



Jurassic Coast Ultra Challenge

18/19 May 2024

Event Guide

PLEASE READ

(a separate guide for the Bridport 10km distance can be found on the website & in the app)

Please note: This Event Guide may be subject to changes & revisions.

The Jurassic Coast Ultra Challenge is back again and, we can't wait to see you at the start. With over 3,000 participants expected to take part it's going to be a great event and, we're hoping to raise over £1 Million for our charity partners. There's a NEW ³/₄ Challenge also available to take on - either to journey on the whole way through or to stop overnight and then continue.

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.

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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 JURA24** - 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
- Start Time list (*available 4 weeks prior to the event*)
- How to 'manage your place' (*cancellations/deferrals/etc.*)
- Optional Extra booking (*camping/parking/transfers*)
- Route Maps
- Link to the event timing & tracking system
- Start / finish & Rest Stop venues info + supporter access.
- Travel advice
- 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
- Enter User ID as: **ACT**
- Enter **JURA24** Passcode (*same as mobile App above*)

KEY PRE-EVENT INFO....

Start Times

For anyone registered **before 15th April 2024**, you will be sent your official allocated start time sent via **EMAIL** on Tuesday 16th April.

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 17th 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 17th April) by **8pm Sunday 5th May** at the **latest**.

Anyone that has registered on **15th April or after**, your start time will be confirmed on your event '**E-Ticket**' (which will be sent to **ALL** participants on **8th 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 & 1st Half Challenges will be given priority for earlier start times (over joggers & walkers)

Saturday 18th May (from Corfe Castle)

- | | | |
|------------|--|--|
| NEW | • Full, ¾ Challenge, 1st Half: | 7.00 - 9.30am (7am runners' wave) |
| | • Marathon: | 9.00 - 9.30am |
| | • 1st Quarter Challenge (25K): | 10.00 - 11.00am |
| | • 2nd Quarter Challenge (34K): | 9.45 - 10.45am |

Saturday 18th May (from Weymouth)

- | | |
|---|---|
| • 2nd Half Challenge: | 10am (anytime if joining another Challenger) |
|---|---|

Sunday 19th May (from Weymouth or Bridport)

- | | | |
|------------|---|--|
| NEW | • Full 2 Day Challenge (2nd day): | 6.00 - 7.00am (rolling start from Weymouth) |
| | • ¾ Challenge (2nd Day): | 6.00 - 7.00am (rolling start from Weymouth) |
| | • 2nd Half Challenge | 6.00 - 7.00am (rolling start from Weymouth) |
| | • Bridport 10K: | 10.15 - 11.15am (Bridport start) |

E-Tickets & Bib Number

Your E-Ticket will be **EMAILED** on **Wed 8th 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 13th 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 7th May**. However, we recommend book now, as some services have a maximum capacity! For more information on prices and bookable extras - please refer to the bookable extras page on the website [HERE](#).

Please note - optional extras may be subject to change.

Our Optional Extras include:

- **Camping** packages - Friday Corfe Castle start venue **AND** Saturday Halfway (*Weymouth*)
 - (*Friday OR Saturday*): Inclusive - single/twin,
 - (*Friday OR Saturday*): Pitch only Camping - single/extra campers,
 - (*Friday OR Saturday*): Campervan - single/extra campers
- **Parking options** (*Corfe Castle, Church Knowle, Weymouth, Bridport, & Supporter Parking - Corfe Castle, Church Knowle, Weymouth, Abbotsbury and Bridport.*)
- **Additional Meals**
 - Friday Night dinner (*Friday night campers ONLY*)
 - Sat Morning Breakfast (*included for Friday inclusive campers*)
 - Sun Morning Breakfast (*included for Saturday inclusive campers*)
- **Pre challenge** Transfers (*i.e., park at the end & transfer*)
 - From Wareham Station to Corfe Castle (*start line*)
 - From Bridport (*100km finish*) to Corfe Castle
 - From Weymouth (*1st Half finish*) to Corfe Castle
 - From Bridport (*2nd Half finish*) to Weymouth
- **Post challenge** Transfers (*i.e., park at start & transfer back*)
 - From Bridport (*100km finish*) to Corfe Castle (*Start line*)
 - From Bridport to Weymouth (*half-way*)
 - From Weymouth to Corfe Castle
 - From Church Knowle to Corfe Castle
- **Geo Tracker Hire** so family & friends can track your progress in real time!

[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 will 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 on the website

- Full Challengers, Half Challengers, Quarter Challengers
- Registered runners - free bag transfer (max size 10kg / 30L - and this **will** be checked)

Transfer to Halfway & then on to Finish (Full & $\frac{3}{4}$ Challengers only - extra clothes etc)

- Max size per bag - 20kg / 80L.
- For those who have purchased a 'Camping Package', we'll provide a 'sack' to group all your bags and equipment together (ie. If you are bringing extra camping gear)
- 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 (this will be checked) will receive a FREE transfer for a small bag.

