

Twilight 2026 is off and running then. I threw you in at the deep end with this one – a complicated scoring system, in some picturesque streets, with some parkland, a marina, and a promenade along the river front!

As with all the Twilight events, a little bit of pre-planning before you head off on your run can pay dividends. In this one, specifically, the ones who plan well can sometimes beat the faster runners, just by virtue of their route choice. You can see the effect of route choice on the points per km “efficiency” table in the results. (I had the benefit of knowing the course in advance, so no surprise I came out on top!)

I went with the same version of the rules as we used in last year’s snooker O event. Hopefully that familiarity helped some of you. I did tweak the control locations a little this time, to give more people a chance at completing a break. However, to get a maximum score (black after every red) on the long would have entailed over 13km of running, so everyone had to make some control choices!

The update to the MapRun UI probably wasn’t timed ideally for us, but I don’t think there were too many issues. Couple of upload issues, which I have sorted by manually uploading a gpx trace. As usual on MapRun, it can occasionally miss a control punch if your GPS drifts, but I have checked the tracks and credited you where I thought you had probably run along a road or path and passed the control, rather than through buildings or on the river!

MapRun is still not able to cope very easily with the scoring algorithm – I could probably write a custom scoring scheme for this type of event, but it seems like a lot of hassle, so I went with the manual approach. The leaderboard within MapRun obviously doesn’t make a whole lot of sense though!

So, as for last year, 40 minutes to get 12 controls (or 60 to get 16) doesn’t seem too difficult, but the twist is that you can only get certain controls in a specific order, and the higher value ones were (generally) a bit further away. Hopefully you all understood the rules – I tried to write enough guidance to help you – but that would have only been useful if you had time to read it I guess, and it probably helped to have a basic understanding of snooker in advance!

In the end, it was only the “yellow with the last red, meaning you couldn’t use it again for the first of the colour sequence” rule that caused an issue – three people having their colour sequence disregarded because of this. I think I have given everyone the correct scores, but as this is done by watching your routes, quite possible I got this wrong, so if you think you should have more points then let me know and I will correct it. Only a few time penalties assessed – you all took note of the warning that the time penalties were quite harsh! For one run on the Short, where the time penalties would have produced a lower score, I moved the runner to long – no penalties and a higher score!

A lovely evening, after some rain the previous day, and the sunset was beautiful over the riverfront. Thanks to you all for coming on the night – it was a little bit further to travel for many, but hope the nice location made up for it.

So, let's look at some "stats":

There were 20 controls out there, and all were visited in breaks. There was a bit of a choice in whether to stay south of the railway, or cross it. Not enough reds to the north to complete the break, but they were slightly closer to the high points scoring colours. In total we had 21 runners. We clocked up just under 185km, and "legally" potted 99 reds, 22 yellows, 16 greens, 34 browns, 32 blues, 33 pinks, and 27 blacks. Blacks were again the most popular colour to be potted after a red.

We only had one complete break – Chris Prince getting all the way to the black for the top raw score of the night.

Once again, I am combining the two courses into one table, with the short course scores multiplied by 150% to ensure competitiveness. Coming out on top this week, was Jackie Sibthorp – her second snooker O win in two years! Her handicapped score was higher than the maximum score possible, so will have to look to tweak this slightly for next time we do a snooker O, as the M21 runners could not win!

Details of the scoring can be found at this [link](#).

Details of the all the results and future fixtures in the series can be found on the series [homepage](#).

If you missed the event tonight, but want to run it on Anytime catchup, details are on the series webpage, including maps and instructions. You will still score points for the league (if you run in the next 2 weeks), subject to an Anytime penalty of 6 mins (long) or 4 mins (short).

The next race details are [here](#). This will be a Spanish Score event in Basildon, based out of the Wetherspoons pub in the town centre (the same one we ran a winter O out of earlier in the year). What is a Spanish Score you may ask! Well, it is a score event, so you choose your own route through, and order of, the controls. BUT, unlike a score, you have to get ALL of the controls, and there is no time limit – it is fastest time that wins.

Entries for the race are [here](#).