



**LUNA
TRAIL**

PARTICIPANT GUIDE 2026

WELCOME

INTRO

Welcome to Luna Trail! We can't wait for you to experience this incredible event in beautiful Eridge Park.

While it might seem daunting to run at night or on the trails in such a vast place... it will be worth it!

This guide contains important information for all participants in all events.

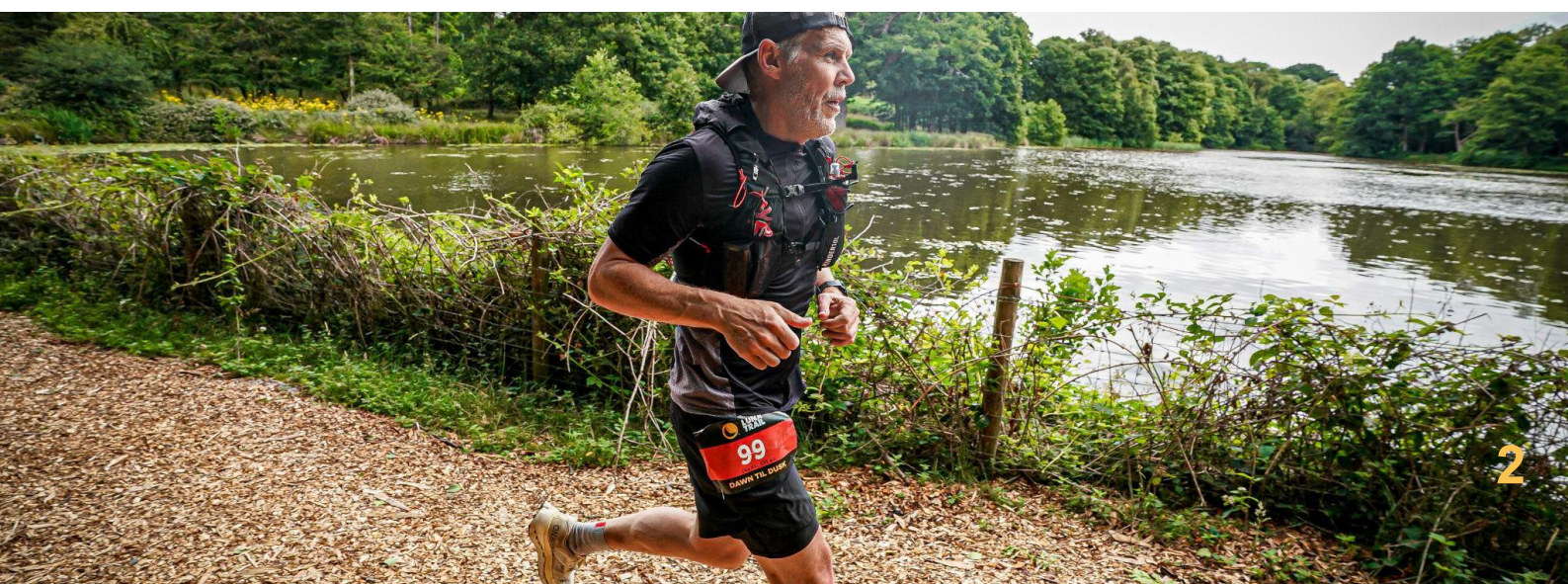
It is recommended that all runners read through the Official Runner Guide.

Please be responsible and make yourself familiar with everything in this guide. It's also your job to educate all team members if you are a captain, or your supporters.

UPDATES

ITEMS IN THIS GUIDE ARE SUBJECT TO CHANGE.

Registered runners will be notified of all changes. It is important that all runners make sure that they have an updated version of the Official Guide.



RACE INFO

Date: 3-5 July 2026

Venue: Eridge Park, Sussex

Event entrance: Eridge Green, Mayfield Road, TN3 9HT

Access & Directions : PLEASE DO NOT RELY ON SAT NAV WITH THE POSTCODE, IT WILL SEND YOU THE WRONG WAY

Please access the estate from the entrance on Mayfield Road, A267 south of Frant.

Co-ordinates: 51.080100, 0.259288

Google Pin: <https://maps.app.goo.gl/3ijeB5XwjPzheR9j6>

What3Words: [///reservoir.tried.soldiers](http://reservoir.tried.soldiers)
<https://w3w.co/reservoir.tried.soldiers>

Event management number (for emergencies): 07303 120741

- PLEASE PHONE THIS NUMBER IF YOU HAVE AN EMERGENCY.
- Please TEXT this number if you have an issue that is not an emergency.
- If you call this number a member of the event management will respond and direct your call as necessary. The event management will be in constant contact with our medical team should you require assistance.



1. ULTRA ROUTES

GPX Green Loop: click [here](#)

GPX Blue Loop: click [here](#)

GPX Red Loop: click [here](#)

GPX Black Loop: click [here](#)

2. 10K & HALF MARATHON ROUTES

We've tried to create routes that contain all the best bits of Eridge Park. There are some testing climbs - don't worry if you need to slow down and walk!

Half:

<https://www.strava.com/routes/3504823890704077050>

GPX: click [here](#)

10k:

<https://www.strava.com/routes/3484922862763746292>

GPX : click [here](#)

Please follow route signage at all times even if it conflicts with your GPX. If your GPX says you should be going left when the signs clearly say you should go straight on, please follow the signs.

It is difficult to accurately track our routes because of tree density. Also there may be last minute changes to routes due to course safety.



