

Peter Palmer Junior Team Relay

Broadstone Warren, Forest Row, East Sussex

September 12th – 13th September, 2026

Final Details 5th Sept, 2026

Welcome

Welcome to all our junior teams and their accompanying adults.

The Peter Palmer Junior Team Relay is named after one of Britain's finest orienteering coaches. Peter Palmer helped to devise this event in order to give an opportunity for juniors to experience competition similar to some Scandinavian events and the Harvester Relays, whilst also giving the chance for social interaction amongst juniors from across the country.

We appreciate the effort it takes to get a junior team to travel together to an event such as this and hope that competitors enjoy their courses and have the opportunity to make new friends.

Travel directions

Broadstone Warren is off the A22 about 1km south of Forest Row. The entrance is well signposted at w3w///movements.coasted.piglet Postcode is RH18 5JS.

The London to Brighton Bike Ride is taking place on Sunday 13th September – this may impact timing to get to or away from the event. https://ridewithgps.com/routes/32193313 Please check for local road closures and restrictions and avoid going through Turners Hill or via the A264 to access or leave the event. The A22 should be free from restrictions. Surrey roads on the route will be shut from 5am Sunday and reopen by 4pm. In Sussex, restrictions are anticipated from 7am until 9pm. Road closures will mainly affect B roads passing through Chipstead, Merstham, Nutfield and Burstow in Surrey, plus Turners Hill, Ardingly and Ditchling in East Sussex. The Copthorne Common Road roundabout near Crawley Down will be very busy.

On arrival, those camping will park in the main car park and those staying in indoor accommodation will check in at the teepee and then drive from the main car park to the back of the accommodation block.

Event Centre and Accommodation

Accommodation, along with the event centre, is at Broadstone Warren Scout campsite. We have the use of a lodge with fully equipped kitchen, dining room, showers and toilets. The lodge sleeps up to 44 people in bunk rooms ranging from 2 people to 8 people. We also have an adjacent camping area with separate toilets, showers and running water. We need to both maximise use of the lodge and be mindful of safeguarding criteria, so adults will be in separate rooms to juniors, and girls and boys will be separated. This may mean some teams sharing rooms, but this will be arranged in consultation with Team Managers beforehand. Where teams have made a preference to either camp or be indoors this will be honoured as much as possible. Anyone camping will need to bring their own tent. Anyone in the lodge just needs to bring sleeping bag and pillow.

Entries

Team entries (now closed) were via Racesignup (www.racesignup.co.uk/pp2026).

Additional fees

We will be providing a hot meal on Saturday night. It is likely to be a choice of Pasta Bolognese or Veggie Chilli and rice with garlic bread along with a cake. We are making a charge of £7 per person for this (payable on the night), which helps to go towards additional costs for the event. We will need to take pre-orders so that we don't over or under cater.

Team declarations

Team declarations need to be made to the organiser by 23:59 on Wednesday 9th September, ideally with minimal changes up until 8pm on Friday 11th September. Each team manager will receive a form to fill out and submit.

Full details of the Competition Rules for the Peter Palmer Relays can be found here https://www.britishorienteering.org.uk/doc/rules/competition-rule-m-peter-palmer-jun-team-relay

REMINDER: All juniors must be in the age range M/W12 to M/W18. M/W10s are not permitted to take part. To be competitive, all team members must be either members of British Orienteering or attend a school, college or university which has a formal association with a club. Juniors who are members of British Orienteering must meet the club representation eligibility requirements in the British Orienteering Rules of Orienteering. 2.1.5. Juniors who are not members of British Orienteering are permitted to compete in this competition provided that this is the only "Open" club that they compete for in any competition during the year.

Peter Palmer Junior Team Relay

Teams of six (up to eight if running multiple runners on the Yellow lap) which must have at least two laps run by girls. For lap 5 to count as a girls lap all three runners must be girls.

