

Newcomer's Guide to Londinium Pædo

These notes are intended to help newcomers to the Londinium Pædo. Most questions we get asked by those entering for their first time are answered here – it really will help if you read and follow the suggestions.

Equipment

- Comfortable footwear – you will be walking for about three hours on City streets and at times will be hurrying.
- Drinks – you are advised to carry water (or other liquid refreshment) with you, especially if it is hot.
- Waterproofs – if there is prospect of rain do bring some waterproof coat, preferably light as you may still get hot!
- Sunhat – a sensible precaution if it is sunny. A peaked cap may also prove useful in either bright or wet conditions (especially if you wear spectacles).
- Clipboard and pencil or biro. You will need something on which to rest your route card while writing the answers and a clipboard will keep it flat and easier to manage as you travel. In case of rain, we also suggest a large, clear polythene bag – in which to place the clipboard. It should be large enough for you to write with your hand and implement inside. Rain causes felt pen ink to run, which is why we recommend pencil or biro. However, pencil will tear wet paper and biro won't write on a damp surface. If we cannot read your answer we cannot give you a mark – so it is in your interests to protect the route card (which is paper).
- Watch (or other timepiece) – it is imperative you have a watch that you can consult as you compete. Before setting out make sure it shows the same time as the marshal's clock (they will all have been calibrated before the event).

The Start

With your Final Instructions, you will have received a map of the controls – this has three important pieces of information: your start time, start control, and your competition number.

You should report to the marshal at your start control at least fifteen minutes before your actual time of start. Do make yourself known to the marshal – he/she will not know who you are and relies on you telling them you have arrived. In planning your travel to the start be aware that there is very limited parking in the City and public transport can be disrupted. Your start time is not flexible – if you are late the marshal cannot give any leeway. If, for example, you are ten minutes late starting then you will have only twenty minutes (not thirty) for your first section. Your due times at intermediate controls are not changed if you are late at any point.

If for any reason your entry status has changed (e.g. your partner cannot come and you wish to run as solo or we have misspelled your name) you must advise the marshal and make sure he notes the information.

At your actual start time the marshal will call you by competition number – it is your responsibility to know this. You must also check that the route card you are given has your competition number. Should you be given the wrong sheet you must advise the marshal immediately.

The Route Card

Read the route card. It will have important information on how to complete the section. Do check whether the route card is double-sided – a few sections may be so be sure to read both sides (if relevant). Understand what you are asked to do – for the full event there is typically twelve questions, two of which are harder and used as tie-deciders. Depending upon the type of section (see below) the clues may not be numbered in the optimum order; indeed, on some questions they may be in random order. The map or text description will determine the route.

If you are on the Mini-Pedo then be sure to only answer the eight clues (including a single tie-decider) that are shown as applicable to this class. If you answer other questions they will not be awarded and marks. The instructions will show which clues are intended for the Mini-Pedo: these may not be the first eight on the route card so read the instructions and only attempt those flagged as for the Mini-Pedo.

Make sure you know where the next control is – the top of the route card will give this information. The Final Instructions map should be carried with you as this may help should you get lost or need to skip part of the section.

Also at the top of the route card is your competition number (which you must have checked) and the time by which you must be at the next control. If you are late starting the section you must still be at the next control by the stated time. The allowance of thirty minutes per section is the case only if you remain running on time.

Subsequent Controls

When you arrive hand your route card in to the marshal. You may be early – in which case you will be able to rest until your due time of departure (which is the same as the arrival time on the route card you handed in). If early wait until the marshal calls your number (but be prepared to remind him if he is busy with other arrivals or marking – so keep an eye on the clock). If on time or late you will be immediately sent on your way with the next route card. If late you will be penalised by one mark for every complete two minutes lateness. [If your due time is, for example, 2:42 pm you will not be penalised until the clock has turned 2:43 pm – in other words there is a 59 second leeway.]

As with the previous section, read the route card before proceeding.

When you have completed six sections, and returned to the control from which you started, you will have finished the event. This should be three hours after starting.

Finish

The marshals will endeavour to mark all route cards as quickly as possible, but this will be some time after the last competitor has finished. They will then go to the communal finish, where you are welcome to go and wait for the provisional results. However, once the marshals have assembled the marks for all sections have to be accumulated. Please do **not** hassle the marshals as they will be desperately trying to collate marks and determine the overall positions. They will be doing this in a corner of the communal finish and it will be appreciated if you do **not** look over their shoulders or distract them. There will be time to ask questions and review your marks once the results have been announced.

