



# Jurassic Coast Challenge

13/14 May 2023

## Event Guide

**PLEASE READ**

*(a separate guide for the Bridport 10km distance will be made available soon)*

The Jurassic Coast Ultra Challenge is back again and, we can't wait to see you at the start, and with over 3,000 participants taking on the range of route options - it's going to be a great event and, we're hoping to raise over £1 Million for our charity partners. This 'Event Guide' helps with your final planning, please read it alongside other material within the new 'Challenge App' & the Participant Area of the Ultra Challenge website. 'Bridport 10K' participants will be emailed all relevant information and details will be posted in the Event App.

## CHALLENGE APP

The new 'Event App' is now available – and gives you access to all the key info & updates. Firstly – if you have not yet downloaded it – go to the **Apple / Google Store**, search for '**Action Challenge**' and download that base App. Follow the instructions, then, on the front screen (or go to '**Load New**' in the burger menu if you already have the base App installed) – enter **Reference Code JURAC23** – which downloads all the Challenge info.

This App gets updates before the Challenge - so make sure you have it on your phone!

### In the APP you will find:

- Copy of this Event Guide
- Briefing video (available 6 weeks prior to the event)
- Start Time list (available 4 weeks prior to the event)
- How to 'manage your place' (cancellations/deferrals/etc.)
- Optional Extra booking (camping/parking/ bus transfers)
- Route Maps
- Link to the event timing & tracking system
- Start / finish & Rest Stop venues info + supporter access
- Travel advice
- Details of the Challenge food / menu
- Kit Lists
- Social Media links + Much More....



### You can also view the App on a Computer (desktop / laptop):

- Go to: [www.web.vamoos.com/login](http://www.web.vamoos.com/login)
- Enter User ID as: **ACT**
- Enter **JURAC23** Passcode (same as mobile App above)

## KEY PRE-EVENT INFO....

### Start times

For anyone registered **before 10 April 2023**, you will be sent your official allocated start time sent via **EMAIL** on Tuesday 11 April (+ a text alert)

We will allocate start times as close as possible to the slot selected when registering – and at most (in a few instances) there may be a half hour difference from that original choice.

If you signed-up as a Team - members will be allocated the same start as the Team Captain.

If you've **NOT** received your Start Time Email by 6pm Wednesday 12 April, check your 'junk' inbox first - and then check that **your name** is on the Start Time List (which will be in the App & Participant Area of the website). If it is, your Start Time is detailed there, and there's no reason to worry or contact us – as that time will be confirmed on your **E Ticket**

If your name is **not** on the Start Time List – **OR** in legitimate **exceptional circumstances** you'd like to request a '**Start Time Amendment**' - **OR** there seems to be a problem with some of your Team's start times - then please complete the **online form** (available on the app & the website from 12 April) by **8pm Sunday 23 April** at the latest.

Anyone that has registered on **11 April or after**, your start time will be confirmed on your event '**E-Ticket**' (which will be sent to **ALL** participants on **3 May**).

The **'Start Windows'** for the various Challenge options are below, with half hour allocated slots within these windows. **NO** requests can be made for a start time outside of the appropriate 'window'.

**Start points have 'windows' – we can't accept amendment requests outside of these.**

Due to various logistical reasons runners in the Full & 1<sup>st</sup> Half Challenges will be given priority for earlier start times (over joggers & walkers)

- **Full, 1<sup>st</sup> Half, (Corfe Castle):** Sat 13 between 6.45 – 9.30am
- **Marathon, Double Marathon (Corfe Castle):** Sat 13 between 9.00 – 9.30am
- **2<sup>nd</sup> Quarter Challenge (Corfe Castle):** Sat 13 between 9.45 – 10.15am
- **1<sup>st</sup> Quarter Challenge (Corfe Castle):** Sat 13 between 10.00 – 10.30am
- **2<sup>nd</sup> Half Challenge (Weymouth):** Sun 14 between 6.00 – 7.00am
- **Full 2 Day Challenge (2<sup>nd</sup> Half – Weymouth)** Sun 14 between 6.00 – 7.00am
- **Bridport 10K (Bridport):** Sun 14 May between 10.00 – 10.30am

**E-Tickets & Bib Number**

Your E-Ticket will be **EMAILED** on **Wed 3 May** – and you **must** bring it for registration on to the event. Ideally store it on a mobile device to save paper!