No person will be allowed to run twice, unless the 2nd run is declared non-competitive.

There are three trophies to be presented:

1. Peter Palmer – all team members from the same club
2. Norwich Orienteering Club Anniversary Trophy – all team member from the same small club, or from two small clubs forming a combined team
3. Joan George Trophy – all team members from the same club, combined British Orienteering age class to total 90 or less

Team managers should declare their eligibility on entry and then on the team declaration form.

Daybreak Bowl Relay

Teams of four (up to six if running multiple runners on the Yellow lap) which must have at least one lap run by a girl. For lap 3 to count as a girls lap, all three runners must be girls.

No person will be allowed to run twice, unless the 2nd run is declared non-competitive.

There is one trophy to be presented:

1. Daybreak Bowl – all team members from the same club

Non-competitive Teams

Non-competitive teams will be permitted as long as they meet the membership and age criteria. This may be for teams who don't meet the combined clubs criteria, combined clubs in the daybreak bowl or teams without the required number of girls.

Shadowing

No shadowing is permitted on any of the courses. Juniors may run together on the yellow course.

Arrival and Registration

All arrivals should report to the teepee in the car park between 4pm and 6pm, where you will pick up wristbands for DBS adults and will be directed to where to park. If you want to arrive earlier or later than this, please contact the organiser.

Registration for Team Leaders will be at the lodge between 6pm and 7pm.

All Team leaders will be required to:

- Declare any last-minute changes to their teams.
- Provide the names of any additional helpers/coaches.
- Return trophies.
- Pay for meals @£7 per head.

At registration, you will be issued with bibs stating your team and leg numbers, pins, SI hire dibbers, meal tickets.

IMPORTANT SAFETY NOTE. Team managers please ensure your team members write their name, their club, their team manager's name and team manager's mobile tel. no, any medical condition and any medication on the back of their bib.

Participants must remain within the area between the lodge and the arena. All areas of the forest must be considered competition area and participants must not venture into the adjacent activity areas of the Scout Camp.

Facilities

Saturday evening food

We will be serving a hot meal (meat and veggie options) and cake at the Lodge in two shifts, likely to be 7pm and 8pm. Team managers should let the Organiser know how many to cater for and any food allergies on the team declaration form.

You may also bring your own food or visit the nearby town village of Forest Row where there are a few restaurants and take-away food outlets.

Team Sports

Some friendly team sports (likely to be volleyball) will be arranged for Saturday night between 6.00pm and 8.00 pm on the field in front of the Lodge. Training shoes are required for this activity. If you wish to take part in this please sign up at registration. We will probably try to have a 12-14 competition and a 16-18 competition and join clubs toegther.

Sleeping

Teams will either be sleeping in the Lodge or in the camping area. Arrangements for this will be discussed between the Team Managers and the Organiser prior to arriving on-site.

Team leaders should ensure that all team members are in bed and quiet by LIGHTS OUT at 10.30pm. Please ensure that all team members show consideration for others. Some people may wish to go to bed early as they will be getting up whilst others are still asleep. Please be quiet in sleeping areas.

Smoking, vaping and the consumption of alcohol is not permitted at the Event.

IMPORTANT SAFEGUARDING:

All UK teams should be working within the O-Safe guidelines including those relating to DBS checking of adults who will be supervising children overnight.

https://www.britishorienteering.org.uk/doc/policies-and-guidance/safeguarding/supplementary-guidance

https://www.britishorienteering.org.uk/doc/policies-and-guidance/safeguarding/checklist---trips-away

With regard to the recommended minimum adult to child ratios:

Age 9-12: Two adults for the first eight children and then one more for every additional eight children

Age 13-18: Two adults for the first ten children and then one more for every additional ten children

(As the teams will contain children of mixed ages, each club or lead coach will need to work out what level of supervision, above the minimum of two adults, fits the circumstances). Under 17's cannot be included in staffing ratios.