The provisional results will be announced and the scores for all section on display for a short while. Do note that these are provisional. We are well aware that it is easy to make errors in marking and our arithmetic is not infallible. Moreover, some of you may feel that an answer you have given has been unfairly marked as incorrect. In the days after the event every single route cards is double-checked. All incorrect answers are catalogued and we then tour the route in an attempt to find these answers. Obviously we cannot allow wrong answers, but we like to see what you found. Occasionally there may be some ambiguity – there may be an alternative valid answer. But – this must be in the location as indicated or, on ‘random’ sections must have been found en route in a designated area. Do be aware that as the Mini-Pedo has fewer clues and locations none of the additional four full event answers can be in

those locations. Answers must answer the question as it is given – they are precisely worded so something that almost answers the question is almost definitely not an acceptable answer. There is more information on this below.

Your route cards will be returned to you after the event along with the finalised results. This is generally between two and three weeks after the event.

Routes

Each route card (and there will be six of them) will be of a different style. Some you will like, others less so. So, if you struggle with one, do remember that others are likely also to be finding it tough or may have found difficult the one you romped through.

There are two basic formats. One is map or pictorial based. The other descriptive or textual. Some sections mix the two; for example, there may be a map for the eight clues relating the both Mini and Full event accompanied with a descriptive divert for the remaining four clues on the full event.

In either case, read the whole route card first. If there are diverts you may need to tackle them at a sensible point – not get to the end of the Mini-Pedo clues then find you have to retrace your steps to pick up the other four clues.

On some routes you may be asked to visit a number of points (usually twelve, but it can vary) and at each to find the answer to one of the clues which may well not have been given in order. Such sections get easier the further you go as you will have answered some questions and have fewer to consider at the remaining places. Always note what are flagged as Mini-Pedo clues – this may help you eliminate the four additional clues for the full event and make your life easier, only searching for those at the locations indicated for the full event. There can be variations upon this – reading the instructions before charging off really does help.

Also, at each control take time to get your bearings so when you get your route card you are familiar with the immediate area and have a better chance of leaving in the correct direction. The marshals may guide you but they are busy so cannot spend time once you are on your way.

If this is your first event, or you are having difficulties, why not tackle just the Mini-Pedo clues (maybe just for the first section of two). If you have time when you reach the next control you can run back and try to add a couple more marks. Generally, Novice award winners score little more than the top Mini-Pedo contenders.

As we have noted before, you must be at the next control by the time shown on the route card. If you are late at one control you will have less time for the next section as your target time will not change: you are given a specific time by which you must be at the next control not a duration for the section. Only if you stay on time will you have the full thirty minute allocation.

Time your progress – it is vital to stay on time. Do not spend too long looking for any one clue, especially for tie-deciders which are intended to be tougher. Only you will know how quickly you can travel the route. The direct line between controls is not excessive, but the actual route may meander so it is useful to keep track of how to reach the next control if time is running out.

Some route cards may ask you to indicate the location at which you found the answer. If you do not do this then we cannot check your answers after the event. It is in your interest to do this.

Do not guess answers – you will almost invariably be wrong. It makes marking difficult and if we consider a competitor has been guessing we do not allow any tolerance with ‘almost’ answers and nor do we check their wrong answers after the event so you may well cost yourself marks

Finally, and we should not have to say this, but experience indicates we must: print your answers legibly and accurately and in the space where the route card requires. Every year there are some answers that we simply cannot decipher – if we cannot read it then we must mark it as wrong.

To summarise these tips:

- Read the whole route card before setting out. Make sure you understand it and any divers.
- Follow the map or directions with care – we do seek to challenge you with finding the way, but mostly it is very straightforward.
- Plan your route and how you intend tackling the section.
- Do not spend too long on any one clue.
- Tie-deciders are tougher – so if you do not find it, move on.
- Do not be late at the next control.
- Record the location of answer if required.
- Do not guess.
- Print legibly and accurately (especially numerals).
- Don't panic!