If you've **NOT** received an E-Ticket by **Monday 8 May** (check junk mail first) – there will be a 'Final Starting List' published within the Challenge App & Participant Area of the Ultra Challenge website - where you can check your bib number, start time and request an **E-Ticket re-send**. We ask that you **do not** email or phone to request an E-Ticket.

**OPTIONAL EXTRAS**

Must be **booked in advance** - **Bookings will close at midnight Tuesday 2 May** – but book now, as some services have a maximum capacity!

**Our Optional Extras include:**

- **Camping packages** - Friday Corfe Castle start venue & Saturday Half Wway (*Weymouth*)
  - (*Friday OR Saturday*): Inclusive: **£65/£85** – single/twin,
  - (*Friday OR Saturday*): Pitch only Camping: **£30/£20** – single/extra campers,
  - (*Friday OR Saturday*): Campervan: **£30/£20** – single/extra campers
- **Parking options** (*Corfe Castle, Church Knowle, Weymouth, Bridport, & Supporter Parking - Corfe Castle, Church Knowle, Weymouth, Abbotsbury and Bridport.*) **£6/ P&D**
- **Additional Meals –**
  - Friday Night dinner (*Friday night campers ONLY*) **£12.50**
  - Sat Morning Breakfast (*already included for Friday campers*) **£6**
  - Sun Morning Breakfast (*already included for Saturday campers*) **£6**
- **Pre challenge Transfers** (*i.e. park at the end & transfer*)
  - From Wareham Station to Corfe Castle (*start line*)
    - *Friday 6pm or 7pm or 8pm* **£7.50PP**
    - *Saturday 6am or 7am or 8am* **£7.50PP**
  - From Bridport (*100km finish*) to Corfe Castle
    - *Friday 4.30pm or 7pm* **£30PP**
    - *Saturday 5.30am or 6.30am* **£30PP**
  - From Weymouth (*1<sup>st</sup> Half finish*) to Corfe Castle
    - *Saturday 5.30am or 6.30am or 7.30am* **£20PP**

- From Bridport (*2<sup>nd</sup> Half finish*) to Weymouth
  - *Sunday 5.30am* **£20PP**
- **Post challenge Transfers** (*i.e. park at start & transfer back*)
  - From Bridport (*Main finish*) to Corfe Castle (*Start line*)
    - *Saturday 8pm till late* **£35PP**
    - *Sunday 7am onwards* **£35PP**
  - From Bridport to Weymouth (*half-way for full challengers*)
    - *Sunday 7am onwards - potential wait time of 3hrs* **£20PP**
  - From Bridport to Dorchester South Station
    - *Saturday 5pm until last train* **£15PP**
    - *Sunday 7am onwards* **£15PP**
  - From Weymouth to Corfe Castle
    - *Saturday 2pm till late* **£20PP**
    - *Sunday 8am (campers only)* **£20PP**
  - From Church Knowle to Wareham Station
    - *Saturday 10am until 7pm* **£10PP**
  - From Church Knowle to Corfe Castle
    - *Saturday 10am till 7pm* **£7.50PP**
- Geo Tracker Hire so family & friends can track your progress in real time! **£25**



Optional Extras are detailed in full via our Website - with online booking:

[CLICK HERE to book your Optional Extras >>](#)

**Please Note** - Tickets for **Camping & Parking** will be E-mailed the week prior to the event (places on booked bus transfers will be based on lists that we'll have on the day.

