

NWNL White Coppice: Level D Saturday 26th November

Location: the event will be centred on the village of Brinscall, NE of Chorley. It is best approached either via Higher Wheelton on the A674 or via Abbey Village on the A675.

Registration: will be in the Swimming Baths car park located in the middle of the village (postcode PR6 8QR/ SD 627 213). Open from 5.30 – 6.45 pm/ Starts 6.00 – 7.00 pm. Course closure 8.30 pm.

Start and Finish: 50m from registration.

Entry Details: EOD only. Seniors (M/W 21+) £7.00 / Juniors (M/W 20-) £3.00. Dibber Hire £1.00 (but £40.00 if lost)

Facilities: With apologies, none. The Swimming Baths will be closed, so no toilets, the 2 pubs do not do food and the Chippy is also closed on Saturdays! There is only a small car park adjacent to the Baths so please park on near-by roads, being mindful of local sensitivities.

Safety: A comprehensive risk assessment has been carried out but all participants are responsible for their own safety during the event and take part at their own risk. **Whistles** are compulsory and **Cagoules** must be worn or carried. This is a night event in late November so please expect challenging weather. Gloves, hats, thermals, waterproofs, might well be needed so please come prepared.

White Coppice Map: Based on the original maps of Dick Collins and Roy Woodcock, the present map was drawn in 2006 by Dave Hargeaves and subsequently up-dated this Autumn by Julian Lailey. The map scale will be 1: 7,500. Control Descriptions will be on the map and loose copies at the Start. No legend will be on the map, but copies will be available if required at registration.

Courses: **Orange** 2.3k/ 70m/ 11 controls. All in the forest;
Green 4.0k/ 135m / 14 C's. Forest and Moorland;
Blue 5.0k/ 210m/ 21 C's. Forest and Moorland.
All subject to final planning.

Terrain Notes: This is an area littered with mining works, ruined buildings and ruined walls, the latter easily crossed. But one wall, separating the forest from the moorland, isn't ruined and **must not be climbed**. Competitors on the Green and Blue courses must use only the marked crossing points to pass through it. There are numerous streams in the forest and one, in the north-east of the area, flows through a deep, rocky ravine. Courses have been designed not to tempt competitors to go there. The forest, steep in the lower reaches, is largely deciduous with varying degrees of runnability. Underfoot hazards include tree roots, loose stones, and boggy areas. There are numerous paths but fallen leaves might make some difficult to follow. Areas of green on the map should be avoided. Blue and Green

competitors are likely to encounter a deep dry well in the forest and a very small, but deep, pond. For safety both will be taped.

The registration and start/finish areas are next to a deep lake, bounded by a small river that feeds it. Orange runners especially will find the early part of their course taking them along a path beside the river. There are two bridges over it, both of which must be used by them.

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