



PORTLAND PIG BACKYARD ULTRA

RACE BRIEF



FRIDAY 1ST MAY 2026



BUSTINSKIN EVENTS

THE PORTLAND PIG BACKYARD ULTRA

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WHAT TO BRING

The loop is on mixed ground of trail, tarmac, grass, gravel for the duration of the event. You will have about 6 hours to get used to the course before it's dark, you will need a head torch. Maybe 2 and lots of spare batteries as it will be dark for over 12 hours each day, if you think you'll still be running on Saturday, Sunday or Monday night bring enough to last.

It's April, so bring your wet gear hopefully you won't need it .

Bring enough food and drink to last longer than you think you can run, you might surprise yourself.

Bring something warm to wear between loops and a warm hat.





START TIME

The race will start at 12 noon on the dot and each loop following will start on the hour every hour until everyone has quit.





RULES

1. Runners must be in the event corral when the loop starts , if you're not , you're out and won't be allowed to start the next loop.
2. Each loop starts precisely 1 hour after the last
3. Warnings will be given 3, 2, and 1 minutes prior to start
4. Except for use of the loo, competitors may not leave the course until each loop is completed
5. No support at all on the course.
6. Each loop must be completed within an hour to be counted... including the final lap.
7. Poles are not allowed
8. The winner is the last person to complete a loop
9. All others are technically DNF
10. If no runner can complete one more loop than anyone else, there is no winner.

CHIP TIMING

Chip timing is being used to verify the start and completion of each lap, and failing to start the lap with your timing chip will result in you being out, so make sure your timing chip stays on.

OUTSIDE HELP

Once a runner starts a loop they can not be handed anything or give anything to crews . If you do you will be asked to stop and your event is over.

If the race director or a medic tell you to stop your event is over. No exceptions.

If a runner sees another runner in difficulty please let the nearest marshal know and we will get help for them.

Please stop and help them if they need emergency care, if not continue your run and get assistance from marshals and crew.

The winner.... This is the last runner standing and the only runner to complete a loop by themselves.





MANDATORY KIT LIST

Please make sure you have a fully charged mobile phone with you at the start of the race - this is not for pictures - this is to report any medical issues you may encounter out on the course to your crew. Your crew will then inform the race staff who will in turn inform the emergency services if required.

This also goes for other runners. If you come across someone who needs assistance - contact your crew or the nearest marshal - you will all be given a number at the race brief to store on your phone for emergencies. Your mobile phones can be swapped with your race crew who will need to keep them charged for the entirety of the event.

HEAD TORCH & HIGH VIZ

You will need a head torch and high viz jacket/vest/item through the hours of darkness.

For this event those hours will be from 20:00 through to 06:00

Take gels/hydration with you on each lap - there are no aid stations on course and you may find you need it sooner than you think.

What we are not expecting to see is you hoofing around a great big bag full of stuff you clearly do not need - just take what is listed above





CREW

Please keep crew numbers to a Max of 3 per runner. These can change through the event if needed but only swapped out during daylight hours as below (Darkness).

No spectators on course allowed during the event.





CAMPING

Runners/support crew can camp with tents or camper vans within the event field throughout the event.

The field is big enough for everyone but get there early if your supporters want to secure a camping pitch close to the corral.

Please also note that it is just a big cricket pitch and could therefore be wet if it's been raining, which may make driving around on it tricky.

Access to the event field will be from 09:00 on Friday. You will need to be in and ready for the race brief which will take place at 11:00 the race starts at 12:00.

Groups such as running clubs can pitch gazebos for their teams. Space close to the start/finish line is on a 1st come 1st served basis.

There will be a sheltered area for runners to rest between loops if it's wet and an area for runners, without tents or shelters, to place bags close to the start.

Dogs are permitted but must be kept on a lead at all times within the event boundary. Please clean up after your dog immediately. If you wish to exercise your dog off-lead, this must be done off-site.

ELECTRICITY

we do have power and a generator which will run through the daytime to power up mobiles etc and boil our kettles.

We only have portaloos there are no showers.

COOKING & GENERATORS

Small camping stoves and gas cookers are permitted for preparing food. These must be used safely on a stable surface and never left unattended.

Open fires, fire pits and charcoal BBQs are not permitted.

Generators must be quiet inverter-style units only and positioned considerately, with exhaust directed away from others. Generators must not be used overnight.

Portable power stations (e.g. Jackery/EcoFlow) are recommended as a quieter alternative.





CATERING

This is a self supported event - which means you will need to bring your own food the entire time you and your crew are onsite.

However, having said the above, we will have gas BBQ's, grills and such like for your crew to use freely.

We will have plenty of bananas, crisps, jaffa cake style items, water, tea, coffee etc in the main tent for you to help yourself.

There are plenty of takeaways and food delivery services on the Island if you want something hot delivered to you





FIRST AID

There will be qualified first aiders on site throughout the event. The first aid point will be at the start/finish area by the pavilion.

If you have any medical conditions or on medication at the time of entry or race day you should make the RD aware of this.

Any medical condition that could impact you and the event should be disclosed at the time of entry.

You are also asked to write your details on the back of your race number - getting information from someone who is unconscious is very hard.

Runners are asked to bring a small first aid kit for running repairs, small cuts, blisters and the alike should be dealt with by yourself or support crew. Our medics are not there to rub Vaseline in/on to your manky toes, nipples or bum! That's why you have crew - true friends! :)





DARKNESS

Sunset is around 8.30pm'ish and sunrise roughly 6am so you will need head torches and plenty of spare batteries.

We ask all runners and crews to be a bit quieter during the hours of darkness, at the start/finish and on the course.

There will be no traffic movement allowed between the 22:00 and 06:00 - in or out of the gate - this is for runners safety. Make sure your crew are aware and have plenty of supplies for you - they can of course walk to the nearest shop.

If you finish your event after 22:00 then you will be allowed out of the area from 06:00 the following morning, that way you will have had some sleep and safe to drive and we can keep an eye on you after your run - these times are non negotiable.

Hope this helps with some of the questions we have been asked over the past few weeks - it really is as simple as you are wild camping and going for several small runs - with mates that can help when you are back on site.

After following several BYU's, this weekend please make sure you fully understand the rules as silly mistakes could cost you your race.