**Baggage Services** (*no need to book online – 'pay on the day'*)

If you want to have your bag transported from the start line to your finish line. This optional service is paid by **card / cash on-the-day** (*at the baggage drop tent*)

**Transfers to your finish (20kg / 80L max size) – prices are per bag**

- Full Challengers – **£12**, Half Challengers - **£10**, Quarter Challengers - **£7**
- Runners (registered) – free transfer (max size 10kg / 30L – and this **will** be checked)

**Transfer to Half Way & then on to Finish (Full Challenge only – extra clothes etc)**

- **£17** per bag (max size 20kg / 80L)



- £17 per 'sack' per person - for those who have purchased a 'Camping Package' (we'll provide a 'sack' (i.e. for a bag & other likely camping equipment).
- Runners - **free** for 10kg/30L max size (bigger / extra bags **must** be paid for as above).

**Walkers & Joggers** - bring a day bag (small rucksack) of 30-35L max - which you will be expected to carry with you – to hold your essential 'on event' kit.

**Runners:** Carry a small lightweight backpack if you wish – or as above, registered runners (and you must be an 'actual runner') will receive a **FREE** transfer for a small bag.

**Please Note** - For Full Challenge runners – you **MUST PICK** your bag up at the half way point baggage zone even if you don't need it – and then (once you've finished with it) **DROP** it in the 'Baggage Drop Zone' as signed. Failure to do so will mean the arrival of your bag at the Bridport finish is likely to be much later than your own arrival!

### Merchandise

There's still time to purchase your 2023 Jurassic Coast Challenge tech T-shirt for just £25! Also, check out our full range of Ultra Challenge merchandise including a new style fleece, leggings, hoodies and hats! We can't guarantee sizes and availability on the day at the start – so order yours **NOW** to avoid disappointment!

[CLICK HERE TO VISIT OUR ONLINE SHOP >>](#)

### If you have booked Camping

If you are arriving on Friday evening at Corfe Castle (strictly **NOT** before 4 pm) there are 'zones' for the 'pre pitched' option / pitch only option / and campervans – which will be arranged as best possible to ensure 'late comers' don't disturb the early bird sleepers! Remember – **Friday evening dinner is available** - but **must** be booked in advance – and **parking** if you're leaving your car at the Corfe Castle start. (See 'Optional Extras')

### TRAVEL – GETTING THERE & AWAY

**THE MAIN START FOR – Full, 1st Half, Marathon, Double Marathon 1st Quarter & 2<sup>nd</sup> Quarter Challengers – Field near Norden Park & Ride, Corfe Castle, Dorset BH20 5DW**

Look out for our event signage, and please follow all instructions for parking on the day.

**Please Note** - long term parking **must** be booked in advance (see optional extras), and for any supporter vehicles who intend to wait with you at the start and visit other rest stops (where allowed). There will be a short term parking area – and a **drop off** zone.

**Note** - If you are literally just being dropped off (i.e. a minute or so max via taxi or supporter vehicle) - it's best to head to the official station 'Park & Ride Car Park' itself.

### Registration

In all instances you will need your E-Ticket with the QR code to register on to the event (on a phone / or printed).



## Early Registration - Friday 12 May

For those staying locally (or camping with us) we will open 'Early Registration' for **CORFE starters only** between 4pm - 8pm on Friday at the main start venue in Corfe - this saves time on Saturday - meaning you only need to be at the start 30 minutes before your start time.

## Main Registration – Saturday 13 May

Please **do not** arrive at the start venue more than 1 hour before your start time (if you do please wait in the car park).

## 2nd Half Challenge Registration – Sunday 14 May

At **Lodmoor Country Park, Weymouth, DT4 7SX** - registration opens at 5.15am for rolling starts between 6.00 – 7.00am (*look out for parking instructions - long term parking **must** be booked in advance (see optional extras)*)

## 2 Day Full Challenge – 2nd Day Registration – Sunday 14 May

As above - Registration is at Weymouth (Lodmoor Country Park, Weymouth, DT4 7SX) opening at 5.15am for rolling starts between 6.00 – 7.00am.