There is an expectation that mixed teams will be accompanied by an adult of each gender as per BOF best practise suggestions to cover the possibility of needing a same gender chaperone for an injured competitor receiving medical treatment.

We are therefore asking that each club should provide at least one male and one female DBS checked adult and sufficient adults to meet the required ratios. It is important to note that any additional non-DBS checked adult should not be left as the sole carer for any children.

Breakfast

We will be serving breakfast from 7-9:30 at the Lodge to all team members and supervisors. It will be mainly continental in style with hot drinks.

Competition Details

Arena

The Arena which includes the Start and Finish, is 150m to the north of the lodge and adjacent to the camping area. The route will be taped but not lit during the night. Teams should take the opportunity to familiarise themselves with the route during Saturday evening whilst it is still light.

Club flags may be put up in the Arena, but there won't be enough space for club tents as it's a fairly small wooded area. Small low pop-up tents would be ok to store kit in if it's raining.

Start times

The Peter Palmer relay will start at 5.00am and the Daybreak Bowl will start at 6.30am

Call up will be 15 mins before the start, when first leg runners will be issued with their sealed map.

Team numbers must be clearly visible pinned to the front of the outer layer of clothing.

Maps will be clearly labelled with team and lap number.

Runners should pay attention and check that their map team and lap number matches their bib.

All competitors MUST go to the map issue tent to clear and check their dibbers

Clothing & Safety requirements

Whistles are compulsory.

Head torches – A headtorch and a second torch, are compulsory for all night laps. The first leg runner on the daybreak bowl may find a small torch to read the map useful as it may still be quite dim under tree cover.

Cagoules may be compulsory depending on the weather. If required, signs announcing this will be displayed in the Arena. You must wear full leg and body (torso) cover.

Peter Palmer relay - The first lap will be run in darkness. Leading teams will start the second lap still needing a light to read the map, but most of this lap should be run at dawn.

Daybreak Bowl relay - All four laps will be run in daylight. As we're on a Scout campsite we need to abide by the quiet hours which are between 10:30pm and 7:30am. Please keep noise to a minimum. We aim to have live results and a WhatsApp Channel to keep you up to date.

Controls

SportIdent Punching will be used for this event. Controls will be Air enabled for contactless punching. Please check your control codes.

Teams that have had runners disqualified will be allowed to continue. If the fastest competitor within a team mispunches on the yellow course, the next valid yellow runner's time will be taken.

All competitors take part at their own risk.

Results

We are hoping to be able to provide live results at the event which you can view on your mobile phones. We will also have a results tent with a laptop showing live results in the Arena.

Prizes

The presentation of trophies and prizes will take place in the Arena at approximately 9.30am.

Prizes will be awarded for first, second and third place in each of the following categories:

- Peter Palmer Trophy
- Norwich Orienteering Club Anniversary Trophy
- Joan George Trophy
- Daybreak Bowl

The winner of each of the above categories will receive the relevant trophy.

In the event of a team winning more than one trophy for which they have declared themselves eligible then they will only receive one trophy and one team prize according to the following order of precedence:

1. Peter Palmer Trophy.
2. Norwich Orienteering Club Anniversary Trophy.
3. Joan George Trophy

The next placed eligible team will receive the lower order trophy or prize.

Planner's notes

Terrain

The event is being held in forested Scout campsite with the longest course heading briefly onto part of the Ashdown Forest. Unfortunately, the area contains heavy summer bracken growth but we have identified corridors of runnable woodland to take the courses through. The map has been updated to indicate where there is heavy undergrowth (using the tight green striped screen). We would not advise attempting to cut through such areas – and do not believe that this would ever prove to be an optimal route. A previous map of the area can be seen at https://www.so.routegadget.co.uk/rg2/?#395

Maps

All maps are at a scale of 1:7,500, with a contour interval of 5m, and will be printed on A4 waterproof paper.

