

# Brighton City Race 2022

18:30, Saturday 17 December 2022

## FINAL DETAILS

Welcome to Sussex and the 12<sup>th</sup> Brighton City Race!

This year's running order:

16.30	Assembly at Middle Street School opens.
17.00	Collect your numbered bibs and hired timing chips (SI cards). Clear your SI cards.
18.05	Map distribution commences. Maps not to be opened until the start horn.
18.20 (latest)	<b>Senior Race</b> – Leave Assembly to make your own way to the start
18.25	SI and SIAC card (timing chip) check
18.30	Senior Start
18.45	<b>Junior Race</b> – Start close to the school
20.00	Prize giving – Medals for top 3 finishers in each class
20.30	Assembly closes

Safety is our number one priority, especially for junior competitors.

**Please read Appendix 1 to these Final Details which contains safety information from the Risk assessment.**

The city centre is officially a 20mph zone, however the roads can be busy. Please do take care at all crossings and wherever the surfaces may be slippery. Juniors will receive a separate safety email during the coming week.

On behalf of Southdowns Orienteers, Neil and I wish you an exciting and enjoyable evening.

Robert Lines, Organiser  
Neil Crickmore, Planner

## Important things to note

- This year's senior race starts on the seafront opposite West Street, 200m from Assembly
- Courses 1-4 are in 2 parts: Part 1 is a line format; Part 2 is a 13-control score format (details below)
- The school has limited toilet facilities, please use the Churchill Square shopping centre ones if possible during your warm-up (200m from school)
- Juniors under 21 are required to wear hi-viz which can be borrowed on the night. Highly recommended for all others.
- A bright torch is essential for map reading and navigation
- Novices are advised to carry a mobile phone in case of emergencies
- Prize giving is at 20.00.



## Travel Directions

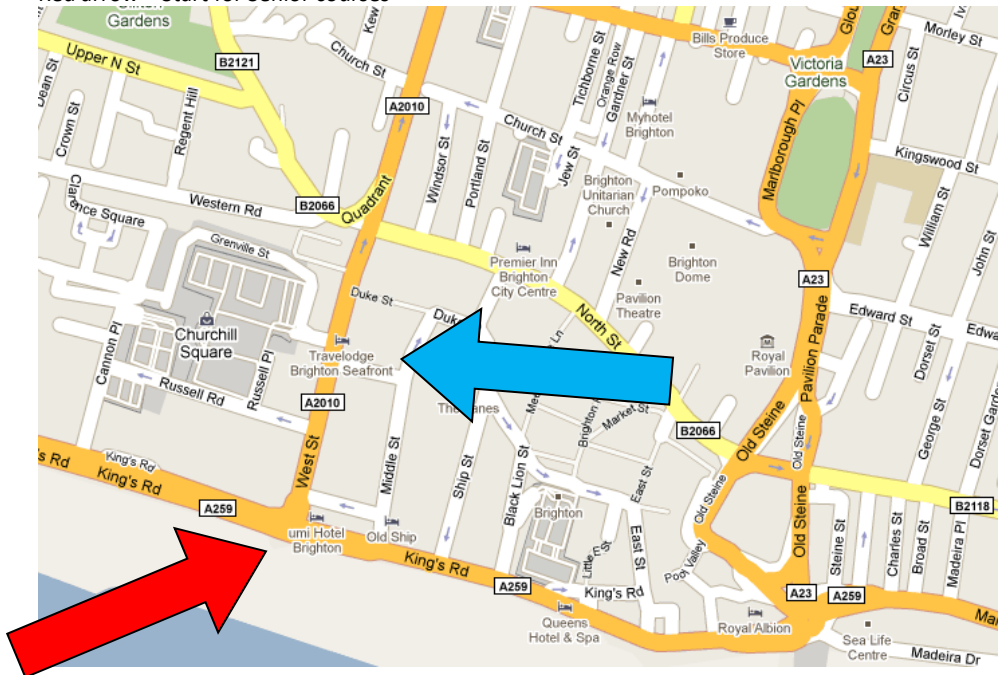
The event centre is Middle Street School, Middle Street, Brighton (BN1 1AL). The school will be open to competitors from 16:30.

If travelling by public transport, aim for Churchill Square shopping centre. For those driving, the closest option is [Churchill Square car park](#) (£8 for 4 hours) - drive to Brighton Pier and then head west along the coast road 400m before turning north into West Street (by the cinema), the car park is the second turning on the left. A park and ride scheme also operates from the Withdean Stadium (<https://www.brighton-hove.gov.uk/travel-and-road-safety/travel-transport-and-road-safety/park-ride>).

