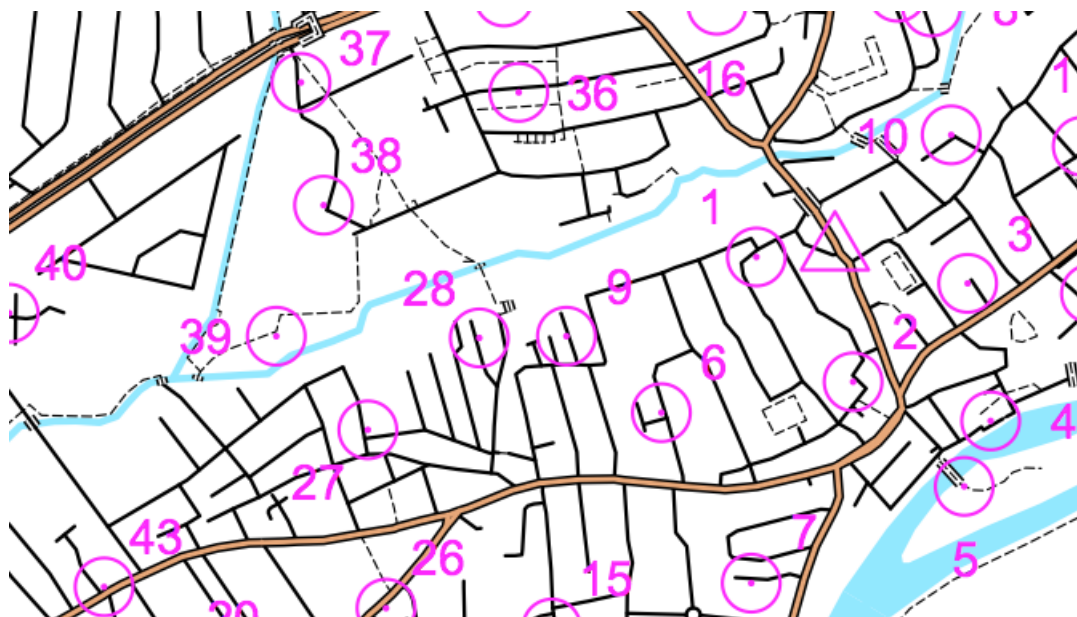# Street Orienteering Series 2022-3

Welcome to the new season of evening Street Orienteering Races. These are friendly, easy events open to everyone and based across Staffordshire. You have to find as many controls as you can in a set time – race, run or walk as you wish!

Event Schedule

The events take place in the evening, on a Tuesday night, starts are from 1845hrs to 1915hrs with the aim for all finishers to be complete by 2000hrs. The schedule for the Winter 2022 season is below.

Date	Venue	Organiser
27th Sept	Burntwood	Andy Yeates
11th Oct	Stone	Harry Lowe
25th Oct	Brereton	Tammy Short
8th Nov	Lichfield	Dave Brown
22nd Nov	Wildwood	Holly Hughes
6th Dec	Pye Green	John Robinson
20th Dec	Etchinghill	Kelvin Dawson
10th Jan	Uttoxeter	Neil Lawford
24th Jan	Huntington	Dan Findlay-Robinson
7th Feb	Armitage	Andy Yeates
21st Feb	Stafford	Ray Collins
7th Mar	Rugeley	Kelvin Dawson
21st Mar	Stafford	Jonathan Howell

Full details on each event are posted on the Walton Chasers website and Facebook a few weeks before the event.
If you plan on attending, please complete the Google forms doc on the specific event details page so that we can produce enough maps and have the requisite details for our insurances.
Results are published on the MapRun website here and the league results will be added to the Chasers website when they are available.

What is the Cost?

The races normally cost £2 for Walton Chasers club members, juniors and students and £4 for others. Payable on the night. You will get a specially produced street map showing the control points you need to find.

If you're not a WCH member, please think about joining. You will get a discount in this series and other races in the year, as well as other benefits.

How it works

Each event is scored separately and you usually have 45 minutes to get as many control points as you can. If you're over the time limit, you lose points so don't be late.