3. MEDALS, POINTS & T-SHIRTS

24HR and Dawn til Dusk runners will be awarded Gold, Silver or Bronze medals based on points collated for the number of loops completed. (All distances below are in miles and are a guide to how medals will be awarded.)

All half marathon and 10k finishers receive a medal. All runners receive a Finisher T Shirt.

POINTS SYSTEM – 24HR AND DAWN TIL DUSK ONLY

- **GREEN LOOP : 5 POINTS** : 7.1 KM / 4.4MILES
- **BLUE BLOOP : 6 POINTS** : 8KM / 4.9 MILES
- **RED LOOP : 9 POINTS** : 9.7KM / 6 MILES
- **BLACK LOOP : 12 POINTS** : 12.5KM / 7.76 MILES

24HR MEDAL TABLE

TEAM SIZE	BRONZE POINTS	SILVER POINTS	GOLD POINTS
SOLO	0-30	30-60	60+
PAIR	0-40	40-80	80+
3-5	0-80	80-150	150+
6-8	0-100	100-175	175+

DAWN TIL DUSK MEDAL TABLE

TEAM SIZE	BRONZE POINTS	SILVER POINTS	GOLD POINTS
SOLO	0-20	20-40	40+
PAIR	0-30	30-60	60+
3-5	0-60	60-100	100+
6-8	0-75	75-120	120+

GETTING STARTED

LUNA

1. PREPARATION

We recommend teams and solos work out logistics and consider the below, pre-event. It may be helpful to be prepared for or practice for the following things:

- What to do if a runner finishes their loop and the next runner isn't in the transition area. (Wait or go find them!)
- What to do if a runner gets lost.
- What types of food and drink to bring.
- What clothing, running gear, and camping equipment to bring. Be prepared for hot, cold, wet weather extremes.
- Running at night.
- Assigned start time, arrival to the event, and transportation.

2. MANDATORY KIT FOR TRAILS & NIGHT RUNNING

IMPORTANT: If you or your team will be running at night it is **MANDATORY** that you bring with you and wear **during nighttime hours***:

1. **A head torch** – which you point 2-3 metres ahead of you (We recommend one with 70 lumens or more.)
2. **Something reflective / high-viz** to wear
3. **A hand torch**, which you can use to find course signage ahead of you on the route

***Nighttime hours will be: 8pm until 6am for all events;** you will not be allowed to start running unless you have a head torch and are wearing a high-viz vest / top.



3. WATER BOTTLES / HYDRATION

PLEASE ENSURE YOU BRING A WATER BOTTLE HYDRATION SYSTEM FOR USE THROUGHOUT THE WEEKEND.

Every runner should run with a full water container or bottle of some sort.

The Black and Blue loop, and Half Marathon and 10k will have water on the route but NO CUPS.

There will also be a water station in the Village but it will also be CUPLESS.

Spectators should also bring water bottles if wishing to refill.

4. START/FINISH TIMES

The 24HR:

12:00 Saturday – 12:00* Sunday

Dawn til Dusk:

08:00 Saturday – 20:00*Saturday

Half Marathon day

09:00 Saturday

10km day

09:00 Saturday

Half Marathon night

21:00 Saturday

10km night

21:00 Saturday

*please note ultra events: you will be allowed to complete the loop you have started before the finish cut off. E.g. If you start a Blue loop at 11.55am on Sunday, as part of The 24hr, you will be allowed to complete this loop and the distance will be added to your total.



5. TEAM NAME

When selecting a team name, please remember that Luna is a family friendly event. Teams are encouraged to bring their families, friends, and supporters to the event.

Children will be present at the event. We encourage you to think about how children might respond to your team name when the announcer calls it over the loudspeaker. Use the same respect when considering your campsite decorations and team t-shirts.

6. TEAM SIZES – 24HR / DAWN TIL DUSK

Teams can be made up as follows:

Dawn til Dusk : 1 – 6 runners

The 24HR: 1 – 8 runners

All teams / runners have access to the Event Village and camping. Teams taking place in Dawn 'til Dusk can camp on Friday or Saturday night – it is your decision (see page 10).

You will be asked to confirm which challenge you are taking part in and how many people are in your team when your team captain collects the running numbers.



7. ARRIVAL AT THE EVENT

Check page 3 for the address and directions.

Please note the turning into Eridge Park is quite tight / comes up quite quickly. There will be signage on the approach to Eridge Park to help you find the turning.

Please ensure you have your booking reference to hand when you arrive to ensure you do not create a queue getting into the venue if asked for it.

