



THE DRAMATHON 21st OCT 2017 – PARTICIPANT GUIDE



Firstly.... A HUGE thanks to you for your support. We didn't think the subtle blend of great trails and fantastic whisky would be *quite* so popular, and we were slightly overwhelmed by the response. We know very clearly that we don't have an event without you all entering and showing up. So.... thanks!

Secondly..... there's a load of info below to help you get the most from your Dramathon experience. Whilst you may have sensed that it's not exactly the World Championships (!), it's a slightly complex event with several start points, and some critical logistics. Please do take 10 minutes to read and understand this briefing. Help us to help you.

Thirdly..... The Dramathon is a trail-run. There are a few short tarmac sections, but the majority is off-road – much of it decent ex-railway path, but also some rougher, wetter, grassier sections. Please come prepared, and choose footwear accordingly. Course distances are approximate and intended as a guideline for you to estimate the nature of the event. Please don't be surprised if we have limited interest in what "your Garmin said".

The contents of this guide are;

- Volunteers (Help Needed!)
- Race HQ
- Race Weekend Timeline
- Golden Rules
- Course Description (inc. Footwear, Cut Offs, Compulsory Kit, Relay Teams)
- Aid Stations
- A95 Crossings
- Coach Transport
- Facilities at Starts, Bag Transport
- Finish
- Dramathon Party
- Transport & Accommodation
- Thanks

Volunteers – (Help Needed)

The Dramathon requires a small army of folks to make it happen – course marshals, road crossing marshals, aid station teams, registration and finish crew – this list goes on.

Do you know friends, family or clubmates that fancy coming to help create the most exciting new running event in Scotland? If so.... we need you! Please email info@durtyevents.com

In exchange we offer an event T-shirt, free preferential entry to Dramathon 2018, a whole heap of fun with like-minded people, our deep appreciation, and a warm fuzzy glow of being an essential part of making it happen. If you can bring a group of people (e.g. club, community organisation etc.) we can also make a donation to you.

Race HQ

Thanks to the incredible support of Glenfiddich Distillery, we will be using the Distillery as race HQ. It will house Saturday sign-on (note, Friday sign-on is at Glenfarclas Distillery – see the schedule below), coach pick-up and the finish line.

Race HQ Venue

Glenfiddich Distillery
Dufftown
Keith
Moray
AB55 4DH

Friday Sign-On Venue

Glenfarclas Distillery
Ballindalloch
Speyside
AB37 9BD

Race Weekend Timeline

The critical bits of the schedule for the weekend are below;

Friday 20th Oct	3pm-6pm	Sign-on (Marathon, Half-Marathon, 10K, Relay) available at Glenfarclas Distillery . <i>NB: Please pick up and pay here for your pre-ordered limited edition Dramathon Glencairn Tasting Glass/glasses</i>
Sat 21st Oct	6:15am	Car Park Opens at Glenfiddich Distillery (please don't arrive earlier!)
	6:30am – 10:30am	Sign-On Open at Glenfiddich Distillery (note: Marathon sign-on closes 8:45am, Half Marathon sign-on closes 9:45am)
	9:00am	Marathon and Relay Leg 1 Coaches leave Glenfiddich (athletes must travel on the coaches)
	10:00am	Marathon and Relay Race Start at Glenfarclas Distillery
	10:00am	Relay Leg 2 Coaches leave Glenfiddich (athletes

		must travel on the coaches)
	c. 10:40am to 11:00am	Relay Leg 2 Start at Ballindalloch Distillery
	10:10am	Half-Marathon and Relay Leg 3 Coaches leave Glenfiddich (athletes must travel on the coaches)
	11:00am	Half-Marathon (and Relay Leg 3) Race Start at Tamdhu Distillery Station
	11:15am	10K and Relay Leg 4 Coaches leave Glenfiddich (athletes must travel on the coaches)
	12:00noon	10K (and Relay Leg 4) Start at Aberlour
	12:30pm	Expected First Finishers
	5:00pm	Expected Final Finishers and Finish Line CUT OFF
	Evening	Post-Race Party in Dufftown

Golden Rules

No Litter. Anywhere. Full Stop. This includes the car parks. It specifically includes gel wrappers, banana skins, plastic cups etc. If you've got any of these, either bring back to the finish with you, or hand to a marshal or use one of the bins at the Aid Stations. We rely on the goodwill of landowners for the race to happen at all, and they do check the course after we're finished for this kind of thing. Please comply – we don't want to do it, but it's an instant DQ for littering. You've been warned!