Series points are scored at each event, with 50 for the winner, 49 for 2nd place, 48 for 3rd, down to 1 point for everyone who finishes 50th place or lower. The event score is based on the net score (gross score minus time penalty) and equal net scores are ranked on time (shorter time gets higher event score). The organiser of the event scores points equal their best at any other race in the season. Men and women are included in the same combined results table for each race, and overall, but women's positions will be highlighted in the results.

The overall results will be based on your best **6 scores** in the series, and there will be prizes for the leading man and leading woman over the series. In the event of a series score tie, the most recent head-to-head result will be used.

What is a Street-O Race?

A very informal urban orienteering race, where you are given a special map of the local area, with the aim of running around looking for specific locations ("controls") on the map. You can find the controls in any order you like and pick your own route between them. For the 2022-3 series MapRun6 is being used, which uses smartphones for punching and timing, this will automatically calculate your result at the end of the event.

Each control is assigned a point value. The aim is to score as many points as possible, within the given time limit (usually 45minutes). Try to keep within this limit, as you will be deducted points for every part minute you are late getting back! If you don't want to be out for a full time you can always come back earlier and you will still score points.

What does the map look like?

Normally an A4 sheet with streets shown with black lines and paths shown as dotted lines – some maps use thicker brown lines for major roads. As with all orienteering maps, there are no street names on the map! The controls are normally drawn overprinted in purple. To help distinguish which side of the road you need to be looking at, the control circles are shown usually with a dot in the middle. The start and finish is always at the same place and shown by a triangle.

Here is part of an orienteering map as an example – showing the road and path network and part of the River Thames. The controls on the map here have the extra "dot" in the middle showing the exact location of the feature but is not always present:

What kit do I need?

All you should need is running kit (preferably hi-visibility) and smartphone with MapRun6 app installed (or Garmin watch with MapRun6 – MapRunG link set up). You could also bring a watch to help you keep within the time limit and not constantly checking your phone. A torch / headtorch is recommended as

in some areas the event can have areas not covered by streetlights; particularly, in the darker months many runners prefer to use one to see the map better. A compass is not required!

Before arriving at the event it would help if you downloaded Maprun6 from your Apple or Android App store, the team on the night can then help you get set-up before you start.

Will I be safe?

As half the races are in the dark, we try to use areas that are reasonably well lit and openly accessible. We also aim to avoid roads with heavy traffic, or use bridges / underpasses to cross these. However, you are still responsible for your own safety just as you would be walking around normally. All competitors take part at their own risk.

Most people compete individually, although you can choose to run in groups if you prefer.

Because of our insurance any under-16s must be accompanied by a parent or guardian.

It is also advisable to wear hi-vis clothing for the runs and you must report back to the registration car prior to leaving the event.

Reminder: You must return to the registration car after your run to report that you are back. This is a safety check.

Who can take part?

Everyone is welcome. You can race, run or walk as you wish. As these are relatively low key local events, the races are particularly suitable for people who have never tried orienteering before, and are an excellent opportunity to meet club members and find out more.

MapRun6 setup

1. If you haven't already, please install MapRun6 on your phone.
   Important note: We will be using MapRun6 for this event. If you have not done so already, please install MapRun6 / upgrade from MapRunF.
   Once installed, you need to enter a small amount of personal information – name and so on – to identify yourself in the results system. MapRun6 has enhanced responsiveness in getting an initial GPS fix and getting the best possible tracking throughout the run compared with MapRunF, and also has some new event set-up options for the organisers.
2. We will tell you how to access the relevant file at the registration car. If you'd like to run with a Garmin watch instead of your phone, follow these instructions as well.
3. On the day at the start, the start official will give you the map and event PIN. Press 'Go To Start' in the app. When you are ready to start, enter the PIN. The instructions for running with a Garmin watch is slightly different and can be found in the link above.
4. Once the app starts the time, find controls in whichever order you like. Your phone should vibrate and beep each time.
5. Make sure you're back within the set time limit to avoid a penalty per minute (or part minute) late.
6. You **must** report back to the registration car after you've finished, otherwise we'll have to phone you or your emergency contact.
   Important note: Do not run past the start/finish partway around your course (unless actually finishing), because the App will assume you've finished and stop your time.

If you have any questions, do ask them on the Walton Chasers Facebook page