

## Organiser's comments QOFL 4 Prior's Park

With glorious warm sunshine, the nearest other event being in Cornwall and many looking for a warm-up for the forthcoming JK2014 festival, Sunday's bumper turnout was expected. The number of early birds was a surprise though, considering the clocks came forward the previous evening. Though given the unexpectedly long times taken on the courses, I was grateful for this eagerness to start, especially as we counted in a dozen or so competitors after 2pm, some of whom had been "out there" two hours plus.

Thanks also to the control collectors for their patience in waiting till 3pm and for their last remaining energies, reserves of which were sapped by the incredibly tough terrain. Given the slipperyness and brambliness, the long times and the serious injuries we have witnessed recently, I, like you no doubt, will have been grateful to Rosie for providing day-long first aid cover and to Jim and Graham Pearson, stationed at the somewhat remote finish with walkie talkies to inform of us of any problems in the field.

Ultimately we had enough maps but the potential for a late flurry of entries after midday made me request some maps be recycled, so thanks also to those who donated theirs. Do please email me ([jeffpakes@hotmail.com](mailto:jeffpakes@hotmail.com)) if you'd like a replacement.

Thank you to the event team and those that mucked in unprompted - you put on a slick operation and minimised the efforts I needed to make. Thanks as ever to the convoy of Bob Lloyd in his estate car, the Craddocks and Tim for sparing me multiple visits to and from the club equipment depots. Also gratitude to Bill Vigar for the superb map of the suggested event layout, meaning I didn't need to investigate the area once.

Finally, for those of you who have enjoyed two or more runs this season and not yet helped at a QOFL, please would you make an extra effort to keep your diary free to help at at least one of the last two QOFLs of the season? A contribution made in every other event attended is the norm. That way we can spread the workload around as fairly as possible.

Jeff Pakes

ENDS