

Trossachs West Night Race 23rd March 2022

1. Key points

- **Parking** at the **Loch Katrine Pier Car Park** - FK17 8HZ / NN 4958 0715. Park in the marked bays near the entrance and please don't park in the motorhome bays.
- **Bring Coins for Pay & Display and please make sure you remember to pay** - £3 for 2 hours (or £4 for 4 hours). The pier know we are coming and know how many cars likely 😊.
- **No toilets at the event** – please use public toilets in Callander to/from the event.
- **Start & Finish** – within 200m (and a bit of climb) from the car park. We will leave car park at 6.30pm to clamber to the start.
- **Steep, Rough and Tough (but brilliant fun)** – The Trossachs has a well-earned reputation for providing tough and technical orienteering. Be very careful around craggy areas and don't ascend/descend crags. It will be epic!
- **Courses** – Long 3.1km | Short 2.2km, both EWT 35 mins. Sorry no novice course due to nature of terrain.
- **Map** – 1:7500, 5m contours
- **Do not attend if ill / suffering from symptoms of Covid** per usual government guidance
- **Spare torch and a whistle** – are compulsory.

2. Getting There

Parking at Loch Katrine Pier Car park (touristy car park where the big steamer runs from)

FK17 8HZ / NN 4958 0715



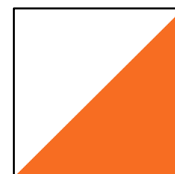
Park in the marked bays near the entrance and don't park in/near the motorhome bays (as requested by the Pier operator).

3. Toilets

No toilets at the pier car park at the Trossachs (will be locked). Please go before you arrive or use the public toilets in Callander en route (same ones used at Compass Sport Cup round on 12th March).

These close at 6pm daily and are signed off the main road, turning right just before Tesco. About 5 cubicles on the mens side so pretty extensive. Main car park is pay and display (including Sundays)





4. Covid /Safety Precautions

Note that U16s are welcome but must be accompanied by an adult willing to take responsibility unless prior permission obtained from the organiser.

5. Terrain & Safety Notes

Terrain: Formidable rough and tough mountainous forest. Generally natural deciduous woodland, with open and semi-open areas. Mostly heather underfoot.

The best running is usually found at the edges of marshes, in areas of dead bracken (marked as open on map) and through re-entrants used by wildlife and previous orienteering events. The toughest terrain is generally the steeper wooded slopes which can be covered in deep heather. The terrain is steep, with complex contours.

Crags: There are many high crags across the area and competitors are strongly advised to take extra care and never attempt to ascend or descend crags. Competitors on the Short course shouldn't come across too many big crags, but there are numerous of these on the Long course.

Map: 1:7500. 5m contours. Mapped in 2017.

Bad Weather: Waterproof jacket with a hood, a hat (or buff) and gloves may be compulsory in the event of bad weather.

Sunset: ...is at 6.36pm, with civil twilight at 7.13pm. Will likely be dusk-o to start with, night-o by the end.

Routegadget: for previous event to give you a flavour:

<https://routegadget.fvo.org.uk/rg2/#41&course=1>

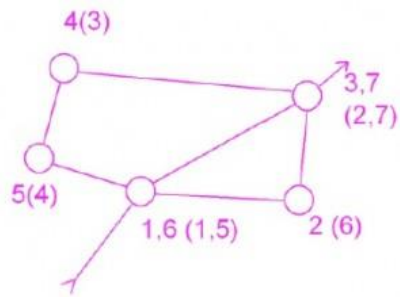
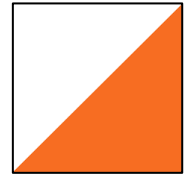
6. Course Information

Starts – Mass start at 18:30 – participants who don't feel comfortable starting in a mass start are welcome to a punching start afterwards.

Distances:

Courses	Estimated Winning Time	Distance	Climb
Long	35mins	3.1km	230m
Short	35mins	2.2km	145m

Gaffling: Both courses are gaffled. Read your control numbers very carefully so you do controls in the right order. Some of the gaffling is implemented via a "Phi" loop, where a portion of runners will go "through the Phi" first, and the other portion will start going "round the Phi". See diagram below for indicative example.



Control descriptions: On maps, no loose descriptions

Courses close at 8pm, please report to download even if you retire.

7. Officials

Organiser/Planner: Andy Llewellyn, Andyllewellyn@gmail.com

8. Version Control

v0.01, 21st Feb – 13th March, Initial Drafting

v1.00, 18th March, Added Sunset time. Ready for issue.