The [on-street parking map](#) indicates how far out you need to be to get to the free parking areas. [Zone S](#) and [Zone P](#) are free at weekends. [Pay & Display](#).

Blue arrow - Middle Street School and Finish

Red arrow – Start for Senior courses



## Pre-race shopping/sightseeing

Brighton city centre is not embargoed and so you are free to wander round the shops and attractions before the race. However please respect the spirit of the competition and do not walk round with an old orienteering map, or go actively searching for controls.

## Help and advice on the night

There will be plenty of helpers on the night that are able to give advice etc from 16.30 onwards. So, if anything below is unclear then please don't hesitate to ask. You are welcome to email the organiser [Robert Lines](#) beforehand.

## Refreshments

During the event we will be serving teas, coffee, mince pies, chocolate and cakes etc. (eg £1 for a drink and a mince pie combo.) Please bring cash and the right change if possible.

## The Competition Format

There will be a mass start at 18:30 for all senior course. By 18:20 competitors should leave the school and make their own way to the start location on the seafront opposite West Street. This is a distance of 200m. The junior event using Course 6 will start at 18.45 from a location adjacent to the school.

The aim is to visit each of the electronic controls shown on the map and finish within a 100-minute time limit.

Courses 1-4 are in two parts:

- Part 1 is a regular line course where competitors should visit the controls in the sequence shown on the map; and
- Part 2 takes place in the Laines where **all** remaining controls shown on the map must be visited - but this can be in any order.

After both sections of the course have been completed, competitors should head for the Finish and manually punch the finish control. You must go to Download before you leave the event, but first please first check that you have punched all of the controls. If you have missed one or more controls, you can return to punch these and then punch the Finish for a second time. NB. Contactless punching will be disabled after the first punch at the Finish. Therefore, any subsequent punches will be manual. I.e. you will need to dib the SI card into the control box. Your finish time will be recorded as the final time that you punch the Finish.

Courses 5 and 6 are regular line courses where competitors should visit the controls in the order shown on the map.

The winning times for courses 1-5 are expected to be 35-40 minutes. The junior course 6 will be run in a faster time.

All participants must punch the Finish and report back to Download at Assembly. This is a safety requirement so that we know that there are no lost or injured competitors remaining out on the course.

## SportIdent (SI) Electronic Punching System (EPS)

The control boxes will be enabled for contactless punching. This means that if you have the appropriate SIAC card then you don't have to "dib" it into the hole in the control box but just need to swipe it within 50cm of the box. Hired SI cards must be returned at the end of the event. Lost cards will be charged at their replacement cost (£60 for a contactless SIAC card).

If you are not familiar with the use of contactless punching equipment then please note the following:

- 1) Cards should be cleared as with older SI Cards.
- 2) Cards are enabled for contactless punching when they are dibbed in a Check unit. It is therefore crucial that you turn your card on using a Check box.
- 3) When the cards are activated you will see a faint green flash in the tip every 10 seconds or so.
- 4) A successful contactless 'punch' is indicated by your card flashing and beeping.



- 5) When you manually punch at the Finish, your card is turned off and reverts to manual punching mode.
- 6) If your card does not work in contactless mode, you can still use it in traditional dibbing mode.

## Courses

There are 6 courses and participants may enter any one of these. However to be eligible for a medal (top 3 finishers in each class) you must enter a class appropriate to your age/gender.

Course	Classes	Running distance	Climb	Part 1 - Line Controls	Part 2 -Score Controls
1	Mens Open (16+)	9.0km	50m	16	13
2	Mens Vets (aged 40-50) Womens Open (16+)	8.0km	50m	16	13
3	Mens Super Vets (55-60) Womens Vets (40-50)	6.7km	50m	13	13
4	M Ultra Vets (65+) W Super Vets (55-60)	5.6km	45m	11	13
5	W Ultra Vets (65+) M/W Hypervets (75+)	3.6km	15m	15	-
6	M&W Juniors (12-16) and Accompanied Juniors (-16)	2.6km	15m	16	-

Courses 1-5 maps are at a scale of 1:4,000 on A3 waterproof paper. Course 6 have a 1:2,500 map on A4.

