

Studland Dunes Night Event - Planner's Notes

Required Equipment

The following items should be carried by all competitors:

- Main light (brighter will make it easier!)
- Backup light – this should be sufficient to read the map and get you back to the beach/nearest path if your main light fails. There are no other light sources in the area.
- Whistle

Darkness and Moon

The area is DARK and there are no artificial light sources nearby. If cloudy, there is enough light pollution from Poole to clearly make out the silhouette of trees against the sky. The only thing lighting the ground will be the torch you've brought with you.

If the sky is clear, making out the silhouette of trees may be harder, but the event coincides with a full moon which should provide a general low level of illumination of the ground.

Terrain

Sandy heath on a mature dune system with patches of gorse and a few distinct trees. There is a lot of contour detail, a few well-defined mapped paths and a smaller number of indistinct paths.

Much of the dunes is covered by heather, and that which is not is often quite loose sand underfoot – it is not fast running.

Course Distance / Time

The optimum distance to collect all controls is approximately 5km.

The planner has test run the course in the daytime with only tags to mark control sites in 45 minutes. It is expected to be slower in the dark!

Marshes

There are large sections of uncrossable marsh and bodies of water marked on the map. Not only would these be very dangerous to enter, but they are of ecological importance to the National Trust who may withdraw permission if we disturb them.

They are clear on the ground and are strictly out of bounds – DO NOT ATTEMPT TO CROSS THEM.

There is an area of heathland in the far southeast of the map that is prone to light flooding after heavy rain. Other than this area (which is clearly not marsh on the map) you should not be entering wet areas.

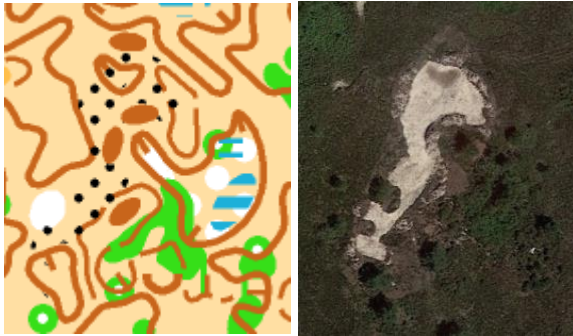
Deep stream Crossing



At the northern end of the course area, there is a deep stream that drains from the marsh before widening and becoming shallower once it reaches the beach and feeds into the sea.

There is a bridge on the path that must be used. Crossing this at any other point is out of bounds. The course is planned to make using the bridge the best option.

Sandy Areas



In the western part of the course area, there are several exposed sandy patches cut out of the heath. These are very clear on the ground day and night and will be useful for navigation. they are marked on the map using a black dotted symbol.

Burnt Area



In the north-west of the course area, there is a part of the map marked as open land. This is not clear/grass but is an area of heathland that has been burnt. It is generally sandy underfoot with remains of burnt gorse/trees still standing. It is quite distinctive.

Paths on Eastern Side



On the eastern edge of the map, there is a large network of small, indistinct sandy paths. These paths are not mapped and the contour detail in the area is generally quite indistinct. The course is planned to avoid this area.

There is one north-south track in this area that is more distinct than others and is mapped. Where this path stops becoming distinct is a matter of interpretation, and the southern end of this track on the map should not be relied upon. This also applies to the end of any other open-ended less distinct paths.

Gorse

There are patches of gorse scattered across the area. Where these are large but passable patches that may aid navigation, they have been marked with an undergrowth symbol. Dense, impassable patches are marked as fight.