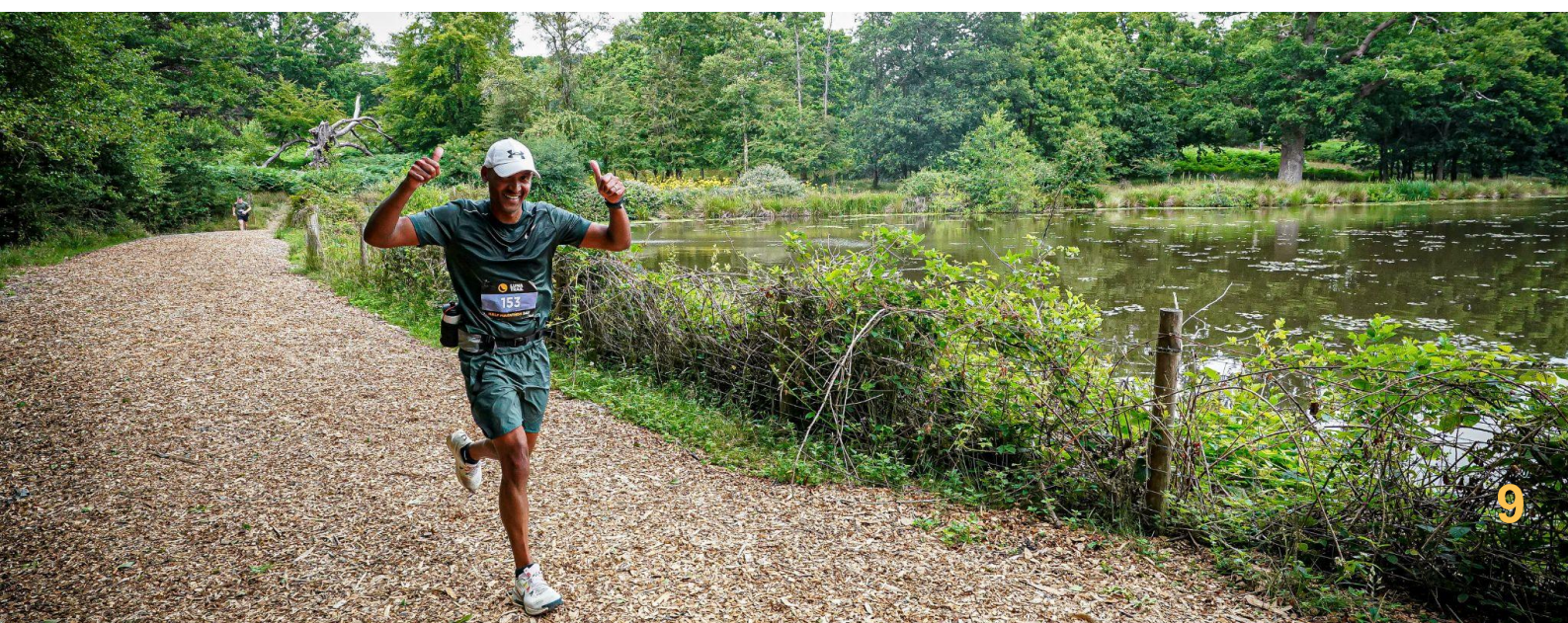
ARRIVAL ON FRIDAY

Anyone camping from Friday can arrive at Eridge Park from 4pm on Friday 3 July. **Please no earlier than 4pm.**

ARRIVAL ON SATURDAY

Arrivals on Saturday 4 July are from 6am until 2pm and from 7pm to 9pm.

At the entrance gate the marshalls may ask to see your booking reference and any additional passes. Please be prepared.



8. PARKING

This year parking has been included as below:

24HR

Parking included for the weekend
3-5 July

DAWN TIL DUSK

Parking included for the weekend
3-5 July

HALF MARATHON / 10K DAYTIME

Parking included on Friday -
Saturday (or just Saturday if not
camping)

HALF MARATHON / 10K NIGHT

Parking included on Sat to Sun pm
(or just Saturday if not camping)

Cars are able to leave the venue
whilst the event takes place to
collect supplies / go to local
supermarkets.

PLEASE NOTE: Parking up any
campervans / caravans and
using them as event
accommodation is different as
they will be within the live event
area. These vehicles will be
allowed into the Event Village but
they **cannot be moved whilst the
event takes place.**

9. CAMPING

Camping has also been included
for participants as below:

24HR

2 x nights camping for 2 people
(participant + a friend / family
member) 3-5 July

DAWN TIL DUSK

1 x night camping (participant +
a friend / family member) on 3rd
or 4th July

HALF MARATHON / 10K DAYTIME

1 night camping (optional)
included for 2 people
(participant + a friend / family
member) on FRIDAY night

HALF MARATHON / 10K NIGHT

1 night camping (optional)
included for 2 people
(participant + a friend / family
member) on SATURDAY night

10. CAMPING AREAS

Camping will be split into three areas:

1. Glamping
2. Camping with tents
3. Camping near Campervans / Caravans

All three sites circle the Event Village where runners start / finish their loops.

11. NO BBQS / FIRES

IMPORTANT: Campfires and BBQs are **NOT** allowed in the grounds, during the event at any time.

Camping stoves with gas canisters up to 500g are allowed.

12. SETTING UP CAMP

We pretty much have unlimited space in Eridge Park BUT, we do ask that you / your team takes up less than 30m²

Staking out a spot near the Event Village / transition will mean that you are in the middle of the action.

Selecting a spot on the edge of camp may guarantee you a little more sleep.

Solo runners participating in The 24HR or Dawn til Dusk will be able to camp in an area adjacent to the transition / start area to ensure no effort is wasted!

Campervans will be parked in a separate area to the tents, not far from the Event Village. You can pitch tents behind them.

Glamping tents will be ready for those who have booked.



PACKING LIST

CLOTHING AND FOOTWEAR

- Beanie and gloves (it may be cold at night / early morning)
- Rain gear and layers for all temps
- Recovery flip flops or sandals
- Running cap and/or head band
- Running or compression socks (x 3)
- Running shirt, vest or top (x 3)
- Running shorts, bottoms (x 3)
- Sports bra, compression, running underwear (x 3)
- Hoodies and comfy clothes
- Trail running shoes
- Waterproof shoes/boots

RUNNING ESSENTIALS

- Download What3Words App
- GPS Running Watch
- Hydration pack or belt
- Reusable handheld water bottle
- Running belt storage
- Running phone case
- Sunglasses

FOOD & WATER

- Energy Bars and Snack Bites
- Electrolytes and hydration
- Lunch and dinner supplies (there will be food to buy on site, but consider a cool box full of pasta salads etc.)
- Plenty of soft drinks & water (Water is provided but it would help us if you brought some with you for the weekend)