Please Note - For Full Challenge runners - you **MUST PICK** your bag up at the halfway 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

Head to our website to purchase your 2024 Jurassic Coast Challenge Tech T-shirt and check out our full range of Ultra Challenge merchandise including fleeces, leggings, hoodies, hats and much more! We cannot 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. We will strive to arrange this 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** is also available if you are leaving your car at the Corfe Castle start. (See 'Optional Extras')

TRAVEL - GETTING THERE & AWAY

THE MAIN START FOR - Full, 3/4, 1st Half, Marathon, 1st Quarter & 2nd 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 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 & THE START

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 17th 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.

Note: for those **CAMPING** (must be pre-booked) Corfe Castle basecamp opens from 3.00pm

Registration & The Start - Saturday 18th 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).

Full Continuous, Full 2 Day, $\frac{3}{4}$ Challenge, Marathon, 1st Half & 1st Quarter & 2nd Quarter

- Field near Norden Park & Ride, (Corfe Castle, Dorset BH20 5DW) opens 6.00 – 9.30am

2nd Half Challenge Registration

- At Lodmoor Country Park, (Weymouth, DT4 7SX) open 9 – 10:30am

Registration & The Start - Sunday 19th May

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)*)

2nd Half (for Full (2nd Day), & $\frac{3}{4}$ Challengers)

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

More information on the **Bridport 10K** can be found in the specific Event Guide.

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.

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

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 the week prior to the challenge.

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 (i.e. – at rest stops)

Hazards on Route

Hazards exist in many guises – on footpaths, pavements, and on roads! Look out for: Traffic (crossroads 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 / nighttime 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 / $\frac{3}{4}$ / 1st Half / Marathon Challengers, picnic lunch
- **~ 25 km Finish:** (*Church Knowle*) – 1st Quarter finishers, picnic lunch
- **~ 58 km 'Halfway' & 1st Half/ 2nd Quarter/ Marathon Finish:** (*Weymouth*) – Hot meals with choice
- **~ 83 km Stop:** (*Abbotsbury*) – Full Continuous Challengers, selection of hot/cold food
- **~ 83 km Stop:** (*Abbotsbury*) – 2nd Half/ 2 Day Full Challengers picnic lunch
- **2nd Half/100km/ $\frac{3}{4}$ /Finish:** (*Bridport*) – Hot Meal for all finishers
- **Other Rest stops:** (*Swanage (11 km)* / *Lulworth, Daggers 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.

Please note: rest stops & distances may vary depending on which distance you are taking on, please refer to the website [HERE](#) for exact rest stop distances for your specific challenge distance.

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' (do not wait till you get to a rest stop!). There is a **massage service** at the Weymouth 58 km 'halfway' 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.

1st Quarter Challenge finish line - Bucknowle Farm, Church Knowle, near Corfe Castle, Dorset, BH20 5PQ

Picnic lunch & selection of hot drinks available. There are shuttles available back to our main Corfe Castle car park & to Wareham train station (prices are available on the website). 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. 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, 2nd Half & 3/4 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 back to the Corfe Castle start car park, **OR** to the Weymouth 'Halfway' car park. All transfers must have been **pre-booked** these via the [**Bookable Extras page on the website**](#) or **through the app**. 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 will 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 toenails / general sore feet. Deal with 'hot spots' as soon as you are aware of one - don't wait! Make sure to cut your toenails before the event and that your footwear is broken in & not too tight. Tape up areas of your feet that you know cause problems, change your socks regularly, 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 Halfway 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 times based on a maximum walking time for each challenge. Please see a breakdown of the different challenge options and related maximum walking times. Please use this table as a guide and pick an appropriate start time to enable you to meet the cut off times. Please note that rest stops may also operate cut off times to help keep all participants on track.

JCC					
Challenge	Distance	Max Walking Time (hours)	Finish Location	Finish cut off time	Day
FULL	100	34	Bridport	21:30	Sunday
Three Quarter	76	25.5	Bridport	21:30	Sunday
1st half	58	19.5	Weymouth	5:00	Sunday
2nd Half	42	12	Bridport	21:30	Sunday
1st Quarter	25	7.5	Bucknowle Farm	18:00	Saturday
2nd Quarter	34	10	Weymouth	-	Saturday
Jurassic Marathon	42	12	Weymouth	-	Saturday
Bridport 10K	10	3	Bridport	-	Sunday

If anyone fails to meet any of these cut off times, the Organiser reserves the right to either withdraw participants from the Event or move participants forward to re-align back within the cut off times. 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, 1st Half, Marathon, Double Marathon & 2nd 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 listed stops below, and whilst we ask that they are self-sufficient with food and refrain from accessing the main marquees, we will have tea and coffee provisions in the designated separate supporter's area. We ask that **they DO NOT bring dogs** or any other kind of pet into the area with them. 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 1NN
- 25km Rest Stop: Church Knowle, Bucknowle Farm, Wareham, Dorset, BH20 5PQ
- 42km Rest Stop: Daggers Gate Field, Lulworth, Wareham, BH20 4PU
- 58km Halfway: 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 4 weeks before the event.
- 2. E-Tickets** These will be sent to you on the 8th May – keep an eye out for them.
- 3. Timing Website & Good Luck** On 16th May the Jurassic Coast timing & tracking website will go live you will receive a final 'Good Luck' email from us &, the GEO Tracker and GPX files will be made available.
- 4. Official Results & Certificates Released** Your final times will be released via the timing website on the 20th 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