The Clues

The questions are all precisely worded with a common syntax. Quotations in questions will be in BLOCK CAPITALS, *regardless* of the case of the original. Quotation marks are *not* normally used. Dashes are used to indicate letters, numerals or words to be filled in; the length of dashes is *not* related to the length of the string to be inserted. If dashes are used to indicate the actual number of characters to be supplied this will be stated.

The questions have been phrased precisely and you must answer the question as asked – not what you think might fit. Indeed, if you only think it is right the probability is that it will be wrong. If the question asks 'who' do not answer with 'what' or 'where.' There are no cryptic questions and no trick questions. When you find the correct item the answer will be obvious. Most questions will have quoted text – so if the object you are looking at does not have those precise words then it is not the right one.

Take your time to read the answer and record it accurately – spelling is important and dates should be written accurately. Be careful if relaying the information to a partner who is recording the answers – spell the answer out.

Where an area is shown on the map or the description indicates that the answer will be found between two points then that is precisely where the answer will be found. Not the next block or street. So read the map with care, read the description and pay attention to any information given. Always be careful of your own

safety – we do not ask you to stand in the road to answer a clue. On busy roads you will be able to read the answer from the footpath.

Clues will be found on permanent City features. We endeavour to present historic or interesting items wherever possible, but with the modern growth of the City this is not always possible. We do not ‘plant’ clues – they are all part of the City environment. By ‘permanent’ we mean items that are intended to stay for a reasonable period of time. So, we avoid temporary stickers but will use long-term window displays. Plant labels would not be used (as these are too easily removed) but plaques associated with trees are accepted.

Most clues will have been around for a number of years and likely to remain for a considerable period. You do not have to move objects to find them – they will be visible from publicly accessible places. Obviously some plant growth may occasionally obscure a clue, but this is the exception. The City has many Blue Plaques or other inscriptions that detail the history or indicate important landmarks – these are favourite subjects. While the vast majority of clues are ‘interesting’ we do occasionally use a less aesthetically pleasing object, e.g. gratings of drains, door locks etc. which carry some engraving or moulded inscription. This is more likely to be the case with the tie-deciders which are designed to challenge the experts. You should be aware that architects and sculptors, in the past, used to take pride in their work and place their name discreetly.

To summarise:

- Search only in area indicated.
- Read clue carefully and answer the question as it is asked.
- If question has quoted text it will be on the object.
- Be accurate.

Some Examples

We are able to show some examples of clues that have been used in earlier years. These are simply to give a flavour of the event and will also pinpoint some errors to avoid.

All around the City are Blue Plaques.



If the question asks for
“Years of FOUNDER’S HALL?”
then the correct answer will be 1531 – 1845 **not** 1666

Note that the block capitals FOUNDER’S HALL denotes a quote from the plaque.

This lends itself to various questions. For example, “DESTROYED when?”
Answer 1666 **not** S^T MARY BOTHAW
Conversely if you are asked
“SITE OF what in 1666?”
the answer is S^T MARY BOTHAW
and is definitely **not** THE GREAT FIRE.

Read the question and answer the question.



A typical question might be
“ADJOINING THIS SPOT STOOD what?”
The answer should be STOCKS MARKET.
The question is **not** asking for the dates. Again watch the block capitals which are quotations.

Also in evidence around the City are parish boundary plaques. Often there may be several in the vicinity so be careful to identify the correct one. Here, if we ask for “Who in 1862?” we require S^T M. B.





You need to look up as well as down when searching. Here is an example – the monogram is high up on the building, but easily read from the far footpath. The clue would be “Who in 1921?” and the answer B.E.B.

An example of looking down.



There are often inscriptions in the least expected places. Here the question might be “GRISSELL’s initials?” The answer H.M.D.



Do note the care in the capitalisation; the possessive ’s is not quoted text and so is in lower case.

We have mentioned sculptors above, so an example. This would, of course, normally be a tie-decider as it is difficult to find and you may have to spend time finding the best angle from which to read it.



Here you can see a sculpture above the doorway of the building. Carefully looking at it you will find the sculptor's name.

This could be clued variously as
"Who was the SC?"

Note Sc appears after his name.

Or

"_____ . SC"

in which case the underlining indicates a word to be provided. The answer to both is DAYMOND.