NIGHT GEAR

- Hand torch
- Head torch (mandatory)
- High-viz vest (mandatory)

TOILETRIES

- Anti-chafe balm
- Blister protection
- Tick and insect protection
- Wet wipes (there are no showers)
- Deodorant
- Hair ties and brush
- Hand sanitizer
- Antiseptic cream
- Hayfever meds if required
- Lip Balm
- Lotion
- Sunscreen
- Toilet paper
- Toothbrush/Toothpaste

CAMPING GEAR

- Water jug
- Camping chairs, table
- Rugs
- Cooler
- Extra batteries
- First Aid Kit
- Chargers for all tech
- Lantern/camp lighting
- Reusable water bottle (required)
- Sleeping gear!
- Towels if it rains

CHECK IN

1. BIB NUMBER & *TRACKER COLLECTION

HALF MARATHON / 10K DAY

07:00 – 8:00

HALF MARATHON / 10K NIGHT

19:00 – 20:00

*THE 24HR

09:00 – 11:00

*DAWN 'TIL DUSK

06:30 – 07:30

Solo runners and teams in The 24HR and Dawn til Dusk will collect a tracker.

Teams will collect ONE running number per team, attached to a running belt. There will be a pocket for the tracker on the belt. Hand this belt over to the next runner going out on a loop.

IMPORTANT: Please hand trackers back in at the end of the event.

2. DROP OUTS / REPLACEMENTS

Teams who experience dropouts can deal with this at the event. Please just see a member of our team at the Info Tent.

3. EVENT DAY SIGN UPS

Teams often have last minute runners fill in due to injury.

You will be able to add replacement runners. Please see our team at the Info Tent / Pack Collection.

Every runner needs to provide us with certain information before they can take part, such as any medical conditions.



EVENT VILLAGE

1. FOOD & DRINK ON SITE

Food & Drink will be available to purchase on site as below.

Friday pm:

Our original pizza vendor cancelled last minute – please bring your own supplies if camping.

Saturday:

JOE BOX COFFEE – coffee, hot drinks, pastries, sausage rolls all day

SODOUGHLICIOUS PIZZA – delish pizza 4-10pm

OUI CREPERIE – savoury and sweet crepes and galettes, serving 10am-4pm

Sunday:

JOE BOX COFFEE – coffee, hot drinks, pastries

RASCALS – breakfast brioche baps

Athletic Brewing will be supplying cans of cold, alcohol-free beers to enjoy throughout the weekend.

Tenzing are also providing their natural sparkling energy drinks for free!

There will be water you can refill from in the Event Village.

However, it would help us if you also brought some with you for the weekend.

Joe Box will be able to supply hot water for pot noodles etc!

2. BRING YOUR OWN

We 100% recommend that you also bring team food (and lots of haribo!)

3. DEER PARK CAFÉ

The Deer Park Cafe will also be open and walkable within approx a mile of the event site.

<https://maps.app.goo.gl/HccF4gTlNfe8qjbB6>



EVENT VILLAGE

4. TRANSITION AREA

The transition area for handing over to another team member, or starting/finishing a loop is in the Event Village.

This year we plan on having screens where team members can monitor where their runner is on the loop and when they are expected back in.

We will also have an exercise bike in this area so you can spin the legs while waiting / keep the legs warmed up!

5. FINISHER BOARD

Please feel free to stop by the finisher logo board for a selfie when you or your team finishes. We will have a photographer on site but he may not be there all the time!

6. MEDALS AND T SHIRTS

Finisher T Shirts in technical material will be available once you or your team have completed your challenge. They will be in a range of sizes. If we run out for any reason, we will ensure you get one after the event.

You can also pick up your medals. 24HR and Dawn til Dusk medals will be worked out by our team based on your points / loops completed.

7. LIVEWELL RECOVERY HUB

24HR and Dawn til Dusk participants will be able to enjoy the Livewell Recovery Hub for free over the weekend.

Half marathon and 10k runners can pay for treatments on the day.



VENUE RULES

1. TAKE NOTHING FROM THE GROUNDS

Leave natural or historic objects as you find them, this includes wildflowers and native grasses. Removing or collecting trail markers is serious vandalism that puts others at risk.

2. LEAVE NO LITTER

Leave nothing but footprints. Pack out at least as much as you pack in. Gel wrappers with their little torn-off tops and old water bottles don't have a place in Eridge Park.

Any runners who are reported to have damaged private or public property or to have littered, urinated or defecated on the course will be disqualified and will not be invited back.

If you bring it, you **MUST** take it home and dispose of it or use provided bins. When you leave, your campsite should look exactly like it did before you arrived. Luna will manage event waste but runners should deal with their own rubbish.

