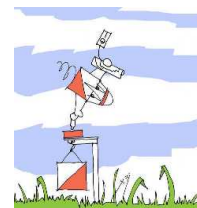




Day 1 - 2m ARDF

Saturday 23th May



Travel, Parking, Facilities,

- Location: Burwarton Estate, Shropshire
- Directions:

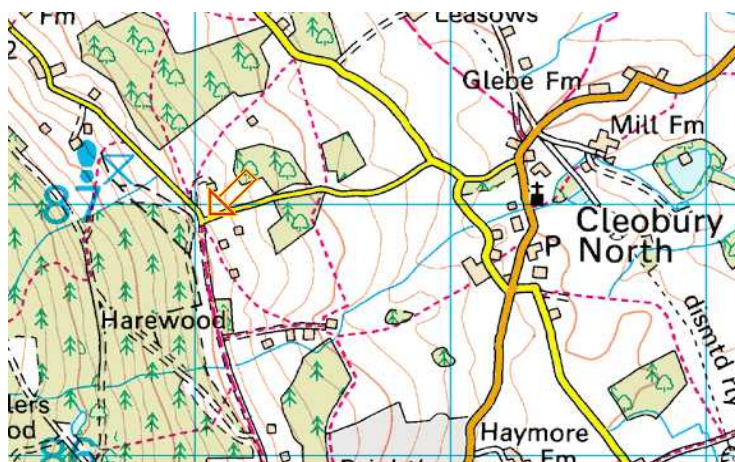
Approach will be signed from the cross roads at the south end of Cleobury North village at SO622867 (signposted 'Ditton Priors'). [<http://www.streetmap.co.uk/map.srf?X=362250&Y=286750&A=Y&Z=120>]

After 500m, keep left. After a further 200m, turn left again into a narrow road signed Tugford and Abdon.

Note that there is a one-way system in Cleobury North village!

The entrance to the parking/assembly will be after 900m on the left at SO610869.

[<http://www.streetmap.co.uk/map.srf?X=361050&Y=286950&A=Y&Z=120>]



- If you are bringing a coach, minibus or large camper van - please let us know beforehand.
- There will be a £1 parking fee per car - please pay at registration
- There will be basic toilet facilities at registration. Drinking water will be available at the finish
- You can contact us on:

sardff@gmail.com

+44 (0) 121 472 2296 (Landline)


+44 (0) 798 021 5561 (Main Mobile)

+44 (0) 794 812 4185 (Backup Mobile)

SHROPSHIRE ARDF FESTIVAL 23-24-25 MAY 2009

Registration - 10:45 to 11:45

After parking make your way to Radio registration:

1. Fill in the registration slip.
2. Confirm that we have all your information correctly recorded on the master registration sheet.
3. Note your competitor number,
4. Pay your entry fees for the days that you are running (£9 per day senior, £24 for all 3 days). Cash please - we cannot take cheques or credit cards
5. Collect and pay for your hired SI CHIP. 
6. Note the transmitters you must find
7. Note your starting time.



Start - 13:00 to 14:00

All times are given in British Summer Time (BST = UTC + 1)

All competitors will walk to the start together. We will leave from registration at **12:00**.

Receivers must be placed in the pound on arrival at the start.

Call up for receiver collection is at Start -10. Map issue at Start -5min.

The warm up area is along the track used to approach the start. All other parts of the wood are out of bounds until the competitor has been given his or her individual start signal.

Clothing may be deposited at the start - it will be returned to the assembly area after the last competitor has started.

There will be a single start corridor

It will be a punching start on the start line itself (not at the end of the start corridor).

REMEMBER: *Clear* and *Check* your SI card at the pre-start. Your time starts when you put your SI CARD in the START SI UNIT, if you don't do this you won't get a time record!

