



FWTN Round #3.5



Liberton: Trick 'O' Treat



30/10/2025

25/26 - 🇬🇧 Year of the Twists 🇬🇧

Hello, orienteers of Edinburgh!

Fight With The Night is back, and more devious than ever! 😈

This year, the gloves are off as we step back into the ring for 10 rounds of quality night orienteering, with each week bringing its own little twist to keep you on your toes.

Make sure you read the 'Twist' section of this document thoroughly to see what's in store for you this week. And please ask me as many clarifying questions as you wish on the night.

Float like a butterfly, sting like a bee,

Dan 💪

Entries

Online at: <https://racesignup.co.uk/site/event.php?eventid=5662>

Entries close at 23:59 on Wednesday 29/10/2025.

Also limited entry on the day. Maps will be given out on a first come first served basis.

Seniors	£4.50
Juniors (U20) and Students	£3.50
Novice	Free

Location

Assembly: Grassy area on the south side of the junction between Glimerton Rd and Double Hedges Rd

Start/Finish: Adjacent to assembly

W3W: ///herbs.translated.august

Google Maps: <https://maps.app.goo.gl/UYEo7ar74ipnq3z49>

Nearest Postcode: EH16 5UW

Parking on nearby streets or on the Cameron Toll's southern car park.

Courses

Courses this week are courtesy of me (Dan) and Niamh (imp).

No loose control descriptions will be provided.

Course	Optimum Length (All Treats)	Optimum Length (All Tricks)	Climb
Long	4.7km	5.3km	40m
Short	3.2km	3.8km	30m
Novice	2.2km (No Barriers on Novice)	NA	20m

Due to different people having different barriers on their courses, this week's results will not be included in the league.

Starts

Starts are from 1815-1900 with an optional mass start for the long at 1900.

Courses close at 2000.

Terrain



Very wigggleable 🐛

Twist (For Long and Short) - 🧛 Trick O Treat 🧛

Happy Halloween!

This week, I and Niamh (of AROS) have planned a perfectly normal, ungaffed sprint course around the spooky streets and dark alley ways of Liberton.

Unfortunately, about half of our maps mysteriously disappeared earlier this week, perhaps taken by a ghastly ghoul or an insidious imp. To our horror, upon finding the maps, it appears some of the barriers have been altered!

Not wanting to antagonise the nefarious character behind the modifications, we have decided to turn a blind eye to the alterations. So, to make it as fair as possible in these unsettling circumstances, the format of the race will be as follows:

- We have split the course up into multiple sections.
- At the start you will be handed a map with a very short course on it. You will not know if it has been altered (trick) or whether it has been unmodified (treat).
- You will run this very short course in its entirety, and at the final control there will be a map exchange.
- At the map exchange location there will be a control tube as normal, as well as a tray/box containing maps for the next section.
- Upon reaching the tray, it will be a lucky dip for which map you pick up.
- Again, you might have received a trick map or a treat map, but you will not know which.
- Control numbers are reset on this new map, and you start running from the triangle to control 1 and so on.
- This is repeated several times, until you reach the finish (adjacent to the start).
- Whether you have been cursed, and pick up only trick maps, or whether you have a guardian angel, and pick up only treat maps, every participant will receive a treat at the end, courtesy of AROS :)
- **Important:** At the second map exchange there will be two trays, one containing maps for the long course only, the other containing maps for both short and long courses.
 - Those on the short: take from the short-and-long tray. Simple.
 - Those on the long: take from the long-course-only tray. Complete the loop which will bring you back to the same map exchange point, and then take from the short-and-long tray.
- Please do not worry; there will be a member of AROS there to direct you.

Remember:

The courses themselves are not gaffled: Everyone on your course is going to the same controls in the same order. The permissible routes to each control may be different depending on which map you pick up (trick 'o' treat), so make sure you only go down routes that your map allows you to!

See the bottom of this document for an example of artificial barriers.

Please try to keep hold of your previous maps – attire with pockets may be useful.

Additional Information

As usual there will be no SI boxes at controls. You only need to punch the start and finish.

Maps will **not** be printed on waterproof paper, so if the weather is looking damp, please bring a map bag / polly pocket if you have one. There may be some at assembly.

As always, these events are at night in winter so come prepared: Torches, layers, shoes with grip (if location deems it).

EUOC have some spare compasses, dibbers and a few headtorches which you can borrow if needed - just let us know by sending an email to events.euoc@gmail.com.

All Fight With The Night locations are either residential or recreational areas, and therefore there are likely to be other people about. As such, please be respectful of members of the public.

Artificial Barriers

All sprint Fight With The Nights will most likely contain artificial barriers. The barriers will not be marked on the ground and thus it is up to you to make sure you abide by them. See an example of barriers in play below.