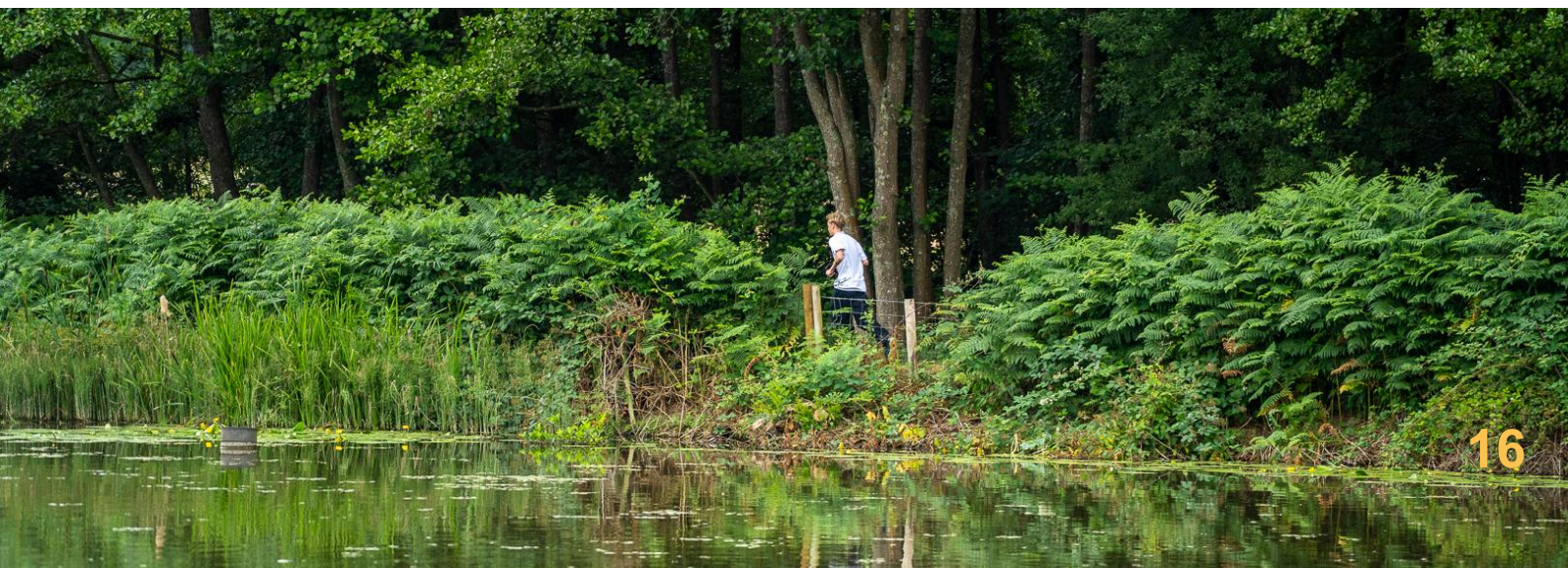
Please make your best effort at recycling, composting, and reducing waste.

3. NO DOGS ALLOWED

Due to the herds of wild deer at Eridge Park **no dogs will be allowed in the venue.**

4. NO SWIMMING

There are beautiful lakes in Eridge Park but swimming in them is strictly prohibited.



EVENT RULES

1. STAY ON THE ROUTES

IMPORTANT: All runners are responsible to make sure that they stay on the course / loops. If a runner gets off course, they are to return (on foot) to the point where they went off course and continue from there.

Signage has been placed along the course but sometimes runners overlook markings; be prudent in your knowledge of the course.

We will be providing GPX's of the route. We advise carrying a phone when running.

Cutting switchbacks or running next to the trail increases our footprint on the natural environment. When multiple trails exist, run on the one that is the most worn.

No cutting across the loops. Call out "on your left" when trying to overtake another runner and allow other runners to pass you.

2. PACING / SUPPORT RUNNERS

Running pacers or support runners are allowed during the event (who are signed up). Runners may run with any number of pacers at any time.

If four of you head out together that's fine – however only one loop will be credited to your total. Pacer(s) and runner should run single file when passing another runner or being passed. Bicycle pacers are never allowed.

3. VISIBLE RACE NUMBER

Race bibs must be worn and visible on your front. This and the tracker (provided to every team / runner) will help us to provide accurate timing and identify who is or isn't out on the route.

4. TRACKERS

Those taking part in the 24HR and Dawn til Dusk will be given a tracker per team/solo at check-in. The runner out on the loop must wear this during their run and pass it to the next runner when handing over to a team member. Please hand this back in when the event finishes!

If you lose the tracker, please head to the Info Tent.

IMPORTANT: If your team stops running for a while, please hand your tracker in at the Transition so that we know which teams / runners are not currently out on the course.

EVENT RULES

5. TEAM RUNNER ROTATION

Runners can choose which loops(s) they take on. Runners in teams can run in any order. Runners decide which loop(s) they take on just before they change over / start running. Only one runner at a time counts towards the total distance.

Runners must tell organisers which loop they plan to run just before the changeover between teammates. This is so we know which loop you are on in case of injury or (in the very unlikely event) you get lost.

24HR and Dawn til Dusk runners cannot switch loops once they have started. You cannot start the Blue loop and decide to finish on the Black loop. You cannot start on the Green loop and finish on the Blue loop. If you do start on the Green and finish on the Blue you will be credited as completing three miles, and not the four miles you would have actually completed.

However if you start a Black loop and decide halfway round you only want to do the Blue loop we will allow you to finish and be credited for the four miles completed – we understand that you might be feeling good at the start and

soon realise that another four miles is beyond you.

Runners do not have to complete every loop.

Runners / teams can take a break whenever they want – please hand your tracker into the timing tent team, so that we know you are having a break.

6. CHANGEOVER / TRANSITION AREA

IMPORTANT: The changeover is going to be busy so it's important that all runners understand how this process works.

When the incoming runner reaches the finishing straight the outgoing runner can access the changeover area. It is important that runners exchange the tracker at this point (it is not uncommon to swap head torches, high viz vests as well as high 5's!)

The outgoing runner then can choose which loop to head off onto. **You must tell our team which loop was completed and which loop a runners is going out onto. Solos too!**

EVENT RULES

7. DOING MULTIPLE LOOPS – 24HR / DAWN TIL DUSK

We expect many runners to do multiple loops (especially the solo runners).

