

Greater London North Scouts



Chiltern 20 Challenge

Saturday 21st October 2017

THE EVENT

The Chiltern 20 Challenge Hike is celebrating its 36th consecutive year. Whether you are new to this event or an old hand please read this leaflet carefully. The Chiltern 20 Challenge Hike is open to all members of The Scout Association who are in the Scout Troop Section born after 21st April 2003. The Challenge is a test of physical ability as well as good orienteering.

Please ensure that each member of your team along with any accompanying adults reads this guide and understands the rules of the event.

As this event becomes more popular each year, we have moved to a larger venue. In order to make it fair to all teams, we have decided not to disclose this location until the beginning of October. However, we can let you know that the route this year you will require two copies of the **Ordnance Survey 'Explorer' map number 181 Chiltern Hills North**. There is a main line railway station just half a mile from the venue which will help teams without access to transport.

Each team must comprise between three and five Scouts. A team may be accompanied by up to two adults if the Scout Leader decides this would be a safer option for the team.

This year will once again have two levels of challenge: **a Junior event** where the Scouts will navigate around a shorter route of about **15km**, and **a Senior event** where the Scouts will navigate around a route of approximately **20km**.

The Junior event is aimed at younger Scouts in order to encourage them to take part, **and is open to Scouts under the age of 12 years on the day**. They must be accompanied by one or two adults. The senior event is aimed at any Scout aged between 10-14½.

There are two entry levels in the Senior event: "A" – no adult walking with team, "B" – maximum of two adults accompanying the team. All adults accompanying a team must be current members of The Scout Association and must supply their membership number when teams are registered and have a valid DBS certificate. **Any adult walking with a team is honour bound not to take the lead. This role is purely to ensure the safety of the young people.**

All teams must report to the registration desk 30 minutes prior to their allocated start time on Saturday 21st October 2017. The registration desk will be open from **06:30hrs**. The first team will start walking at **08:00hrs** after a strict kit check. The remaining teams will follow at timed intervals.

The presentation ceremony will start at 18:00hrs and teams will be able to depart at approximately 19:00hrs.

Additional information is available on the Chiltern 20/Southern 50 website: www.scouts-gln-southern50.org.uk and then click on to the Chiltern 20 pages.

ESSENTIAL INFORMATION

The route will not be disclosed before the start so all teams will begin with an equal chance. The team leader (a Scout – designated as “A” on the team entry form, not an adult) will be given a list of six figure grid references where there will be adult staffed checkpoints. Each team must report to all checkpoints, in the given order, as well as the finish.

It is the Scout Leader’s responsibility to ensure that all those taking part are aware of the rules. In addition, the Scout Leader must ensure that each member of the team knows:

- Their team name;
- Their team leader (shown “A” on the entry form and not the adult if one is walking with the team);
- Team number (as issued by the event organisers);
- Telephone number of the mobile telephone carried by the team (see kit list).

Each team will navigate its way between checkpoints. All team members MUST obey the Country Code and Highway Code at all times. The use of footpaths is encouraged whenever possible.

Teams will be timed in and out at one of the checkpoints where navigation training will be given by the GLN Mountaineering Team and where walkers will break for lunch. These sessions are designed to make the event more interesting and to improve the team’s ability to navigate. The time spent WILL NOT count towards the team’s finishing time.

Each team must wear suitable clothing and certain items that may be required during the event. Please refer to the Essential Kit List below. Drinks will be supplied at most checkpoints. Please carry a mug. Competitors may wish to have a wash kit and a change of clothing for after the event, which can be left at the start.

Should one of the team wish to retire, the remainder may continue as long as at least three Scouts are still walking. If not, those wishing to continue must join up with other walkers. Any incomplete team will not qualify for a trophy; the complete team that started must finish together to qualify for a trophy.

Only finishing teams that consist of the same walkers that started will get a finishing time and place. Incomplete teams will get a finishing time but not a placing. **All walkers starting the event and reaching at least Checkpoint 1 will receive an event certificate. Teams arriving at the finish after 17:30hrs will need to wait until after the presentation to receive their certificate.**

A hot meal is available to all walkers and adults walking with their teams. This is followed by the presentation ceremony, where all walkers will receive an individual certificate which can be used to pass part of the Teamwork Challenge Badge. The fastest teams and runners-up will each receive a trophy which they keep for one year.

Supporters will be very welcome to support their teams provided they do not cause obstruction, walk with their team or interfere with the organisation of the event.

The entry fee for this event is **£45.00 per team** (of between 3-5 Scouts) which includes:

- Evening meal (no charge is made for adults walking with a team);
- Drinks and snacks at most checkpoints;
- Certificates;
- Emergency transport;
- Administrative support;
- Venues;
- Safety equipment;
- First aid support.