Report to the Finish, whatever happens to you. Otherwise we're coming looking for you and we won't be happy ☹️

Course Description:

All courses will be fully way-marked.

All courses include sections on minor public roads that will not be closed. It is possible that you will encounter vehicles and other road users. Please stick to the Right Hand Side of the road (i.e. facing any traffic) and be prepared to step into the verge if necessary.

On the Speyside Way you will also likely encounter other users and members of the public. Please be courteous – they have exactly the same rights as you to be there. 'Race Head' will not be an acceptable excuse for being nasty!

10K: Starting in the beautiful riverside park near the site of the old Aberdour railway station, you will run on the route of the Speyside Way to Craigellachie, passing through an old railway tunnel on the way. This section of the course runs alongside the River Spey on good gravel paths, and is pretty much completely flat. After Craigellachie the course follows the route of the old railway spur to Dufftown. It gently climbs to the town (approx. 65m climb over 6km) on good gravel paths, that may be slightly muddy in places. You then get a privileged 'backstage view' of the Balvenie Distillery (not open to the general public), and emerge via the Bottling Yard into the Finish Line in the heart of Glenfiddich Distillery.

Half Marathon: Starting at the old Tamdhu Station on the disused Spey railway line, you'll head eastwards on the Speyside Way, following the sparkling River Spey through woodland and open countryside. You will quickly pass below the Knockando Distillery, then on to Carron, with its spectacular new distillery. Then across the Spey on the old railway bridge, still heading east below Daluaine Distillery and then to bustling Aberlour. This section is almost completely flat and is entirely on the Speyside Way – mainly gravel, some small tarmac sections, and the occasional muddy puddle. Then follow the 10K route described above to the Finish.

Marathon & Relay: The flag drops at the atmospheric Glenfarclas Distillery. You then follow a minor road for c. 1km before turning left onto twintracks – rough and indistinct in places (definitely ‘off-road’!) before emerging at the entrance to Ballindalloch Castle where you will cross the A95 for the first time (see below). We are privileged to be able to run through the beautiful grounds, and right past the front of the castle, before arriving at the ancient Bridge of Avon and across the A95 again into the golf club. A section beside the tumbling River Avon follows before a crossing of the golf course (there’s a nippy wee climb in here) and onto Ballindalloch Distillery (Relay Leg 2 Start is here). Across the A95 for the final time and onto the minor road to Cragganmore Distillery. After a loop through the distillery which involves a short climb, you’ll cross the Spey on the old railway bridge and pick up the Speyside Way, which is followed (flat, gravel, occasional mud) to Tamdhu Station. You then climb on road, then rough track to Cardhu village and distillery, then drop again on tarmac then farm tracks to rejoin the Speyside Way near Knockando Distillery, then then follow the Half Marathon route as described above. Relay Leg 3 starts at Tamdhu Station and follows the Half Marathon route to the handover for Relay Leg 4 at Aberlour. The Relay Leg 4 runners follow the 10K route described above.

Surfaces vary from rough twintrack to sections on tarmac road (both public and private), and all stops in between. A bit of everything, just what you’d expect from a trail race!

Course Maps:

Course Maps will be made available on the website before race weekend.

Footwear: We suggest that trail running shoes will be the sensible choice for all courses. Road flats are not recommended. Whilst the course is generally on good surfaces (mostly gravel paths on the Speyside Way), there are sections that are less good and a little more challenging.

