The 47th MOURNE MOUNTAIN MARATHON 19th – 20th SEPTEMBER 2026 Final Instructions

VENUE - Shimna Integrated College, The Lawnfield, King Street, Newcastle, Co Down, BT33 0HD
Google Maps: Shimna College location

Friday night Camping, transport and other accommodation
Friday night camping is available on the grass outside the gymnasium with access to the toilets & showers. Please arrive between 6pm and 10pm after which the gate will be locked. If you are arriving later then call us on 07845 659503 for access.

Parking
For Saturday & Sunday overnight parking is free for competitors at the event centre.
Competitors using the car park do so at their own risk and neither Shimna College nor the Mourne Mountain Marathon can accept any liability for damage or loss to cars or belongings left there.

Arrival and Parking - Summary

- Access to the Event Centre is via the main gate on King Street. From there follow signs and directions from marshals.
- Please observe speed limits and take care of pedestrians.
- Competitor drop-off on Saturday morning and pick-ups on Sunday should, use the turning circle just inside the gates.

By registering on Saturday morning, you will be deemed to have understood and agree to abide by the rules and safety requirements of the event. Anyone found to have knowingly breached these rules or who fails to comply with reasonable instructions from event officials will be disqualified from the event and may be barred from future events. There will be no refund of entry fee for disqualification.

Registration will open at 07:30 on Saturday morning.

Starts are a short walk from Registration. You should allow about 25min to get through registration and kit check and then get to the Start on time.

- Keys and kit bags can be left at registration and will be secured overnight.
- SCORE CLASS – teams can leave kit bags and keys which we will take to the overnight camp.
- Gas - Prebooked gas canisters can be collected from the Lila's Outdoor stall.

Kit bags and keys are left at your own risk and neither the Organisers nor Shimna College can accept responsibility for any loss of property.

At registration you will

- Hand in your Registration Sheet - Please print out and complete this in advance to save you time queuing on Saturday morning. You can download the form here.
- Collect your SI Card timing chips (aka dibber) and numbered Tyvek straps – **both runners** . We will put these on your wrists.
- Submit your equipment for mandatory kit checking by event officials

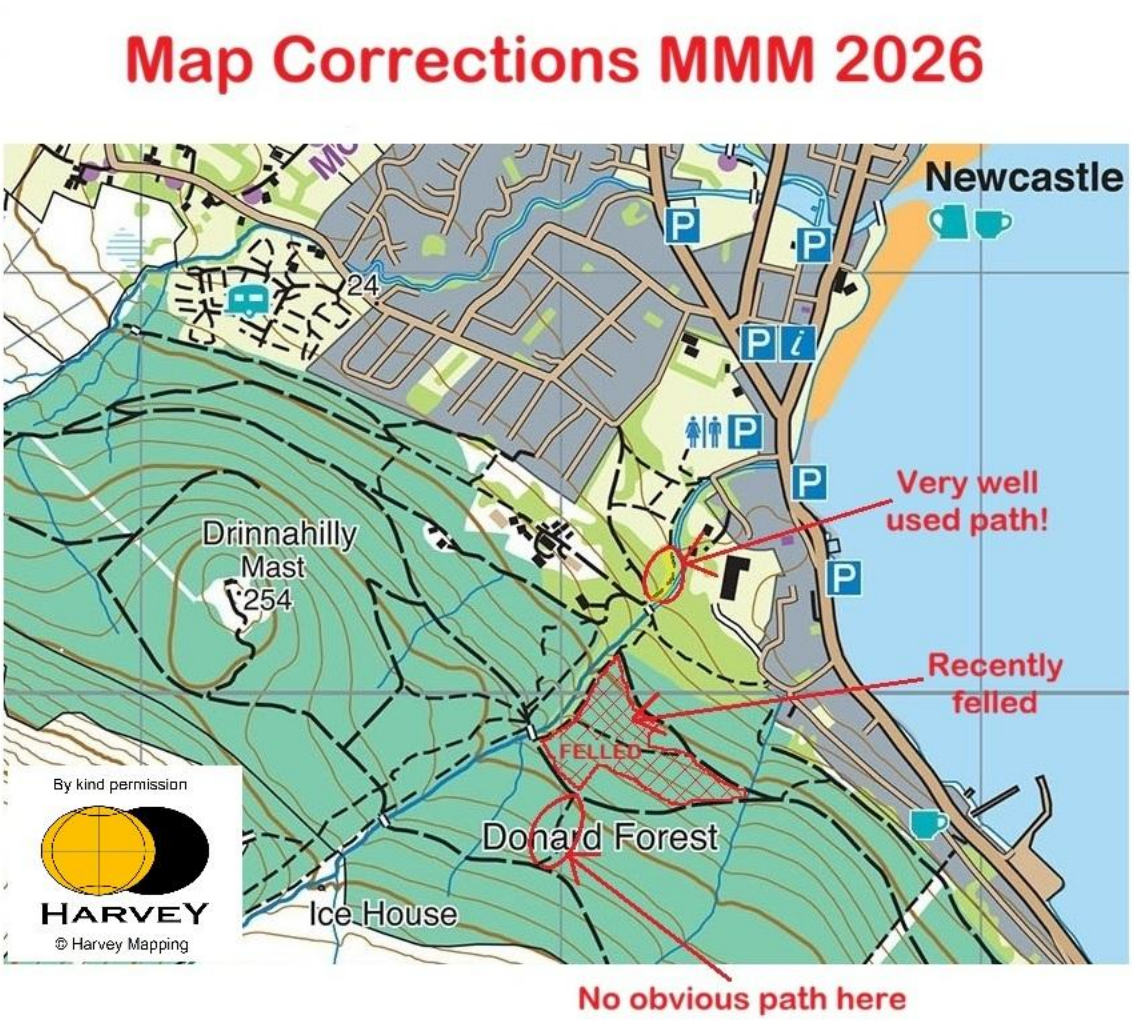
Start times and Team Numbers (from Monday 14th) will be as shown in the start list which has been posted on SI Entries.

