub building, the Finish is on the drive into the Car Park.

Map Scale: 1:12000. This event doesn't go into the acclaimed Offerton Estate, but there's interesting new mapping in several parts of the area.

Hazards: The pub is right on a significant 4-way junction - you'll need to be careful when arriving or leaving that side. Also, the A626 Stockport-Marple road may need to be crossed, and there are long stretches without official crossings.

This event is the **first counting NSL event to be mobile-phone enabled**, following the enthusiastic reception of our trial at last season's Cup Final. However, if you can't, or don't want to, use your phone to record controls, that's fine, it will work just like any other NSL event – with map, clue sheet and hand-written answers.

EVERYBODY will need a dibber for Start/Finish timing, and **EVERYBODY** will carry a paper map and clue sheet and should have a pencil to hand.

People who want to use their phone should download the **MapRun** app and register themselves before they come. If you look for events in Manchester UK you should find a Heaviley demo event, and the Heaviley NSL event which is pin-protected (the pin will be revealed on the night).

STOP PRESS: the event has been set up and tested using MapRun. It would be sensible to install that rather than the under-development MapRunF that is now offered alongside MapRun. Also, you can download the maps for both events at home, which may avoid potentially dodgy pub wifi or data settings (it's fine – you can't actually see the downloaded map until you provide the event PIN).

You'll want to work out how and where you're going to carry your phone, and you'll need your usual watch(es) as timing will be based on dibbing not on MapRun.

The **demo event** is a start, finish and a couple of controls in nearby Chorlton Grove – walk out of the car park, turn right onto Lowndes Lane, left onto Hempshaw Lane and first left into Chorlton Grove. Having said you want to do the demo event, press Goto Start **and Start GPS** and it should beep close to the first lamppost on the right.

Race process for **non-phone users** is exactly the same as usual. Rock up at the Start Table, dib and pick up your map, tootle round writing answers down, and dib at the Finish Table.

Race process for **phone users** is:

1. Download the event, and go to the Start Table to pick up the PIN.

2. Go do your warm up.

3. When you're ready to run, press Goto Start **and Start GPS** and wander around near our Start Table until your phone beeps and declares you have started.

4. Present yourself to the Start Table, dib, START YOUR WATCH and pick up your map.

5. Tootle round your chosen controls. Should you suspect your phone hasn't registered a control – don't fret or panic, just write the answer down as usual on your clue sheet and carry on. Note that it doesn't allow you to Finish until you've got at least one control, so it is OK to run through the finish immediately after you start, should you want to go out that way.

6. Dib at the Finish Table, and then if your phone hasn't already beeped, wander around until it does. It doesn't matter if it beeps before you dib (as is very likely) – our time will be taken from your dibs, not from your phone.

7. Admire your result on the screen in the NSL room. Download your dibber and hand in your clue sheet. Any hand-written answers will be checked and added to your MapRun score.

NB. You may need to change your data settings to enable you to a) download the map at the pub, and b) upload your results. You may also need to fiddle with sound levels and what happens with sleeping. With my Sony Experia, soon after starting, the screen goes to sleep and stays that way, but every control gives a decently loud beep. Other phones will behave differently. Use the demo event to make sure you have a solution you are happy with.