## At Registration

- You **MUST** arrive on site a max **1 HOUR** before your start time to
- You **MUST** present your **E-TICKET** where asked to
- Collect your **EVENT PACK** (Event & Timing Pass, lanyard, bib, safety pins)
- Collect your **event buff & route card**
- Write **medical details** on reverse of your event bib (*if have any serious conditions*)
- E-Tickets are **NOT** transferable – we may ask for ID to confirm your details
- **ID MUST BE PROVIDED IF YOU ARE ON A MULTI-DEAL**
- You **must** come with at least **2 litres of water**, either in a bottle or a camel back
- Tickets for **camping & parking** will be e mailed the week prior to the event (places on booked coach transfers will be based on lists that we will have on the day)

## YOUR START

You'll be called into the 'Start Pen' about 15 mins **before** your official start time for photos, a safety briefing, and warm up. Then you'll be set off in a 'wave' of about 300 or so challengers (for those on the Saturday start slots).

## Supporters at the Start

Supporters are welcome at the start – but are not allowed in the marquee area, and there will be a separate 'Supporter Zone' (with tea / coffee)

## THE ROUTE

Will be marked with pink arrows, ribbons, flags & signs. Equally important - you'll have access to a **Google route map via the Challenge APP** (and a QR code on the Route Card). A mobile phone is therefore **essential** – and ideally with a back-up battery pack – which are readily available these days!). With the right phone settings, your 'blue dot' location shows up relative to the route – so you'll always be able to figure where you are – or should be!

## Google Map (s)

These will be finalised & enhanced with useful information.

## GPX file

You will be able to download the final GPX file of the route to upload into GPS type devices (Garmin's etc). This will be available from Thursday 11 May via the website.

## [CLICK TO VIEW 'ROUTE' >>](#)

**NOTE:** The Route(s) is **subject to change** in the lead up to the event – and potentially close to the start date - so please always follow **the signage on the day**. We've plotted the route various devices to get the 'best' plot, and please be aware that some GPS devices tend to overstate distance on relatively slow, long, walking / hiking type activities – and it's best to turn off the device when you are stationary for long periods (ie – at rest stops)

## Hazards on Route

Hazards exist in many guises – on footpaths, pavements, and on roads! Look out for: Traffic (cross roads in the correct places); slippery surfaces on footpaths (it may be wet); cliff edges; styles (can be tricky); steep slopes; other pedestrians / dogs – and clearly darkness / night time brings additional challenges – so you **must bring a head torch!** Be careful – and always err on the cautious side, and look, listen & think ahead, as for most, this event is NOT a race – and we want to see everyone safely at the finish line!

## Timing & Tracking

You'll be issued with a timing pass & lanyard to be worn around your neck. This will be scanned at the start / finish & at rest stops. You must go through all check points for your tracking profile to be updated. Friends & family will be able to view your progress through rest stops, and this link will be available via the **App** and the **website** on Thursday 11 May.

## 'WhatsApp' & 'What 3 Words'

The route is relatively remote in places & post codes often 'don't work' that well – so having access to (and knowing how to use) – **'WhatsApp'** location functionality and **'What 3 Words'** (which is a well-known location type app) are both very useful in case you need to give your specific location to a supporter (i.e. to meet or pick you up) - or to our **Control Room**. Please check these out if you are not familiar with them – and download these clever apps on to your phone!

## Food & Drink at the Challenge Rest Stops

All dietary requirements are catered for (ask if it's not apparent!) – and if you want more food at the main rest stops – PLEASE ASK FOR IT – as our catering team is there to help!