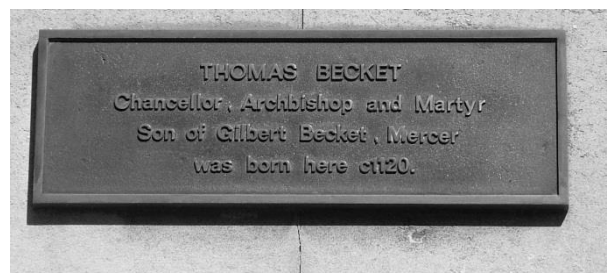
An example of where care must be taken in reading the question and answering it as required.

If you are asked

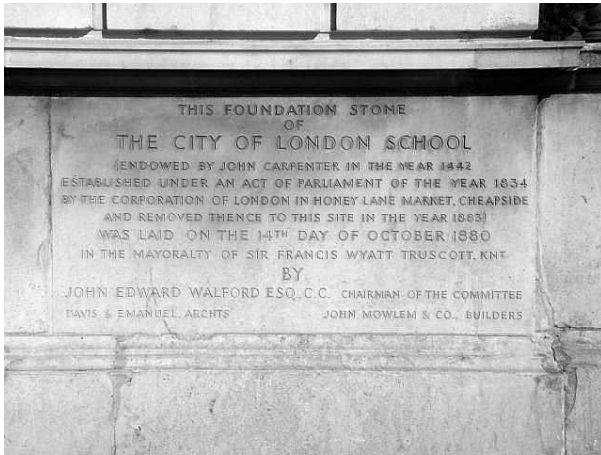
"The SON OF whom?"

the correct answer is GILBERT BECKET. The other Becket (THOMAS) is not the answer to that question.

Again note the capitalisation which is quoted text. We are meticulous with our grammar and the question is precise.



We could, of course, give many examples from our history of over forty Pedo events. Hopefully, those chosen will give a flavour – simply be observant, read the questions, and make sure you are at the location indicated.



A somewhat worn foundation stone. You may have to read the whole inscription to find an answer.

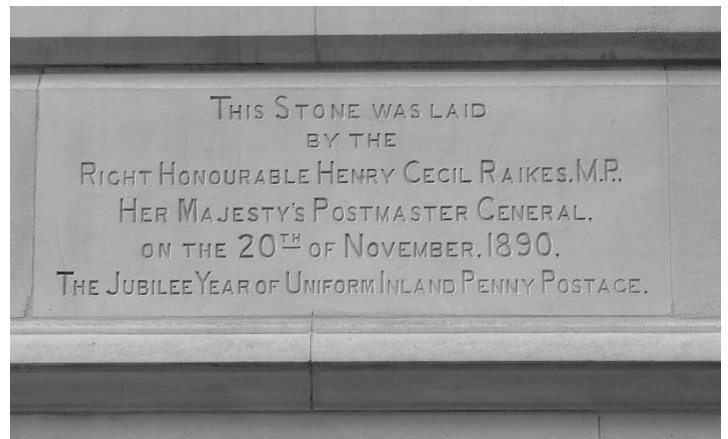
As always, make sure you answer the question. If asked “Who was the CHAIRMAN?”

the answer is **not** JOHN MOWLEM – that was the builder. The required answer is JOHN EDWARD WALFORD

A somewhat contrived example – but occasionally all the quoted words do not appear in the exact same order. For example we could clue here

“PENNY POSTAGE in THE what YEAR?”

Note the text that is capitalised is all quoted. The correct answer is JUBILEE.



We are confident that as you progress along the route you will find it easier to spot the clues whilst navigating. We are also sure you will enjoy the experience and find many things that might previously have past unseen. The variety is immense – we have only given a few examples. Keep your eyes opened and look up and down (but watch your step and look out for traffic).

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Finally

The event is for you to enjoy – we really want you to have a pleasant afternoon in the City. Yes, it is a competition, but also it should lead you to explore parts of the City that you will not have seen before. Many of our entrants return to the City once their route cards have been returned and spend a day leisurely retracing the event. Very many of our competitors have been entering the Pedo for many years – we hope you will become one of those.

Do not be too despondent if you find it tough and fail to find many answers. It generally takes a couple of years to get on the right wavelength. By then you will be Intermediate and find your scores steadily improving.

Compete safely – the streets in the City are never empty of traffic, so take care.

And enjoy the event.