You must cross the line of the loop you are completing to allow race organisers to note which loop you have completed and which loop you are tackling next.

Failure to ensure race organisers have logged your finish / start may mean that loop is not registered to your total.

8. INJURED / UNWELL RUNNERS

In the event of an injury or a runner feeling unwell, any of the remaining runners in their team can replace the injured runner.

For example, if runner A is injured half way through his or her first leg, any member of the team may complete the leg for him or her. Once a runner drops out of the race, he or she cannot enter back into the race.

If an IV is administered, the unwell runner is no longer eligible to run.

9. FOLLOW OFFICIALS INSTRUCTIONS

Race officials include staff and volunteers. Course volunteers are considered Race Officials. They have authority to disqualify for breaking an event rule, showing signs of intoxication, abusive behaviour, or failure to follow instructions. Abusive treatment or disregard for their authority will result in a disqualification and you will be asked to leave the event.



SAFETY

Safety is our number one priority. There are many potential hazards in an event of this type. Please help us keep the event safe by focusing on being safe runners, safe campers, and by helping us keep the race as a whole safe.

Below are some basic guidelines and rules.

1. HEAT & HYDRATION

Staying hydrated is critical to having a fun and successful Luna Trail, not to mention staying healthy and avoiding a heat related illness such as dehydration, heat exhaustion, or heat stroke.

Hydration becomes especially critical during times of high heat index. The heat index (HI) is an index that combines air temperature and relative humidity to determine how hot it feels. If the heat index is above 30°C, heat cramps and heat exhaustion are possible. Above a HI of 36°C, heat exhaustion is likely and heat stroke is probable with continued activity.

The event has a team of medics at the event at all times and will take their advice if weather conditions become very hot.

Teams must ensure their runner's safety by monitoring the condition of their runners before and after each loop.

Runners should pre-hydrate before a loop, hydrate while running, and rehydrate after each loop. Water should be supplemented with electrolytes.

Proper hydration is obtained when the runner has clear (light lemonade coloured) and copious urine. If you are worried about the condition of one of your runners, please visit the Medics on site.

IMPORTANT: Water will be available in the Event Village but not necessarily along the course.

Be a responsible trail runner and carry your own water and nutrition during your legs.

Water Container – Every runner should run with a water container of some sort.

Some of the loops will have water stations but all will be CUPLESS WATER STATIONS. There will also be a water station in the Village but it will also be CUPLESS.

SAFETY

2. MEDICAL ADVICE

It is important to be fit and healthy before taking on the half marathon or the ultra events. If you are ill or injured in the run up to the event, it is not advisable to take part and you should withdraw from the event. You can defer entry on the [website](#).

Whilst we understand that withdrawing from the event is disappointing, it is not worth the risk to you and your health. Severe exertion and physical activity during or soon after an illness or injury can be dangerous.

If you have a family history of heart disease or sudden death or a high risk from high cholesterol or high blood pressure, and particularly if you have symptoms of heart disease (such as chest pain or

discomfort on exertion, sudden shortness of breath or rapid palpitations), then you should see your GP before you take part. They can then arrange for you to have a proper cardiac assessment.

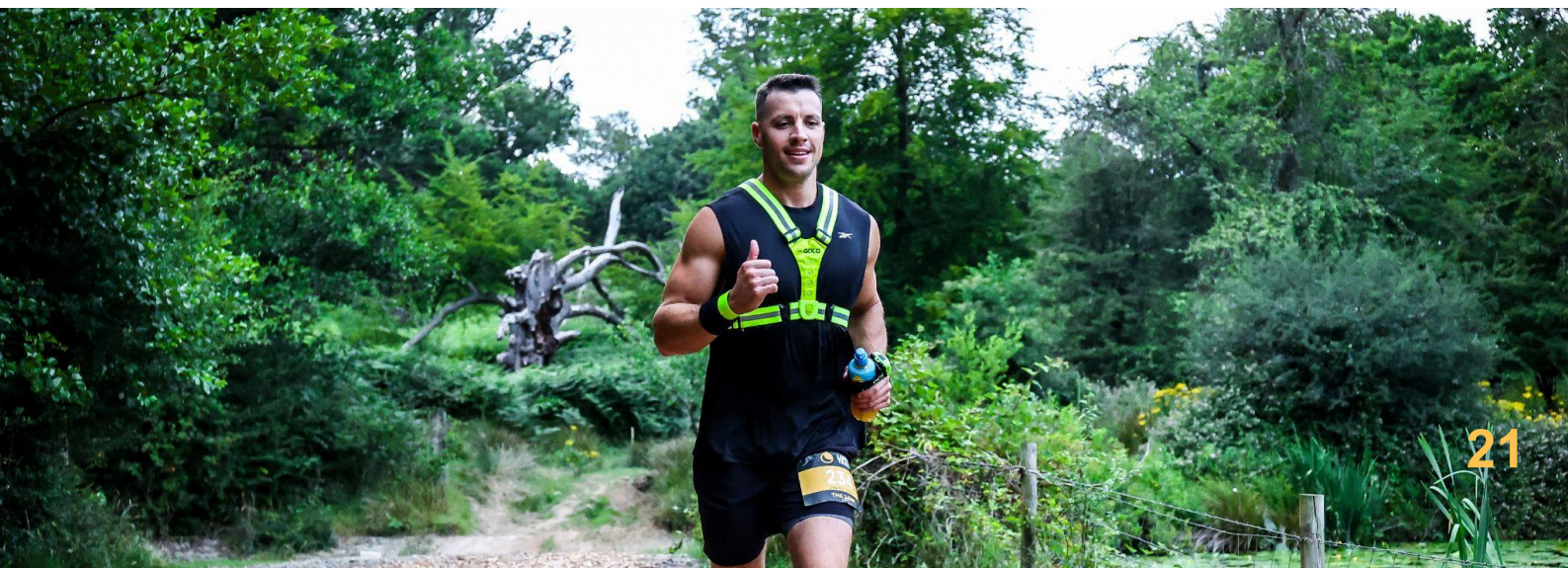
3. UPDATE YOUR MEDICAL DETAILS

If your medical details have changed since you signed up, please ensure that you update the team

support@lunatrail.zendesk.com

In the event of a medical emergency on event day, these details will support our medical teams in treating you.