Late changes to teams can be made by email (mmmadmin@mourne2day.com) or on the Saturday morning at Registration.

Map Corrections & Out Of Bounds Areas

- The courses have been planned on the 1:25000 Mourne Mountains map from the Harvey Superwalker XT25 series. Any version of the Harvey map is fine. Use of the OSNI map is not recommended for this event.

- There are a few small **map corrections** near to the Event Centre which you should copy to your maps.



- All courses are designed to avoid farmland and fields must not be crossed. Roads are generally out of bounds and but may be crossed with care at stiles and checkpoints. Fences and walls should be crossed at stiles wherever possible.

- Hint: For competitors new to the Mournes, perhaps it is worth mentioning that you can cross along the top of the dams on the Silent Valley and Ben Crom reservoirs.

- Rivers in spate should be crossed with great care either at a wide, shallow stretch or upstream.

START – Day 1
Elite class starts are every 4min and B, C and D classes every 2 minutes. (Score Class – see below).

*** YOUR TIME STARTS WHEN YOU **BOTH** PUNCH (DIB) THE START BOX AT THE START LINE ***

OUT ON THE COURSE
Each day's course is only disclosed to participants on the issue of the **Route Cards** which are handed out at the Start. The Route Card describes each control point, which will be an identifiable feature on the map or a visible feature on the ground and located by a 6-figure grid reference. (Click links to see examples of (C Class Routecard or Score Class Routecard)

Example: ***103 – 8 – Wall bend – 336301***. Control number **8** on your route has **Code 103** and is on a Wall Bend at **J336301**. Controls in "clusters" are denoted as "Any Order" and are not numbered.

The **3-figure Code Number** should be used to check that you are at the correct checkpoint; WATCH OUT there may be another control nearby which is being used on a different course. Neighbouring controls will be sited on different features (e.g. a re-entrant as opposed to a spur) and will also have different Code Numbers.

The 6 figure grid references are in Irish Grid section J and locates the bottom left-hand corner of a 100m square. N.B. Some controls may be at the far edge of this square – see lesson on grid references in the FAQ section of our website.

On the ground, controls will be identified by an orange and white kite on a stake. The Control Box will usually be on the ground and tied to the bamboo stake (fig 1 below).

A few will be attached to the top of a plastic stake and wired to a lunchbox (Fig-2). These are Radio Controls. There may be another stake nearby which you can ignore. (Click for how to dib a control)

The box should beep and flash when you dib it with your SI Card and your time is recorded. **Both team members must visit each control and dib the box within 5 minutes of each other.** If you get distracted and aren't sure whether you both dibbed at the same time you can do so again. The timing software uses the later dibs.


Fig 1 - Standard Control


Fig 2 – Radio Control

PROBLEMS
If you accidentally dib the wrong box, don't worry, the results system will ignore it. However, you must still dib all the right boxes in the right order - ie: if you dib control 4 then 6 having missed 5, you must go back and dib control 5, then control 6 again before going onto 7.

If the box fails to beep, try dibbing it again but hold it in for longer. If it still doesn't work (or if you have lost your SI Card) please use the orange pin punch attached to the cane to punch your Route Card or note down the 3 letter word on the box (eg: POT, TIN.. etc)

Occasionally a control box & flag goes missing which is unfortunate but unavoidable. If you can't find a control after a reasonable amount of searching but you are convinced you are in the right location, then try to take some proof that you were there such as a camera photo of the location, a GPS mark on your tracker watch or a description of and bearings to identifiable, visible features - and then move on. We will review the evidence at the finish and credit missing controls where this is proven to be the case. Caution – be aware of the time and energy wasted searching for a control and do not put yourself at risk.