Cut-Offs: For the purposes of safety, both of competitors and our marshals, we have a couple of cut offs – if you arrive after these times your race will stop and you’ll be transported back to the Finish. No arguments!

- 2pm @ Tamdhu Station (Marathon and Relay courses)
- 4pm @ Aberlour (Marathon, Half Marathon, and Relay courses)

We also reserve the right to cut Runners off at the Feed Stations and bring them back to the Finish by vehicle. This will be at our discretion!

Compulsory Kit: If weather conditions deem it necessary, we will require that all runners must carry a waterproof top and an emergency foil blanket. We will advise you of this as early as possible (most likely by email a day or two pre-race. PLEASE: come prepared with the kit needed and a method of carrying it. Better to have it, and not be used than for us to not allow you to start.

You should consider carrying these items in any case for your own safety, and you may [sensibly!] elect to carry more stuff.

You should also carry sufficient food and water for your needs. There will be aid stations (see below), but you should ensure you have some independence.

Relay Teams: The Leg 1 runner should catch the coach to the Glenfarclas Start with the Marathon runners (see schedule above). The Leg 2 should catch the coach to Ballindalloch, the Leg 3 to Tamdhu (with the Half Marathon runners), and the Leg 4 to Aberlour (with the 10K runners).

Your ‘dibber’ timing chip is your ‘baton’ and should be passed from runner to runner.

We suggest that your Leg 2 runner takes warm clothing for the finishing Leg 1 runner (who will then take it on the return coach back to Glenfiddich with them), and so on down the team.

Leg 1 runner will wear the race number in the format TEAM NUMBER/A, Leg 2 runner will wear TEAM NUMBER/B and so on.

Aid Stations

There will be aid stations on the course at the following locations;

- Ballindalloch Distillery (c. 8Km into the Marathon course)
- B9138 Bridge (c. 16km into the Marathon course)
- Tamdhu Station (c. 20km into the Marathon course)
- Carron (c. 25km into the Marathon course)
- Aberlour (c. 30km into the Marathon course)
- Craigellachie (c. 35km into the Marathon course)

They will be stocked with water, bananas, and sweet snacks.

No Litter. Anywhere. Full Stop.

A95 Crossings

The Marathon course and Legs 1 & 2 of the Relay cross the potentially busy A95 a number of times. The road will not be closed for the race.

You **MUST** follow the instructions of marshals. Not doing so will be an instant DQ!

When you approach each crossing, you will 'dib' your dibber/timing chip into an electronic station (either held by a marshal, or on a stake at the side of the trail accompanied by a 'DIB HERE' sign. This will stop the race clock, you can then cross the road under marshal instruction without the pressure of time. You will then 'dib' again after crossing the road and the race clock will restart for you.

Important: this is the same for everyone, no-one gets an advantage. You DO NOT need to hurry to cross the road, please follow marshal instructions.

Coaches

Runners must travel to their race start using the coaches provided by the race organisers. They will leave Glenfiddich Distillery Visitor Centre Car Park at the times outlined above. There is no car parking for runners at any of the Start points.

Relay Team runners should catch the coach to their respective Start lines as outlined above. Once all incoming Relay runners are in (at Ballindalloch, Tamdhu and Aberlour) they will board a coach and return to Glenfiddich. Clearly, the amount of time a Relay runner will wait to either start, or for the return coach to leave will depend on the speed of their team-mates and the other team's runners.

We do not guarantee that early Leg runners will make it back to the finish line to see their team-mates finish (in fact, this is pretty unlikely for Leg 3 and maybe also Leg 2 runners).

Facilities at Starts/Relay Leg Finishes + Kit Bag Movements

There will only be basic facilities (limited shelter, limited portaloos) at each of the starts. For Marathon, Half-Marathon and 10K runners, we will aim to start you as soon as we can after coaches arrive – we plan for you to be able to stay on-board until very close to the start time if the weather is ‘challenging’.