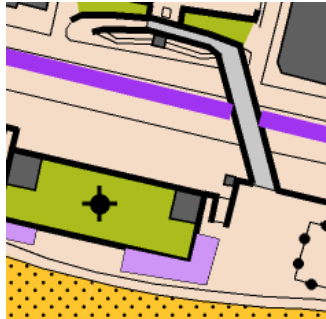
If you have a version 8 SI card (numbers 2,000,000 - 2,999,999) your card can only hold 30 punches. So, if you are on course 1, it is important that you do not punch controls other than the ones on your course.

IOF pictorial descriptions are printed on the front of each map. No loose descriptions will be issued. On the map, each control will show both the course sequence number and the control code (eg 1-81, 2-84, 3-95, 4-101, 5-131 etc).



## The Map

The map for this event has been drawn at 1:4,000 scale using the ISSOM symbol set and not the more recent ISSprOM one. There are no complex multi-level structures at this year's event, the mapped level is the only one that competitors will use. Courses 1-5 all start on the beach side of the busy Kings Road and must only cross back using one of two underpasses. The one used by Courses 1-4 is shown below and controls have been placed as to make crossing at street level disadvantageous.



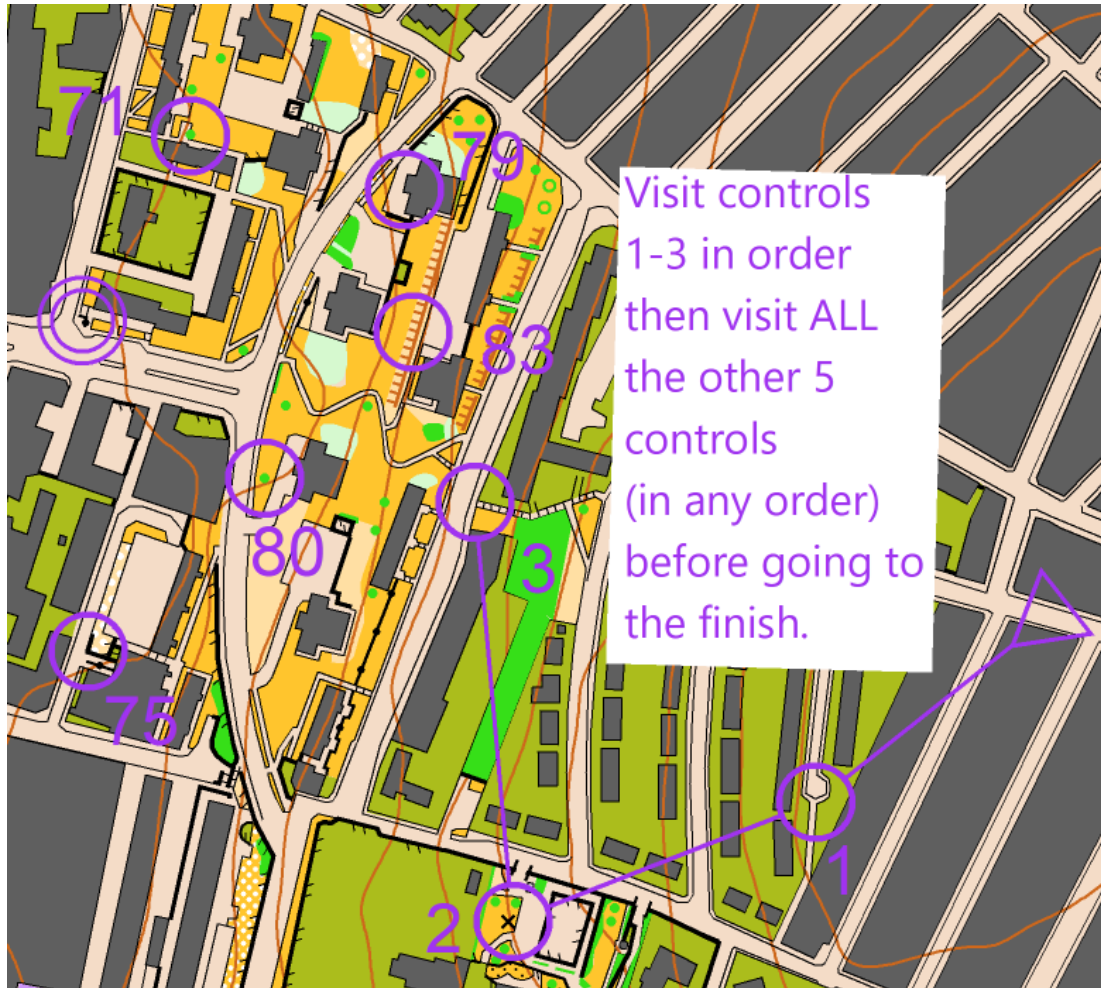
Symbol	Colour	Meaning
	Black	Passable fence
	Black	Impassable fence – not to be crossed
	Grey	Passable wall
	Black	Impassable wall
	Medium grey	Building – not to be entered
	Light grey	Canopy – may be passed under
	Black	Steps of a stairway
	Green/black	Impassable vegetation – not to be crossed
	Green/yellow	Forbidden access (as for “forest maps”)
	Green	Large tree (more than 0.5 m diameter)
	Green	Small tree (less than 0.5 m diameter) or bush