CUT-OFF TIMES
On both days a pre-determined number of controls will be marshalled, and these controls will be indicated on the control description sheet together with a cut-off time. Teams failing to reach these controls before the cut-off time will be timed-out and automatically retired from the competition. They should make their way back to the event centre and report their safe arrival there or otherwise inform an event official of their safe exit from the hills. On Day 1 retirees may "exit" via the overnight campsite if this is nearer than the Event Centre. Transport back can be arranged from there. DON'T FORGET to return your SI Card.

CONTROL CLUSTERS – Elite B and C courses only
At some point on the Elite, B and C courses (on either day) there MAY be a set of controls, which can be visited in any order - a "cluster". You must still visit all the controls before and after the cluster in the correct order. It is anticipated that the control clusters will provide a further test of navigation and route choice. There will be no control clusters on the D course.

Retirements – If you have to retire then please report this to a marshal or via mobile or text message giving your **surnames, team number, location, reason for retiring and intended route/destination**. E.g.; *This is Abbot and Costello, Team 120, Retiring at Control 10 Rocky Mtn due to a sprained ankle. We are heading down to the Bloody Bridge then back to Newcastle*. Then make your way to the finish or back to the start if that is closer/safer. N.B. we will not call out rescue services unless an accident is reported.

Saturday retirees may still camp and take part on Sunday - non-competitively.

The mobile number for the MMM Team on the day will be 07845 659503

OVERNIGHT CAMPSITE
The overnight camp site (Finish) will be marked on the Control Description Sheets. After checking in and, perhaps, a few minutes' rest, you should pitch your tent and settle down for the evening.

For this year only, tea and coffee will be available for all finishers - bring your own cup.

Facilities are limited to:

- **Portaloo toilets** – watch out for the morning queue.
- **Water** – this will be on tap. (N.B. when out on the hills - Water in the Mournes tends to be clean but there is a risk of infection from pathogens such as cryptosporidium. We recommend you bring a suitable filter or purification tablets or boil any non-tap water before drinking).
- **A Big Bin** – This is for waste food and rubbish only (including empty gas canisters) – NOT FOR UNWANTED EQUIPMENT OR CLOTHING. The rules of this event are very clear – competitors must carry all their equipment for the 2 days. Anyone found dumping any equipment or clothing will be summarily disqualified. If in doubt, please ask an official. (There will be a separate container for gas cannisters).
- **Information & Results** - will be posted on our website throughout the day along with any other important information. https://mourne2day.com/liveresults/index.html
- **GPS Watch and Phone Charging** – We will have a bank of USB chargers for anyone who wants to top up their watch or mobile phone in the evening. Just bring your USB lead. N.B. Devices are left at your own risk. Please be sure to collect the correct device.
- **A Medic** – will be on hand for most of the day to deal with any minor injuries and give advice however competitors are responsible for their own health and safety and must make appropriate decisions about their fitness to continue with the event.
- **Overdue teams** WILL NOT be reported to emergency services unless there is a report of an accident or problem. It is common (and sensible) for teams to camp out on the mountain if they feel it is safer to do so. You should be equipped and prepared for this eventuality.
- **Visitors are not allowed at the overnight camp**.

No matter how late you arrive at the campsite, please check in with us. If you chose to retire you must let us know and arrange to return your SI Card. If you retire back to Shimna College you will need to contact us in order to get your car keys or bag.

START – Day 2

Reveille will be at 07.00 hours on Sunday morning in the camp site. The Start will be a few minutes' walk from the camp.

- All teams may start at any time between 08:00 to 08:45
- YOUR RACE TIME STARTS when you dib the Start Box.

DAY 2 - COURSE AND TEAM CHANGES

Competitors wishing to drop down a course or change partners may do so but they will no longer be competitive. Please allow extra time in the morning to AGREE ANY CHANGES WITH THE TIMING OFFICIAL. N.B. If a single runner wants to "tag along" with another team, that team will also be deemed non-competitive and their times will be listed at the bottom of the results. A better alternative would be to team up with another single competitor to complete the course – although again, this will be a non-competitive team.

RETIREES - on the morning of Day 2 should report to the officials at the camp site. We will take you back to the Event Centre. N.B The camp site is cleared by about 10am so if you decide to turn back near the start there might not be anyone there to give you a lift. But call us if you are stuck.

THE FINISH & REFRESHMENTS

The Finish will be back at Shimna College where teams will be 'timed-in'; they should hand in their team SI Card, be prepared to have their equipment checked by a marshal and collect refreshment and t-shirt tickets. There will be a prize giving at around 3pm.