Control descriptions

Pictorial control descriptions will be printed on the front of the map for all courses except yellow where written descriptions will be used. Loose control descriptions will not be available, however control codes will be printed on the maps next to the control number (eg 3-101).

Courses

Peter Palmer course details:

Lap 1 Red 4.8km/4.7km 160m climb, 18 controls, gaffled

Lap 2 Red 4.8km/4.7km 160m climb, 18 controls, gaffled

Lap 3 Light Green 4.3km 155 climb, 19 controls, gaffled

Lap 4 Orange 3.0km 140m climb, 14 controls, non-gaffled

Lap 5 Yellow 2.2km 90m climb Yellow, 10 controls, non-gaffled

Lap 6 Green 5.6km 205m climb, 26 controls, gaffled

Daybreak Bowl course details:

Lap 1 Red 4.8km/4.7km 160m climb, 18 controls, gaffled

Lap 2 Orange 3.0km 140m climb, 14 controls, non-gaffled

Lap 3 Yellow 2.2km 90m climb Yellow, 10 controls, non-gaffled

Lap 4 Red 4.8km/4.7km 160m climb, 18 controls, gaffled

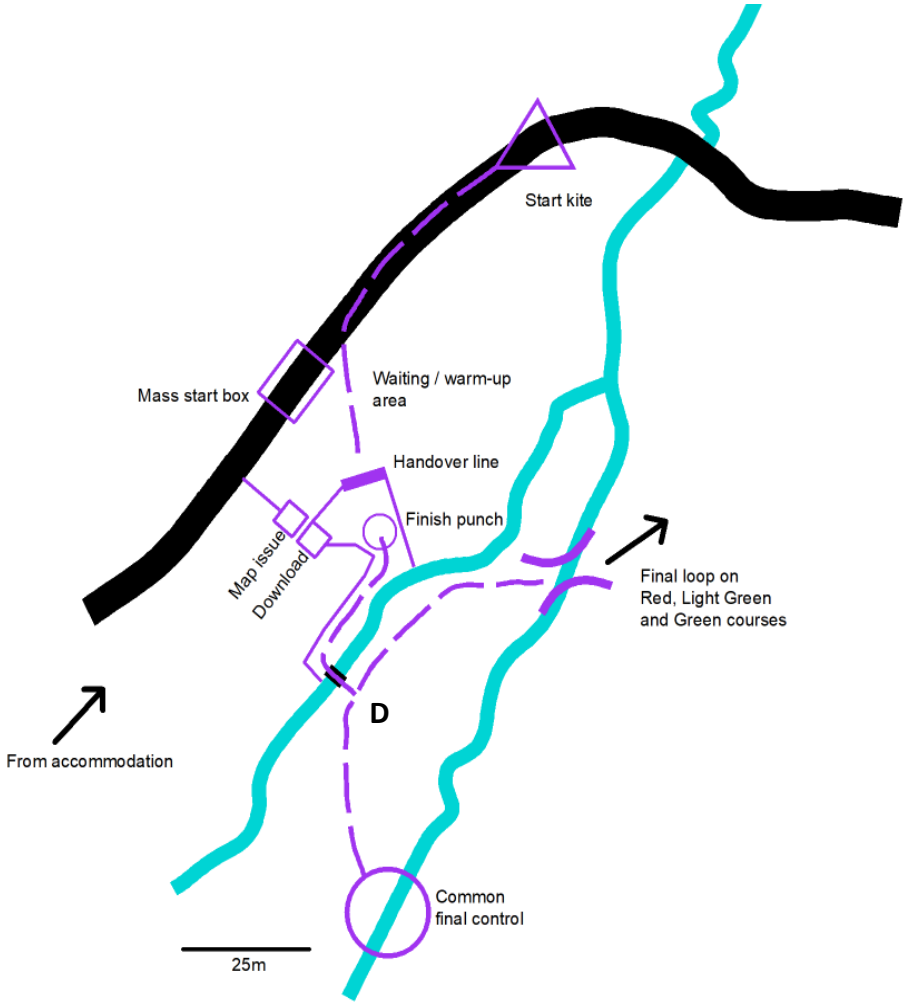
Most courses stay in Broadstone Warren campsite, which is bounded to the south and west by a road, to the east by an earthwall and to the north by the golf course. If in doubt head west and don't cross any main roads. The Green and Red courses cross an access road which rarely sees any traffic. The Green course will venture further onto the North Ashdown heathland area. There may be horses and dogs on the North Ashdown area - please read the note regarding conservation of the forest at the end of this document.