Map: 1:15,000 scale with 5m contours

- The map is printed on waterproof paper. You may wish to protect the map from mud etc. with a suitable plastic bag.
- The map can be folded down to approximately A4 - an example will be provided at the start. Exact folding dimensions will be confirmed at registration.
- The start and home beacon locations will be marked on the map. The triangle shown on the map indicates the position of the start line. The circle shows the home beacon location (MO)
- Please do not enter the out of bounds areas shown on the map.
- Where practical, use gates and crossing points to cross fences, take great care and report ANY damage done (you will not be blamed).
- A number temporary of crossing points are shown in purple on the map. **These are being built during day 1 and may not be in place during the ARDF competition.**

SHROPSHIRE ARDF FESTIVAL 23-24-25 MAY 2009

Course and Competition

As per IARU rules there will be a minimum of 400m between all transmitters and between transmitters and the home beacon.

Transmitters will be located at least 750m from the start triangle shown on the map

The numbers below include the beacon (MO):

H21	6 Tx	D21	5 Tx
H40	6 Tx	D35	5 Tx
H50	5 Tx	D50	4 Tx
H60	4 Tx		

1 to 5 are hidden transmitters, 6 is the 'home beacon' (MO). Everyone must visit the beacon (MO) and register their SI chip in the SI unit.

The transmitters to be found for each class will be published at registration on the day of the event

There is a time limit of **150** minutes. If you exceed 150 minutes you must abandon your course and go immediately to the finish.

Within age classes competitors will be ranked in order based on number of required controls found and then time.

The British Champion will be the eligible competitor achieving the fastest time with all required Tx found. If no competitor finds all required Tx then the competitors will be ranked in order of Tx missed and then time.

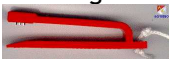
Transmitters - 2m

0.5 Watts minimum output into a turnstile antenna
Mode A2A (continuous carrier, AM modulated by keyed AF tone)
Tx 1, 2, 3, 4, 5 at 144.525 MHz
Home Beacon at 144.763 Mhz (0.3W max.)
All the transmitters will send the callsign of the owner at the end of each transmission. A transmitter will be available at registration so that you can set your tuning.

The ARDF transmitters will be marked with a *small* orienteering 'kite'. But don't worry - we are not going to hide them! Full size (30cm x 30cm) kites are for the standard orienteering.

There will be many standard orienteering kites in the forest in preparation for a race on Sunday

The code will be indicated (TX-1, TX-2 etc, TX-6 for beacon MO). Put your SI Chip in the SI Unit and wait for the light to flash and a 'beep' sound. In case the SI unit fails, there will be a standard pin

punch  - use this to mark your map



SHROPSHIRE ARDF FESTIVAL 23-24-25 MAY 2009

Finish




There will be a taped corridor from the beacon to the finish line

You must put your SI card in the finish SI unit to 'register your run and stop the clock'. For example H21 will finish with **8** registrations on the SI Card :- Starting Time, TX1, TX2, TX3, TX4, TX5, TX6-Beacon-MO, Finishing Time.

Download (Radio registration) & Results

- Please return to Radio Registration. Here we will, again, take the time and Tx visits from your SI chip
- Results will be displayed at Radio Registration

Safety

- You compete at your own risk
- There are steep slopes, rock faces, pits and high fences - take care when choosing and following your route.
- You **MUST** carry a whistle. 
- You are required to wear 'full body cover' - this is typically defined as LONG TROUSERS or BREECHES & GAITERS plus at least a T-SHIRT
- If you are not native to Europe please ask at registration information on animal and plant hazards. (nettles, brambles, snakes, ticks)
- Do not touch metal objects - these may be squirrel traps - no hazard unless you put-you-hand-inside



- If the weather is poor you **MUST** to carry a raincoat. Parts of the competition area are high and exposed. In case of thunder or lightning the race will be abandoned.



- After your run you must report Radio Registration - event if you do not complete your course. We must make certain that you have safely returned. If you time out you must return promptly to Radio Registration.

-END-