- There will be showers and changing facilities at the Event Centre.
- Hot and cold drinks and sandwiches will be provided (please let us know if you have any special dietary requirements). Please use your own cup for drinks if possible – to save on waste.
- The minibus to Belfast will leave at 15:30 - seats are limited and must be pre-booked.

SCORE CLASS Additional Instructions

As the Score Class is a one-day event there are a number of differences to the main instructions. The registration process will be the same and all the rules are the same although the kit list is slightly reduced. See the Rules and Equipment sections on the website.

- **Arrival** – Parking is at the Event Centre. Space is tight so please park neatly.
- **Kit bags** – with food and dry clothes can be left with us at Registration to be transported for you to the Finish (camp site). Every care will be taken to keep them secure but bags and contents are left at your own risk. Ensure you have enough to keep you warm while you wait for the shuttlebus back from the Finish to the Event Centre.
- **Map corrections** – as per Day 1 above.
- **Start** – The Start area is a short walk from Registration. Please allow 25min to get through registration and walk to the start. All Score teams will start together so please gather in the start arena around 09:45.
- **Start Time** –At about 10am Score Teams will start in a "rolling punching start" over 5 minutes. Be sure to punch the Start box before as you cross the line. This should mean that most people finish at around the 4pm.
- **Map Mark Up** - At the Start Line you will be issued with a Control Description sheet similar to the other courses but with many more controls. These will be listed in order of Score Points value. You will also be given an A4 size map on waterproof paper with the controls and score points marked on it. This map is low quality and not to scale and is intended as an aid to route planning when used in conjunction with your full sized 1:25000 map.
- **Out on the Hills** - You will have 6 hours to collect as many controls as you can in whatever order you like. The usual MM rules apply - you and your partner and all your kit must stay together at all times and must both dib every control. This is for safety as well as competitive fairness and any breaches will be disqualified.
- **Penalty Points** – You will lose up to 5 points from your score for every minute you overrun the 6hr limit. This is common with other mountain marathon scoring regimes. Do not be late!

- **Tip** – Count the contours. There will be some juicy high points controls to tempt you up a hill and off the beaten track but count those contours and make sure the time spent is worth the risk of points lost. Remember they are 15m contours on the Harvey Map.
- **At the finish** - you will download your SI Card and hand it back. You can then collect your MMM T-shirt (much coveted) and your kit bag and generally relax until you and/or the shuttle bus are ready to go back to the Event Centre. Warm drinks, biscuits and shelter will be provided so we hope you will stay around for a while and share experiences with the 2 day teams who will have had similar navigational and route choice challenges.
- **The first return bus –** will shuttle Score teams back to the event centre at 16:30 There will be several runs over the space of 1.5hrs.

A few reminders ….

GPS Navigation devices are not allowed however tracker watches and mobile phones are OK as long as they aren't used for navigation. Mobile phones MUST NOT to be relied upon for navigation. Please read the section on GPS devices in our FAQs to find out why. We will have a number of USB charging points at the overnight camp if you want to bring your watch charging lead.
We will also be publishing the courses on Routegadget so you can upload your GPS tracks or hand draw routes for comparison and split times analysis. Click here to see last year's routes or in more detail here on Routegadget (search for MMM25 to see Score and Sunday)

Equipment - Don't forget to do a final check of The Equipment list to make sure you have everything required. Our Saturday morning gear checkers can be very strict and certainly won't take kindly to anyone in Bermuda shorts and flip-flops. Lila's Outdoors will be there on Saturday to deal with any emergency purchases.

Gas – Lila's Outdoors have a limited stock of MSR gas left. If you want to order some for collection on Saturday morning – use this link… https://lilas.co.uk/products/msr-gas

GOLDEN RULES
And, of course, make sure you have read The Rules . In the interests of competitors' safety and fair competition we want to highlight the following points

- Teams found breaking the rules will be disqualified and may be barred from future events
- Teams must visit all controls in their pairs (Rule 1) and carry all of their kit (Rule 4). .
- Anyone found stashing or dumping equipment (or littering) will be disqualified. (Rule 4)
- Competitors who retire from the event must inform an official on the course or at the Finish. The Mountain Marathon mobile phone number (see above) may be used for this purpose.
- Mountain rescue services will not be called out unless an accident is reported.
- Follow the country code: We are grateful for the goodwill and cooperation of the various landowners in the Mournes area. Please be sure to repay them by following the country code and being careful not to stray onto private property or damage fences and walls.

Try to **remember** your **team number** – it will save you time at the marshalled controls.

Good luck with your training and preparations and see you bright and early on Saturday 19th September for the 47th Mourne Mountain Marathon

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