Please also complete the medical details form on the back of your running number.



SAFETY

4. PAINKILLERS

Anti-inflammatory gel or oral painkillers like paracetamol can be helpful if you experience muscular pain during your run / the event.

If you are running the half marathon, The 24HR or Dawn til Dusk, **please avoid taking oral anti-inflammatories** such as ibuprofen or naproxen as these can have a negative impact on the kidneys and stomach, and therefore should be avoided within 48 hours before, during, and after the running.

5. OVERHEATING

If you have ever collapsed due to heatstroke (rather than from exhaustion and recovered within minutes), we advise that you do not take part in the marathon run and should consult your GP prior to any runs longer than a few miles.



SAFETY

6. MUSIC / HEADPHONES

The use of personal music devices with headphones while running is strongly discouraged. Trail running requires that all runners be alert and aware of their surroundings at all times. Wearing personal music devices causes distractions and the inability to hear what is going on around the runner.

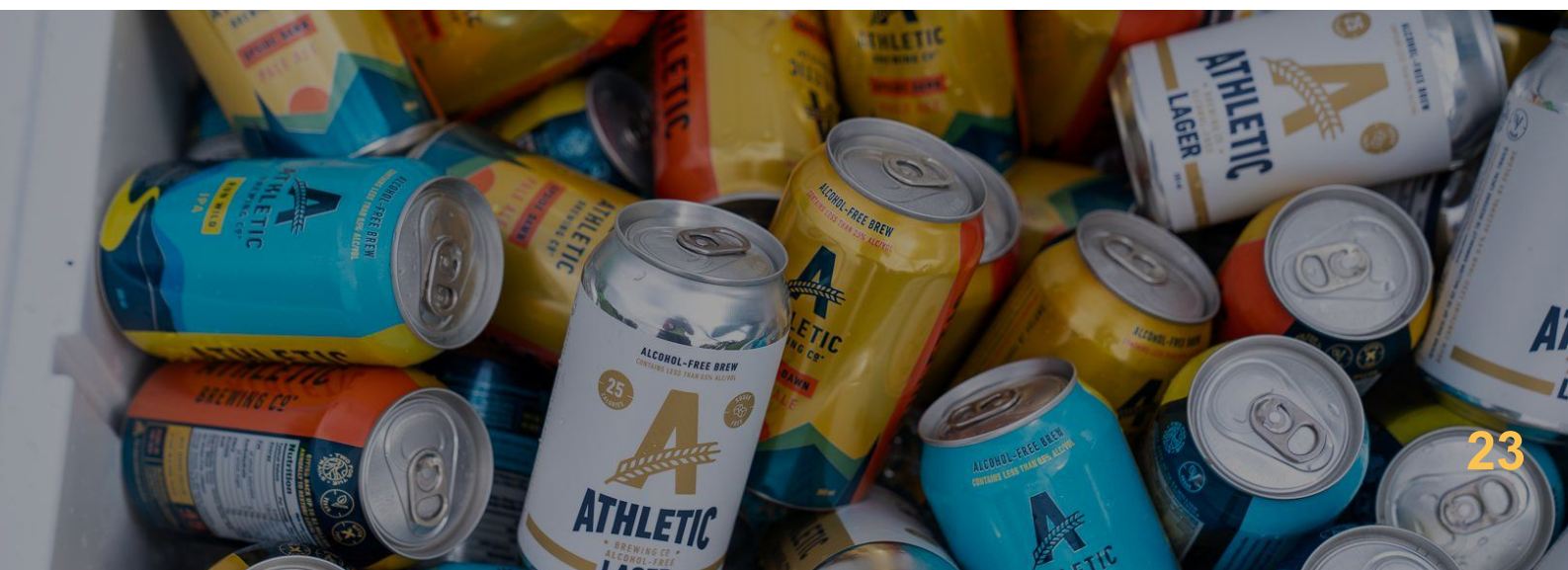
If you still choose to use them, you do so at your own risk and must meet the following requirements:

- Be aware of the sounds around you
- Be able to hear instructions from course officials when speaking at a reasonable tone (not yelling)
- Be able to hear “on your left”. Listen for other runners trying to pass you.

7. ALCOHOL

While participating in the event, the consumption of alcohol is highly discouraged. Alcohol greatly increases the risk of dehydration. Alcohol also affects perception and equilibrium, two things that are highly important while trail running. If you choose to consume alcohol it must be consumed responsibly in the Event Village area.

NEW for 2026: Athletic Brewing will be providing everyone with free alcohol-free beers to enjoy in the Event Village.



SAFETY

8. TICKS

There are herds of deer within Eridge Park. If they see you they will be more scared of you than you are of them (this includes stags) and will likely run away as soon as they sense your presence.

IMPORTANT: Deer often carry ticks, so it is important that you and any supporters with you, are tick aware during the weekend and take measures to prevent picking up ticks.