In general, a thick black line represents a feature which is **impassable**, i.e. **must not** be crossed, whether or not it looks crossable.

## Example of the format used for courses 1-4

In the example shown below, competitors will visit a total of 8 controls before punching the Finish. Part 1 of the course comprises 3 controls which must be visited in sequence. Part 2 of the course comprises 5 controls which must all be visited, but this can be in any order.

Course	Classes	Running distance	Climb	Part 1 - Line Controls	Part 2 -Score Controls
7	Example Course (M/W21)	1.0km	15m	3	5



## Pre-entry and entry on the day (EOD)

Competitors that have pre-entered the event simply need to collect their bib (and SI card if hiring). No further registration process is required on the night.

It is possible to enter online until 18.00 on the day of the event whilst maps are available. Adults £15 and Juniors (U21) £10. U16's entering on the day must be accompanied, though there is no fee payable for the accompanying adult. Entries fees are lower if you enter in advance.

## Facilities

Refreshments and a live results service as competitors download.

The school has only limited toilet facilities, and queues build up just before the race. Ideally, please visit the toilets in the Churchill Square shopping centre food gallery which is 200m to the west of the school.

## What to wear

Please wear appropriate clothing for the weather conditions. It is highly recommended to wear a hi-viz jacket on top. (Compulsory for juniors U21.) Courses are mainly on hard surfaces with some sections on grass.

## Bibs

All participants will need to wear a race bib for safety reasons. The information fields at the bottom of the sheet include runner identification, the relevant course number and emergency telephone contact. Safety pins will be provided.



## Torches and headtorches

A bright torch or headtorch is needed to read the map and minimise the risk of collisions.

## Health and Safety

If the pavements are wet, please take extra care not to lose your footing.

People run in Brighton every day without incident. However, the risks that all competitors should be aware of are those of road traffic accidents and collisions with members of the public and other runners.

- Hi-viz jackets/waistcoats highly recommended
- Cross roads only after having checked that it is safe to do so
- Take care when running around corners
- Take extra care when emerging from alleyways
- Adjust speed to take in to account the various urban conditions

## Start arrangements

The Senior start is 200m from the event centre. The Junior (U16) start is adjacent to the school. There will be a mass start for senior courses 1-5 at 18:30. The Junior races on course 6 will start at 18.45.

All administration prior to the start will take place at the school. This includes the distribution of sealed maps and timing chips and the clearing and checking of these SportIdent chips. By 18.20 all competitors should have left the school to make their own way to the start location. An air horn will signal that maps can be opened and that the competition is underway. Do not open your map until the air horn or you risk disqualification. The location of the event start is marked on the map by a red triangle.

## Finish

You must punch the Finish by dibbing the SI card in to the box. It will not be enabled as a contactless control. This is for safety reasons so that the box records that you have finished. The Finish location is marked on the map by two circles, one within the other.

## Download

Download will be back in the school. Please make sure that you download even if you didn't complete the course – that way we know that you have returned safely. We will also have an SIAC off unit in case any contactless dibber did not turn off at the finish.

## Controls

The control boxes will be positioned so that they are visible as soon as you have navigated to the correct side of the feature. They will be attached to the feature using metal cable ties. The control site will be highlighted with an orienteering kite.







Missing controls: at a previous event, a control site was vandalised and the SI boxes removed. The locations of each of the controls in this year's race should be obvious so if you are convinced that i) you are in the right place and ii) that the control is missing, then you should continue with the race. No adjustment of times will be made for vandalised controls, and no one will be disqualified for not punching at a missing control.

## Control descriptions








Pictorial control descriptions will be printed on the maps. No loose descriptions will be available.