There are expected to be very few campsites in use. If competitors do come across tents, they are asked to give the tents a wide berth. Scout etiquette is not to go through someone else's pitch area.

There are quite a lot of red signs saying No public access – Scout Adventures customers only beyond this point. We are a customer of Scout Adventures therefore have permission to run in all of these areas.

Last controls and run past

All courses share the penultimate and final controls. There will be a taped route from the penultimate control to the final control for all courses.



From the final control there will a taped route which must be followed, at which point (D):

Yellow and Orange course runners cross a small ditch via a temporary bridge to the finish. All other courses have a run past the Arena before heading out via the taped route on a final (short) loop. Those in the Arena will thus have an idea of how their team is performing. After this short loop the longer courses will visit the same final two controls again but this time at point D will cross the ditch via the bridge and head for the finish. Because controls will be used twice they will be shown on the map in the standard way eg 17/24-100. It is the competitor's responsibility to know whether or not they have completed the final loop! Competitors on courses red and upwards must be careful to read the map carefully and ensure they don't miss a control prior to getting towards the Arena.

The final loop length is as follows – Red 1.1km, Light Green 1.1km, Green 1.6km.

Note that the ditches to the north of the arena are quite steep, so the tapes on the run past must be followed to the end.

Safety in the Competition Area

Please ensure all team members are aware of the following:

Water: 1 small steep sided pond – unlikely to come across it.

Steep sided streams: Slow down crossing steep sided streams. Yellow and Orange courses avoid these areas.

Traffic: Traffic movements are not expected during the event and courses avoid roads – should you come across them if lost then please take care.

Ticks: This is an area with considerable areas of bracken and the possibility of deer. Please check for ticks after your run and observe normal advice re tick removal and when to seek medical advice after a tick bite.

Mobile Phones: Competitors are permitted to carry a mobile phone for use only in an emergency and are encouraged to do so. The emergency contact number is printed on all maps. Please also enter it into your phone and download apps such as What3Words or OSMaps which you could use to report your own location.

Safety bearing: Head west to find the lodge or other site buildings.

Event officials

Organiser Anna Chapman juniorteam@southdowns-orienteers.org.uk

Planner Steve Jarvis

Controller Neil Crickmore

Acknowledgements

Scout Adventures – for the use of Broadstone Warren

Members of SO for all their help

The Conservators of Ashdown Forest – for the use of North Ashdown

Conservation of the Forest

Ashdown Forest, as many of you will know, is a very special place. It is managed by the Board of Conservators of Ashdown Forest, an independent body. In recognition of the ecological importance of Ashdown Forest and to ensure its protection, it is designated as a European Natura 2000 site and as a Site of Special Scientific Interest under UK legislation. Ashdown Forest is also within the High Weald Area of Outstanding Natural Beauty.

The Conservators have duties laid down by statute which include the following:

- To regulate and manage the forest as an amenity and place of resort
- To conserve it as a quiet and natural area of outstanding beauty

The Conservators are keen to raise the public's (and hence our) awareness of their legal duty and, within this, their aim of balancing the interests of all users of the forest.

Please have particular regard therefore to the other users of the area, including all walkers, dog walkers and riders, all of whom are also seeking to enjoy their activities peacefully. Slow to a walk, keep especially quiet and keep a wide berth at any point where you meet horse riders.