Government advice includes:

- Wear light-coloured clothes so ticks can be spotted and brushed off
- Use repellents such as DEET / REPEL
- Carry out a tick check regularly

We would also recommend that you wear long running socks or running tights (weather dependent).

We have a team of trained medics who will be able to support you if you need to remove a tick.

Contact your GP if you begin to feel unwell with flu-like symptoms or develop a spreading circular red rash after the event. Remember to tell them you were bitten by a tick or have recently spent time outdoors.

9. WILD ANIMALS

As well as deer, you may spot badgers, foxes, toads, frogs, owls, hawks, hedgehogs, bats. None of these are a threat to you and will run away if you are near!



SAFETY

10. EMERGENCIES & GETTING LOST OR INJURED

IMPORTANT: If you are injured or get lost while running out on the course, **NEVER** cut across country as a shortcut back to the Event Village.

Continue to follow the trail markings back to the Event Village or go backwards along the course to get back to the Event Village.

If you can't walk, just sit down along the trail and alert the next runner that comes past you.

On your running numbers will be the emergency number for the event.

Please try to work out where you are using what3words and text the emergency number for the event.

We will have medical staff on hand. A Medical Tent will be located in the Event Village and will be open and available at all hours during the race.

In the event of an emergency or accident in the Event Village please notify the nearest race official, as they will be able to communicate with the Medic Tent. If you are not near any race officials, please text Event Control:

Store the EVENT CONTROL number **07303 120741 in your phone.**

If it's an emergency, call the number.

If it's not an emergency, please only send a text. We can process your query or issue before responding.

If the emergency is severe, always call 999, then the Race Director.

SAFETY

11. MANDATORY START LINE BRIEFING

IMPORTANT Each event will involve a start line briefing, whether the 10k or 24HR.

The briefing will last approximately 10 minutes and will cover things such as trail markings, course specifics, what to do in case of an injury, and trail ethics.

Please therefore ensure you arrive at the event at least 1 hour before your team's start time to give yourself adequate time to check-in and attend the briefing.

12. BAD WEATHER

The event will occur rain or shine. However, under certain severe weather conditions where significant damage or alterations to the event course occur, we reserve the right to cancel the event, shorten the event, and/or hold teams until the weather improves. There will be no refunds given if the race is cancelled due to weather. Conditions that may result in a race being cancelled or delayed include but are not limited to the following: severe heat, electrical storm, snowfall, tornadoes, hurricanes, flooding, fog, etc



SUSTAINABILITY

Luna is conscious of the importance of organising a socially and environmentally responsible event.

Please carshare to the event where possible.

Don't bring disposable plates/silverware/cups/napkins, and stay away from food with excessive packaging.

Please note, however, that we have chosen to buy bottled water for this event – and while this might seem counterintuitive we have done so having weighed up our options carefully.

It is critical that we have ample water supplies for all runners, spectators, event crew and volunteers, especially if we have warm weather.

There is no drinking water available at Eridge Park, so enough water for every situation must be brought to site before the event starts.

CUPLESS EVENT – We are a cupless event. Every participant (runner, volunteer, friend, family, crew, etc) should bring reusable water bottles.

We have considered water bowzers and received quotes. To deliver a 2000 litre minimum water bowser, which would ensure we have enough water, will require four lorry journeys, and will likely mean we have to pour away >500 litres of fresh drinking water after the event.

We have therefore chosen to use small bowzers with tap filled with tap water. This will mean :

- We can collect and recycle any used bottles of water.
- We do not expect any water to be poured away / wasted.
- We remove the need for lorries to make lengthy round round trips.

We hope you can understand and support our decision.

N.B. There will also be some old bottled water available for washing up, or washing with. Not for drinking! Please ask the team if you would like some.

.

SPECTATORS

1. SPECTATOR ACCESS

Spectators can join you at the event for free. However, we do ask that you book free passes on the website so we know how many people to expect. Book [here](#).

Spectators are free to follow the running routes either running or walking. We ask that you do not leave the routes and access land that may be used by local businesses or the family that own the Estate.

Please be aware that there are a number of lakes in Eridge Park that are used for fishing. **Swimming is strictly prohibited at all times.**



AFTER THE EVENT

LUNA

1. RESULTS

Please bear with us after the event in producing the results and timings. We are a VERY small team and will have spent a lot of the week walking routes, clearing them up with a lack of sleep!

Results tables will be available on the website, we hope, within 72 hours of the event. We thank you for your patience.

2. PHOTOS

Your Photo Finish will be snapping you on the loops! [Sign up here to get 10% off.](#) You will receive an email notifying you when the galleries go live, and be notified when your event images are available.

3. ENTER 2027

The event will take place again in 2027, hopefully over the same event weekend 3-4 July.

Entries will open shortly after the event with super early bird prices – don't miss out getting your entry at the lowest cost.

Look out for our emails!

4. CHECK OUT HERITAGE TRAIL SERIES

In April this year, we also hosted a half marathon and 10k at Eridge Park as [Heritage Trail Series](#). The bluebells were out of this world and it was a wonderful chance to run here in spring. If you fancy it, entries are open.



THANK YOU

THANK YOU TO OUR PARTNERS AND THE VENUE

We are joined this year by partners, Athletic Brewing, Tenzing, Your Photo Finish, and Livewell, and thank them for their support.

We would also like to thank Eridge Park for allowing us to use their very special venue to hold the event.

Our thanks also goes out to our fantastic volunteers and marshals who will help bring the event to life and will ensure you have an enjoyable and safe experience.

Finally, from all of us at Luna Trail, thank you for joining us.