- **Start:** (*Corfe Castle*) – Hot drinks, biscuits, bananas (Plus - breakfast vendor)
- ~ **25 km Stop:** (*Church Knowle*) – Full / 1<sup>st</sup> Half / Marathon Challengers, picnic lunch
- ~ **25 km Finish:** (*Church Knowle*) – 1<sup>st</sup> Quarter finishers, picnic lunch
- ~ **58 km 'Half Way' & 1<sup>st</sup> Half/ 2<sup>nd</sup> Quarter/ Marathon Finish:** (*Weymouth*) – Hot meals with choice
- ~ **83 km Stop:** (*Abbotsbury*) – Full Continuous Challengers, selection of hot/cold food
- ~ **83 km Stop:** (*Abbotsbury*) – 2<sup>nd</sup> Half/ 2 Day Full Challengers picnic lunch
- **2<sup>nd</sup> Half/100km/ Double Marathon Finish:** (*Bridport*) – Hot Meal for all finishers (or breakfast – depending on time)
- **Other Rest stops:** (*Swanage (11 km)* / *Lulworth, Daggars Gate (42 km)* / *Wyke Regis (66 km)* & *Burton Bradstock (94km)*) - Good mix of snacks (inc. bakery / fruit / cut fruit / protein bars / chocolate / sweets/savoury ) - and hot drinks / water/ squash / energy drink.

If you have a favourite snack which 'hits the spot', perhaps keeps you going when you might not feel like eating other food – then it's not a bad idea to bring some of it with you!

Please clear & dispose of all **your rubbish** in the sacks / bins provided at all the venues.

### Medical Facilities

Our team of medics will be at all the Rest Stops – with mobile resources deployed for any serious incidents. You should bring your own small first aid kit – and always deal with blisters as soon as you feel a ‘hot spot’ (don’t wait till you get to a rest stop!). There’s a **massage service** at the Weymouth 58 km ‘half way’ point & at the main finish in Bridport (10 min slots – booked on arrival at that venue)

### FINISH LINE & DEPARTING

All finishers will get a well-earned medal, some fizz and a meal with soft drink.

#### *1st Quarter Challenge finish line – Bucknowle Farm, Church Knowle, Nr Corfe Castle, Dorset, BH20 5PQ*

Picnic lunch & selection of hot drinks available. There are shuttles available for £7.50pp. back to our main Corfe Castle car park & from £10 pp to Wareham train station. Supporters will be able to park at Bucknowle Farm (to pick you up) – but will not be allowed in the main marquee area (there will be a separate area).

[Google Map Location for Bucknowle Farm >>](#)

#### *1st Half & 2nd Quarter, Marathon Challenge finish line – Lodmoor Country Park, Weymouth, DT4 7SX (event parking is through the ‘Beach Car Park’ - Pay & Display)*

Selection of hot food available + massage and medical teams just in case. There will be transfers back to Corfe Castle for those pre-booked via the Optional Extras (£20pp). Supporters will be able to park at Weymouth (to pick you up) – but will not be allowed in the main marquee area (there will be a separate area).

[Google Map Location for Lodmoor Country Park >>](#)

#### *Full, 2<sup>nd</sup> Half & Double Marathon Challenge finish line – Asker Meadow, Sea Road South, Bridport, Dorset, DT6 4DL*

Selection of hot food available + massage and medical teams just in case. There will be optional transfers to Dorchester South Station (£15pp) **OR** back to the Corfe Castle start car park (£35pp), **OR** to the Weymouth ‘Half Way’ car park (£20pp). All transfers must have been **pre-booked** these via the **Optional Extras**. Supporters will be able to park at Bridport (to pick you up) but will not be allowed in the main marquee area.

[Google Map Location for Bridport Finish >>](#)

### **Note - Runners / Fast Joggers:**

Runners on the Full 100km Challenge will finish somewhere between 6:00 –11:30pm on Saturday. There will be set times for any of the pre-booked transfers on Saturday evening & early Sunday (as it’s just not possible to run a frequent ‘on demand’ service at the rates we are charging) - so you may have to wait up to 3 hours (max) before there is a suitable transfer vehicle. For those arriving at the finish line when the trains are not be running, there will be a quiet area available for participants to rest until the first train on Sunday morning. Please bear in mind that as the runners arrive relatively spread out at the finish line, the finish line can be quiet at times (so do ask your supporters to join you!)



