

## USING THE MAPRUN APP at Brightwater score events

1. Have you loaded the MapRun App onto your phone? If not, go to the website <http://maprunners.weebly.com/> and load it from Google Play or the Apple App Store. If you already have it on your phone, make sure you have the latest version. It's been recently upgraded. (V50.7 on Android; 10.0.4 on iOS)
2. Downloading the APP will use 2MB's of Data. To download the Map and the course will use approx. 0.5 to 1MB's of data. Best to do these on your home WIFI.
3. On the day, the App does not even need data switched on while running, or, if it is, Google Maps will use very little.
4. Be sure to also register your personal details on the App before you compete. You only have to do this once.
5. Make sure your phone is charged enough to last a few hours.
6. Check that your phone Settings / Notifications for MapRun has both "Allow Notifications" and "Sounds" switched ON. Some newer Android phones restrict which Apps can run in the background. It is best if you allow MapRun to run in the background (ie when the screen blanks).
7. Open the App and click on "Select Event", then the folder "Queensland" and the folder "Sunshine Coast". Select the course you have entered.
8. Click on "Go to start". You can now view the map and your course.
9. Be sure now to register with the event organiser and to collect a paper copy of your course map. It is best to carry your phone in your hand or in a holder on your arm/shoulder. Putting the phone in your pocket or waist-band reduces the quality of the GPS signal.
10. Press "Start the GPS" on the APP to give the GPS time to lock on. You will get a warning on the screen if the GPS is not locked on.
11. Now proceed to the starting triangle on the map. As soon as you get close to the start, the App will "punch" the start with a beep and the timer will start.
12. You can now use your paper course map to travel to your controls any order. The control number shows how many points it is worth i.e. 40-49 =40 points, 50 – 59 = 50 points etc
13. As you approach the control site, you'll hear a beep if you pass the right spot. If you don't hear a beep, then double check you're in the right spot. You can check the number of the last control you punched and the total number of punches on the screen of the phone. If you are at the correct location and the

phone has not punched this control, just keep running to the next control, as you GPS track will show that you have visited this control.

14. For the MTBO score event you may pass close to controls that are not on your current map and hear a beep. MapRun will recognise they are not meant for you and ignore them.

15. As you approach the Map Change box (MTBO score event only) do not ride within 20 metres of the Finish flag or it stop your run prematurely!

16. As you approach the Finish, the App will beep and “punch” the finish and the timer will stop. Your results will be automatically uploaded (if your phone is connected to data). The “Upload Results” button changes to “Upload to Strava” for those who wish to do this.

17. You will then see your track and your elapsed timed.

18. Press “Time Detail” to see your splits.

19. You’ll be able to see how you went against the other competitors via the “All Score Results” button on the phone.

You can also use the “Leader Board” button on the Results page on the MapRunners weebly site - <http://maprunners.weebly.com/>