

DRONFIELD TOWN FC 10k RISK ASSESSMENT CHECKLIST

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Completed by Michael Payne (michael.payne83@gmail.com)

1. RACE FACILITIES Details of arrangements and precautions

1.1 Changing (Male & Female)

Separate change facilities (including showers) will be available to both male and female competitors

1.2 Toilets (Male & Female)

Separate male and female toilets will be available

1.3 Parking (Competitors & Officials)

The football club's car park (postcode S18 2EU, or search Google Maps for 'Dronfield Town Car Park') will be available to use free of charge to competitors. Street parking is also available (although the club will use cones to discourage parking around the immediate entrance to the ground).

1.4 Registration & Enquiries

Pre-event online entry will be in operation, and (subject to maximum number of 250 runners not being reached) on the day entries will be available.

A clearly marked shelter / gazebo will be in place for competitors to collect race numbers (for advance entries) and to enter on the day.

1.5 Route to Course

The course will start and finish within the football ground, which is a 2 minute walk along pavements from the car park.

1.6 Signage

The car park is permanently clearly signed, and we will use additional signage to direct to the ground entrance.

2. THE COURSE

2.1 Start location ^{*1}

The start of the 10k will be on the grass football pitch within the Dronfield Town Football Club ground.

2.2 Finish location *

The finish will be at the same location as the start

¹ See attached map

2.3 Route * (Identify higher risk intersections)

The route (marked on accompanying map) is a loop which starts at the football club and proceeds through Coal Aston, Apperknowle, Hundall, and Unstone before returning through Dronfield.

Whilst parts of the route are on roads, the majority of these have pavements. There is a section of the route, between approximately 3 and 4 km (Summerley Lower Road) and between approximately 4.5 and 5.5km (between Apperknowle and Hundall) which does not have pavement. However, these are generally quiet country roads which, from previous years experience, are extremely quiet on a Bank Holiday Monday morning.

2.4 Surface

The surface is multi-terrain, with a mix of grass, tarmac, and 'top-trek' footpath material

2.5 Final inspection by / when

The route will be inspected on the day prior to the race, when information markers (route direction, km marks) and warning signs will be put in situ.

2.6 Warning signs for traffic *

Warning signs notifying traffic of runners on road will be used extensively on Summerley Lower Road and the road between Apperknowle and Hundall. They will also be used approaching the small number of junctions/ road crossing places.

2.7 Coning / No Parking signs

We will use cones in immediate vicinity of ground entrance to discourage parking and this minimise nuisance to local residents.

2.8 Off-road diversions

n/a

2.9 Drinks / sponge stations *

There will be at least one water station (at approx. 5km point), with two additional water points at 3km and 7km, dependent on temperature.

2.10 Scaffolding, barriers etc.

Temporary barriers will be used to mark the route within the football ground and adjoining cricket ground.

3. RACE PERSONNEL

3.1 First Aid / Medical *

Our volunteer marshalls are mostly made up of junior team coaches, who are emergency first aid trained. We will have a manned first aid point at the start / finish area (including a defibrillator), and the 'back runner' will be emergency first aid trained.

3.2 Police presence

n/a – local police informed of the event

3.3 Lead vehicle / motorcycle / cycle

n/a - as large parts of the course are 'off road' this would not be practicable

3.4 Sweep up vehicle

A 'back-runner' will be used

3.5 Course marshals *

We will have approximately 30 marshals on the course. Two marshals will be in place at the points on the course which requires competitors to cross a road (marshal point 6, marshal point 16, marshal point 18)

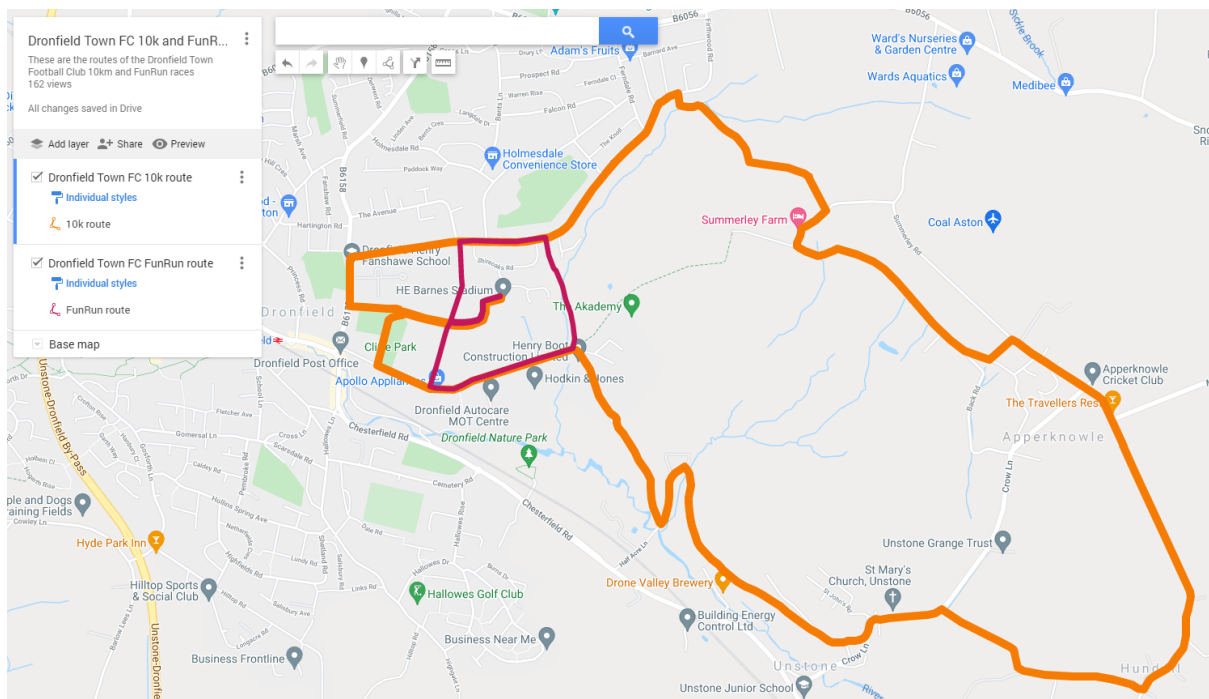
3.6 Start & Finish marshals

Sufficient marshals will be in place to ensure a safe start and finish of the 10k.

3.7 Technical officials

A race starter and timekeepers / finishing marshals will ensure all competitors place and time are accurately recorded.

3.8 Race routes



<https://www.google.com/maps/d/edit?mid=1ICUJyyZ5RrBzW9hMMwNygBbTS4twT7Za&usp=sharing>