## DROP OUT PROCEDURES, CUT OFFS, RULES

During the event there will be a **Control Room** in operation. Please ensure that you save the important phone numbers prior to the Challenge.

**Emergency No.** (If you're injured but non-life threatening): **0203 915 6682**

**Control Room No.** (For non-emergencies i.e. you are lost): **0207 609 6695**

**Drop out SMS / WhatsApp** (To say you're retiring etc.): **07931 466138**

**Life Threatening Incidents** - **CALL 999** first, then the emergency no. above

### Kit & Foot Care Advice

Problems with feet tend to be the main reason why participants are forced to drop out of an Ultra Challenge – blisters / bruised toe nails / general sore feet. Deal with 'hot spots' as soon as you are aware of one (don't wait) – cut your toe nails before the event – make sure your footwear is broken in & not too tight – tape up areas of your feet that you know cause problems – change your socks – and maybe have a spare pair of loose trainers if your feet need a break ! (use the baggage service).

We'd also like to advise (or warn!) that on the Full or 2nd Half Challenge, there's a 2.5km section of pebble beach (far west end of Chesil Beach) so sturdy footwear is best & walking poles are recommended for this section (helps avoid back & knee aches!).

### Exiting / Retiring from the Challenge

If you need to exit / retire from the Challenge, please inform Event Staff or by Text SMS to the number provided on the Route Card – procedure details below. The ideal place to retire is at any Rest Stop – so unless it is an absolute emergency please do your best to carry on to one of these stops.

There will be shuttle buses picking up those who have retired from the event from the 25k rest stop (Bucknowle Farm) onwards. Depending on where participants retire the shuttles will either take you to the Half Way point (Lodmoor Country Park) or to the 100km Finish Line (Bridport). Buses will be doing round trips stopping at all rest stops along the route, so this may involve a wait during busy times. Participants who choose to retire are also welcome to organise a taxi/uber themselves if they so choose.

### If dropping out at a Rest Stop / Mid Point

Go to the '**Information Point**' and hand in your Event Pass. Staff will provide details of shuttle services or other ways to exit. The shuttle service is only available from the 25km point onwards - before that point, retirees will need to make their own travel arrangements, unless in an emergency when we will have vehicles and medics available.

### If exiting the event on the course

If you need to exit / retire from the challenge, please inform event staff OR text the 'Drop Out' number provided on the Event Pass with your **NAME, BIB NO. APPROX KM** and **TIME**, along with the words 'DROPPING OUT'. Please include details for team mates also exiting the event if applicable.

### Other pick up points

If you are physically unable to make it to the next rest stop – we will have a number of strategically designated 'pick up points' (that our vehicles can access) – which will be detailed

on the Google route map (and detailed on the route card, and the Control Room can direct you). Pick-ups from these points will just move you to the next rest stop – and at that point **your challenge will finish** (they cannot be used to ‘get a lift’).

### Cut off times

The Event will have cut off departure times from based on the 34 hour upper end time (Full Challengers), 28 hrs for the Double Marathon (84km), 19 hrs for the 1<sup>st</sup> Half (58km), 14 hours for the 2<sup>nd</sup> Half & Marathon (42km), 8 hours for the 1<sup>st</sup> Quarter (25km) and 12 hours for the 2<sup>nd</sup> Quarter (34km) Challenge. If anyone fails to meet these cut off times, the Organiser reserves the right to withdraw participants from the Event. We will, however, do everything we can to ensure that anyone who wants to continue can do so as we are fully aware of what ‘finishing’ means to many.