To enter a team, please visit www.scouts-gln-southern50.org.uk. The online entry database has opened and will close on 8th October at 22:00hrs. You can create your own entry and fill in walkers’ names on-line. If you have access to internet banking, send your payment of £45.00 per team to the Southern 50 Challenge bank account, sort code 09-01-55 account number 87614005. Please quote the booking reference on your payment. Alternatively, print off the entry form and send it with a cheque made payable to ‘Southern 50 Challenge’ to the Walk Registrar, Chris Feakes, 99 Orchard Drive, Park Street, St. Albans, Hertfordshire, AL2 2QL. All payments must be cleared by the time that the online entry database closes. Once the draw has been made, team starting times will be displayed on www.scouts-gln-southern50.org.uk. **Your team entry can only be accepted when you have paid.**

RULES

1. This event is open to any member of the Scout section being born after 21st April 2003.
2. Teams entering the Junior event must comprise of three, four or five Scouts with or up to two accompanying adults.
3. Teams entering the Senior event must comprise of three, four or five Scouts with or without up to two accompanying adults.
4. Wrist bands MUST be worn at ALL times and shown when asked.
5. Orange tracker bands will be issued when teams register and will be worn at all times during the event, and handed back at the finish.
6. The kit list comprises a part of these rules.
7. Team members wishing to retire should do so only at a checkpoint where the checkpoint manager will make the necessary arrangements.
8. Should one member of the team wish to retire, the remaining walkers may continue as long as at least three Scouts are still walking. If not, those wishing to continue must join up with other walkers. Any incomplete team will not qualify for a trophy; the complete team that started must finish together to qualify for a trophy. Only finishing teams that consist of the same walkers that started will get a finishing time and place. Incomplete teams will get a finishing time but not a placing.
9. Checkpoints must be reached in the order given. It is the team's responsibility to obtain a signature on the team's route card from the checkpoint manager. All team members must keep together at all times. The time of the last team member is the one that will be recorded.
10. Time spent at each checkpoint will be included in the official finishing time, unless it is a training checkpoint.
11. Teams using any external support or assistance by whatever means may be disqualified.
12. This is an event for young people of Scout age. Young Leaders cannot participate in the event.
13. All adults accompanying a team must be current members of The Scout Association and have a valid DBS certificate. They must supply their membership number when teams are registered. Any adult walking with a team is honour bound not to take the lead. This role is purely to ensure the safety of the young people.
14. DO NOT cross or walk along any 'A' class roads except in an emergency, or where instructed to do so.
15. When walking across country, obey the Country Code and have respect for people's property. Teams will be subject to disqualification if they are found to have dropped litter.
16. All members of the team including all accompanying adults are required to wear hi-vis jackets (with or without sleeves) as the outer most layer of clothing and be visible from the rear at all times.
17. Teams MUST phone the emergency number if they do not reach the next checkpoint after two hours walking from the previous checkpoint.
18. The organisers and officials have the right to stop the event and/or walkers from continuing at their discretion. A walker will be withdrawn from the event and not be allowed to continue if in the opinion of an event official they are deemed unfit to continue or making unsatisfactory progress.
19. No team or participant can be withdrawn during the event without permission from Central Control or event official.
20. The decision of the organising committee is final and they will adjust the rules and route if they consider necessary. They cannot be held personally responsible for any mishap or injury, however caused, during the event.

ESSENTIAL KIT LIST

The following map is required: OS Explorer Map 181 - Chiltern Hills North

All participants must wear walking boots or robust shoes (no trainers). Participants will not be permitted to walk if they are not wearing walking boots or robust shoes.

All walkers must wear or carry:

- Suitable clothing for weather conditions (no denim clothing) which must include each of the following items:
- Waterproof jacket with hood and waterproof over-trousers
- Jumper or fleece
- Walking boots or robust shoes with a gripped sole (no trainers)
- Hi-vis jacket (with or without sleeves)
- Identification wristband and orange tracker band (issued to each participant when teams register)
- Day sack containing:
 - Gloves
 - Hat
 - Lunch
 - Water in a suitable container
 - Emergency rations
 - Mug

All teams must carry:

- Two OS maps of the area (see top of page). Maps must either be waterproof or in a map case.
- Two compasses (Silva or similar)
- Compact basic first aid kit
- Small wind-up or battery operated torch with spare batteries
- Watch
- At least one mobile phone which must be fully charged at the start of the event and must be switched on throughout the event. The mobile phone number must be given to the member of staff at registration

Suggested items you may also need for the day:

- Wash kit to freshen up
- Change of clothes

Change of footwear. Please note that the walking boots / shoes you use for the event will be taken from you at the Finish Control on returning to the finish and placed in a bin bag with your team number, it can be collected when you leave. This policy allows us to keep the accommodation as free of mud as possible