A list of the more common pictorial descriptions is shown below, together with their text equivalents:

-  Building
-  Thicket
-  Linear thicket or hedge
-  Stone wall





-  Distinctive tree
-  Track or path
-  North east side
-  East corner (inside); e.g. inside the angle where a wall bends through a right angle
-  South corner (outside); similar to above, but on the outside of the angle
-  North west end; e.g. NW end of a hedge
-  Junction; e.g. where one path meets another

## Results

Full results will be published on the event websites within 24 hours of the event:

[www.southdowns-orienteers.org.uk](http://www.southdowns-orienteers.org.uk).

This event is part of the South of England Orienteering Urban League.

## Prize giving & course closing

Prize giving will take place at event centre. The Brighton City Race prize giving will take place at 8pm and there are medals for the top three finishers in each of the classes. The prize giving for the South of England Urban League will follow immediately afterwards.

Controls will be collected in from 20.10, so please report back to the Assembly and Download area by that time even if you haven't finished. The number of controls successfully visited will be recorded even if you were unable to complete the whole course.

## Photographs and video

It is likely that photographs/video will be taken at the event to help promote the sport. Please let the organiser know if this causes any difficulties.

## Next Year's Race

The date for the 13<sup>th</sup> Brighton City Race is Saturday 16 December 2023. See the event website for details from September 2023.

## References

[IOF Control Descriptions](#) (Maprunner website)



# APPENDIX A – Information from the Risk Assessment

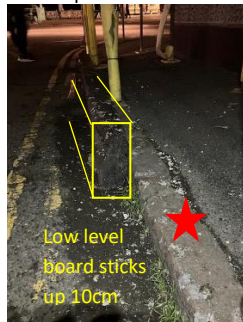
## Event Details and Pre-Start Briefing

### Equipment:

Head light or torch will be needed. Backup lighting / whistle not compulsory as street lit urban area. High visibility clothing recommended for all, compulsory for U21.

### Hazards:

- Take care crossing roads
- Sea front road to be crossed only at tunnel
- Be aware of cycle lane on upper level of sea front.
- Be courteous of other people in the area and be particularly careful when rounding corners or exiting alleys
- There are quite a few scaffolded buildings in the city centre – take especial care near these to avoid bumps, clashes with other pedestrians and trip hazards from low level boards.



- Routes include numerous steps - take particular care on these especially if wet
- There is a significant amount of street furniture (e.g. tables outside restaurants) this year – please take care and moderate speeds appropriately.
- There is a nightclub entrance with barriers that create two lanes that occupy the whole pavement



### Safety Bearings:

Adults : downhill to the sea front, follow it east to Middle St (about half way between pier and i360 tower) and back to the event centre

Juniors : as adults or phone the number on the map, say what you are close to and someone will come to find you

### Restrictions for juniors:

16+ on day of event to run adult course

12+ on day of event and normally running green to run junior course unaccompanied

Accompanied junior class is available on junior course

### General:

Reminder of course closing time and need to download

Specific information to parents of juniors:

See addendum at end of risk assessment

Information on Map:

Course closing time

Reminder to download

Emergency phone number

On the course hazard identification

Hazard taping of low-level board in scaffolding photo above.

Most scaffolding already has yellow foam cladding (as in photo above) to make it obvious and avoid injuries. Planner to hazard tape / pad any sections that are likely to cause problems (especially near to controls where competitor focus is likely to be on punching rather than avoiding head height hazards).

### **SPECIFIC INFORMATION TO GO TO PARENTS OF JUNIORS**

- 1) Under 12s (age on day of race) must be accompanied
- 2) Over 12s (age on day of race) may run the junior course unaccompanied if they are normally able to complete a green course unaccompanied.
- 3) Under 16s (age on day of race) may not run any of the adult courses unaccompanied.
- 4) Unaccompanied juniors must wear high visibility clothing
- 5) Juniors will be accompanied to start by a marshal
- 6) Juniors will be met at finish by a marshal who will direct them back to the assembly area (which is close by and marked on map)
- 7) Junior maps will include an emergency phone number which juniors can ring if they are lost – all juniors are encouraged to run with a mobile phone
- 8) Parents are responsible for ensuring their children are briefed with safety information as follows:
  - a. Take care crossing roads
  - b. Be courteous of other people in the area and be particularly careful when rounding corners or exiting alleys
  - c. If lost, phone the number on the map and say which shops you are close to and someone will come to find you
  - d. Don't talk to strangers
  - e. No need to go near the sea
  - f. No need to cross big roads except for tunnel under road along seafront