We advise that if you feel it is necessary that you take a bit of clothing with you to stay warm pre-start. The best solution would then be for you to carry this yourself during the race (e.g. doubling as ‘emergency clothing’). We will bring kit bags back from your start to the finish for you if you can help us by satisfying some simple conditions;

- Small (e.g. carrier bag sized at the very largest) bags only
- Clearly labelled with your name and race number
- You drop your bag at the designated location (we’ll make this clear at the start)
- We don’t accept responsibility for the kit
- We don’t guarantee it will be back to the finish before you
- You are responsible for collecting your kit after the finish. We’re not going to post it back to you if you forget!

Relay Runners: We suggest that your Leg 2 runner takes warm clothing for the finishing Leg 1 runner (who will then take it on the return coach back to Glenfiddich with them), and so on down the team.

Finish + Prize-Giving

The Finish of all races will be at Race HQ at Glenfiddich Distillery near Dufftown.

After you finish make sure you collect your custom medal (they’re looking amazing!) and your hard-earned drams. These will be allocated and in colour coded bags to match your race number (the colours help us identify which course you are on).

You must make sure you ‘dib’ at the finish line at the Finish. Please make sure you **DOWNLOAD** (we’ll show you what this means at the Finish) and return (or we’ll charge you £35 to replace it) your dibber after the finish line.

Prize-Giving will be at the Finish as soon as possible. Make sure you hang around!

Post-Race Party

Our incredible sponsors at Glenfiddich Distillery are arranging two great post-Dramathon events on the Saturday evening in Dufftown.

Due to high demand and limited capacity at the venues, please email your requests for tickets (your name plus number of guests in your party) to : glenfiddichbookings@wgrant.com
Tickets for both these events will be held on a first-come-first-served basis.

Dinner: An informal buffet dinner will be served from 6pm to 8pm in the Maltbarn Restaurant on the distillery site. Cost is £25 per head and includes a 2-course meal plus a welcome drink (beer, wine or a dram).

A live music event will be taking place at the Dufftown Memorial Hall. Bar opens at 6.30pm. Live music from 7.30pm to 11.30pm. Pay for your own drinks. This event is only open to over 18s. Please email glenfiddichbookings@wgrant.com to reserve your places for both events."

Car Parking/Public Transport/Accommodation

Car Parking is in Dufftown, near Glenfiddich Distillery. It's extremely tight. Please share cars to come to the race site if you can. Follow signage and marshals instructions on arrival.

There are no facilities for parking at Glenfarclas, Ballindalloch, Cragganmore, Knockando, Tamdhu or Cardhu Distilleries. There are public car parks in Aberlour, and small ones around Craigellachie.

If spectators wish to park on public roads, please take great care, do not block roads, farm tracks, forest tracks etc. Please do not park in designated Passing Places.

Public transport is scarce – please see: http://www.moray.gov.uk/moray_standard/page_1677.html for more info.

We've teamed up with GoCarShare to match people who want to drive and people who want to be driven – please see : <https://gocarshare.com/events/dramathon>

For accommodation options, this is a good starting point: <https://www.morayspeyside.com/>

Thanks

The Dramathon is extremely grateful for the support we've received from local landowners and sponsors – it's their generosity that has made it all possible. Please say thanks to them if you get the opportunity;

Glenfarclas Distillery
Ballindalloch Distillery and Golf Club
Ballindalloch Castle and Estate
Monkey Shoulder
Caorunn Gin
Cragganmore Distillery
Tamdhu Distillery
Cardhu Distillery
Knockando Estate
Balvenie Distillery
Glenfiddich Distillery
Walkers Shortbread
Tomatin Distillery
Moray Council
Speyside Way Rangers

Special thanks to Darach (www.darachgifts.co.uk) for the bespoke medals and Glencairn (www.glencairn.co.uk) for the trophies.

Phew, we think that's it. See you at the race.

Cheers
Jon, Ian & Paul
Race Organisers