### Event Rules

There aren’t too many rules – but the ones we have are important. Please make sure you familiarise yourself with these rules and our Ultra Code before the Challenge:

- **Do not attend the event if you feel ill** – or have an infectious disease
- Your Bib & Event Pass must be worn **at all times**
- You must have a mobile phone with you & the App installed (+ WhatsApp/What 3 Words)
- You should carry a back-up power pack for your phone
- Participants must ensure they are hydrated, fed & rested before commencing any stage of the event and report any concerns to an Event Medic or Event Staff
- If, in the opinion of an Event Medic, a participant is considered unfit to complete the next stage, or further stages, that participant will be excluded as necessary
- **NO DOGS** (or pets of any kind) anywhere on the Challenge or route – we do not have permissions from landowners, venues and/or farmers to have any kind of animal on the route so pets of any kind are not allowed.
- All Full, 1<sup>st</sup> Half, Marathon, Double Marathon & 2<sup>nd</sup> Quarter Challengers **MUST carry a head torch** and wear it during the hours of darkness.
- The Event Organiser reserves the right to operate a 34 hour cut off time for all participants attempting the Full Challenge – with other Rest Stops closing times in accordance with this time frame.
- No individual should leave a rest stop alone during the hours of darkness – you must be with a TREK MASTER-guided group or be part of a team
- The Organiser reserves the right to officially remove a participant from the Challenge if, in their reasonable opinion, the participant’s actions or behaviour is likely to significantly impact the wellbeing of other participants, staff, suppliers, or members of the public - or will bring the reputation of the event and / or the event organiser into disrepute.
- If any participants are encouraging, or hosting ‘non-registered challengers’ to take part in the challenge alongside them in some way, and are seen to be passing food /drink to them – all involved will be disqualified, all our services will be immediately withdrawn, offenders will be removed from our venues, and no refunds of any kind will be made.
- Ultra-Challenge Participants who have entered the challenge on a **MULTI DEAL MUST PROVIDE PHOTO ID** at registration or risk losing their place on the challenge

## The Ultra Code

It is important to remember that the route goes through public footpaths and can run close to private property. In respect of this, please be sure to always follow the Ultra Code:

- **No littering at all** – bring a bag to use for your litter – and dispose of at rest stops
- Always shut gates behind you.
- Be considerate of local residents, making sure to keep noise levels down
- Use the toilets provided (and use them properly!) – and not on the route!
- Respect private property (keep out)
- Beware of roads – and always cross in the correct places
- Be considerate of other walkers on the route who may not be taking part
- Be aware of cattle / sheep

## SUPPORTER ACCESS TO REST STOPS

Supporters are welcome at all the stops below, and whilst we ask that they are self-sufficient with food (we will have tea / coffee) and that they will not have access to the main marquees (there will be separate area). Parking is available should they wish to wait for you/ collect you.

- The Start: Norden Park & Ride, Corfe Castle, Dorset BH20 5DW
- 11km Rest Stop: Swanage, Days Park (local P&D parking), Swanage, BH19 INN
- 25km Rest Stop: Church Knowle, Bucknowle Farm, Wareham, Dorset, BH20 5PQ
- 42km Rest Stop: Dagers Gate Field, Lulworth, Wareham, BH20 4PU
- 58km Half Way: Lodmoor Country Park, Weymouth, DT4 7SX
- 82km Rest Stop: Abbotsbury Swannery, New Barn Rd, Abbotsbury DT3 4JG
- 100km Finish: Asker Meadow, Sea Road South, Bridport, DT6 4DL

Please ensure your supporters **do not** attempt to access any of the other Rest Stops along the route – as they will be turned away.

## What can you expect next from us...

1. **Pre-Event Video Briefing!** Our Pre-Event Briefing will give you a quick rundown on what you can expect on the day, the route, hints & tips for training and more! This will be live on the App and Participant's Area approximately 6 weeks before the event.
2. **E-Tickets** These will be sent to you on the 3 May – keep an eye out for them
3. **Official Results & Certificates Released** Your final times will be released via the timing website on the 15 May – you'll also be able to download your Jurassic Coast Challenge certificate!

**We wish you the best of luck for your challenge if you have any questions, please visit our online Help Centre on our website:**

**[CLICK HERE for the Help Centre >>](#)**

Kind Regards,  
The Ultra Challenge Team  
Action Challenge