

SUMMER SERIES Event 4 - Catton Park

Sunday 25th June 2017

Catton Park is an historic landscape on the northern outskirts of Norwich. This beautiful 70 acre park is open for all to enjoy at any time. It comprises an open wild flower meadow fringed on three sides by mixed woodland. This park has special significance; it was the first commission of Humphry Repton. There are footpaths through the woods and across the park;

Directions :

FROM A1042 NORWICH RING ROAD (CLOCKWISE) Turn left onto Spixworth Road Take the 3rd left onto Church Street The recreation ground is approximately 100 yards on the right

FROM A1042 NORWICH RING ROAD (ANTI-CLOCKWISE) At the roundabout of the A1042 and B1150 take the 3rd exit (Constitution Hill) Take the 3rd left at the traffic lights onto George Hill Follow to the end of George Hill and turn right at the T Junction onto Spixworth Road Take the 1st left onto Church Street The recreation ground is approximately 100 yards on the right

PARKING IS AT OLD CATTON RECREATION GROUND

Church Street

Old Catton

Norwich

Norfolk

NR6 7DS

Registration from 10am to 10.45am in the parking area

Courses – ***60 minute Score with a mass start at 11.00am***

Orange 3km 15 controls - Starts between 10.15 and 10.45am

Courses Close at 12.15pm

There are a total of 30 controls and you have an hour to find as many as you can. You get a point for everyone you find, but if you don't get back within the hour you lose points (1 per minute).

You will get a map at the start either A, B or C which shows 10 controls, you can do all or some of these before coming back to the start to collect another map, you can do this a third time as long as you are within the 60 minutes.

However once you have changed a map you can not get any further points on the one/ones you have handed in.

Don't forget for safety purposes you MUST download before leaving.

AGM at 13.00 or thereabouts

The club's AGM will follow this event it will be held at the recreation ground (Parking Area).

It will also include prize giving so bring a chair