BEGINNER'S GUIDE TO ORGANISING A CLUB RUN

1. Select a venue for lunch that is happy to accommodate a large group of people and parking for up to 20 cars
2. Choose a start point with parking for a large number of cars e.g. a supermarket car park like Asda or Tesco or motorway services and with access to toilets.
3. Get out the Ordnance Survey map and create a route of approx. 35-40 miles between the two, using a variety of road types.
4. After a practice run, write clear route instructions as we are not aiming to get people lost!. These instructions can be given in words or tulip diagrams or both. (See sample overleaf) The cumulative mileage should be given and ideally the interval mileage plus a safe place to stop and reset the trip to zero after about 20 miles as odometer readings vary, especially in older cars.
5. Do the run yourself again just before the real thing in case of unexpected road works or road closures.

TIPS

- Members are asked to sign up beforehand so that the correct number of route sheets can be produced but always have a couple of spares in case people turn up on the day.

- If the lunch venue has a large menu it can be a good idea to select 4 or 5 main courses that the participants can choose from before setting off. Venues are normally happy for you to confirm numbers on the morning on the day of the run. Most popular are roast dinners, ham, egg and chips and lasagne but should include a veggie option.

- Be aware that some small villages have tight parking at church service times and narrow lanes are used by cyclists and horse riders at weekends.

- It is nice but not compulsory to have local information provided e.g. points of interest, historic facts.

- Warnings of dangerous junctions, uneven surfaces, narrow bridges, narrow roads with passing places and the like are appreciated.

- Check Council websites for planned road works.

Please contact us if you need any help or have decided to put on a run!

Email: events.bamgoc@gmail.com

CLUB MOBILE - 07906 252120

	Milage				
	Cum.	Diff.			
1	0.0	0.0		ZERO TRIP IN CAR PARK & THEN GO TO EXIT	TR
2	0.3	0.3	M5	‹ PORTISHEAD	TR
3	1.1	0.8		AFTER FOOT BRIDGE. ■ BUS STOP STATION ROAD	TR
4	2.6	1.5		DOUBLE JUNCTION PORTISHEAD BUS. PARK ›	TL & TR
5	3.0	0.4		‹ PORTISHEAD	TL
6	3.4	0.4		KEEP IN RIGHT HAND LANE	SO
7	3.5	0.1		‹ SEAFRONT / LAKE CAB ! DBL JUNCTION	TR & TL
8	3.6	0.1		WOODHILL ROAD	TR
9	4.0	0.4		ESPLANADE ROAD	TL
10	4.2	0.2		LAKE ROAD MUST GO LEFT. SPEED HUMPS, LAKE VIEWS	KL
11	4.5	0.3		RODMOOR ROAD PAST CRICKET GROUND	TR
12	4.7	0.2		BEECH ROAD WEST PAST LAKE & PARK ON LEFT	TL