

NEED A NEW CHALLENGE?

Wolds Challenge 2018 **Version 2**

24th March 2018

Hotham Village Hall
North Cave Road
East Yorkshire , YO43 4XN

www.fellsmarathon.org.uk



WOLDS CHALLENGE 2018

The Wolds Challenge 2018 will take place on the 24th March 2018 based in the East Yorkshire village of Hotham.

The Wolds Challenge is a one day hiking competition for Scouts and Explorers organised by the Fells Marathon Committee of Blacktoft Beacon District Scouts. The event is a test of navigation, route finding and team work, as well as a walking challenge. This is also a great training event for our sister event; The Fells Marathon.

Different routes will be set for each age group. The Scouts will approximately walk 12 miles whereas the Explorers will walk around 17 miles.

Entries for the event are now being taken (an entry form is included within the booklet) The entry fee for 2018 is £25 per team. This includes a badge, certificate and light food at the finish.

This year's event is being directed by Neal Ingram and Mike Grayson and supported by Claire Moverley, Ellie Moverley and Rachel Moore.

For more info please contact:

Neal Ingram: info@fellsmarathon.org.uk

Ellie Moverley: communications@fellsmarathon.org.uk

Claire Moverley: minimov@live.co.uk (Entry Queries)

Mike Grayson: safety.team@fellsmarathon.org.uk (Checkpoint Availability and Queries)

WOLDS CHALLENGE 2018
Entry Conditions and Rules

- There is a mixture of Scout and Explorer teams. The Scout teams will be walking about 12 miles whereas the Explorer teams will be walking approximately 17 miles. We are also accepting entries from teams in other areas and counties.
- Teams must contain between 4 to 6 members, the same number of members that started the walk must complete it for the team to be given an overall place.
- The Wolds Challenge Age Categories are in the table below.

Event	Category	Minimum Age*	Maximum Age**
Wolds Challenge	Scouts	10	Under 14½
	Explorer Scouts	13½	Under 18

* Participants must have reached this age on the date of the event

** Participants must be below the maximum age at the start of the event.

Where a birthday takes place on the Saturday or Sunday of the Fells weekend they are considered below the age cut off for the whole event. (Note to POR 4.7.L refers)

- Teams must have a unit leader in the area of the event as any dropouts will be returned to their own leaders.
- There is to be NO leader intervention whatsoever with the teams once the event has started. There is a large element of trust here as some leaders run checkpoints. If leader intervention is seen – this could be mean that the team could lose their place in the competition.
- Young or inexperienced teams can be accompanied by leaders and entered as "non-competing" teams. They will receive a certificate but will not be placed in the results. This is encouraged and will be great experience for the young people. It can also be used towards other badge work.
- If a team member retires they will be taken by the event "bodywagon" back to the event centre and handed back to their own leaders. Teams cannot continue the event with less than 4 members and they will be amalgamated with another team.
- All team members MUST complete the medical consent form in this booklet and send these in with the team entry form. These will be held by base control for use in the event of an emergency.
- Please make sure that ALL forms are completed and submitted before the event. Forms handed in on the day can slow down check in and mean that teams may set off later.
- The check-in will be open from 0800 until 0930 and teams can decide what time they wish to arrive and check in. Teams will have their route and kit checked before starting the event.

- Each team member will be issued with an emergency wristband. This wristband is to be worn at ALL times throughout the event as it states the team number and the letter of the participant. It also states the emergency contact numbers that they would need to contact in case of an emergency. The team will also be given a tally to get stamped through each checkpoint.
- Teams will need to get their route signed off by the Fells map control team to ensure they have a correctly marked route. Please see the guidance notes that are included as to the standard that is required by the participants.
- Throughout the event – the use of GPS is prohibited. The event is a test of map and compass skills.
- Event control and the sweep teams will take responsibility for any search and rescue to look for any missing teams. Each team will carry one mobile phone and will be given several telephone numbers (listed on the emergency wristbands) that they can ring should they need to. Under NO circumstances are teams to ring leaders or parents.
- Each team is responsible for litter and MUST take it with them and dispose of it at the finish. Please remember the country code.
- Each checkpoint is manned with the official orienteering flags and punches. Each Scout and Explorer team carry a punch card which MUST be punched by the leaders manning each checkpoint and not the teams themselves. On arrival at each checkpoint everyone must arrive together before they can be checked in.
- Entries are capped at 60 teams. Please DO NOT send through your entry form without a payment as this will not secure your entry into the competition. All entries that are being sent should have a payment with the forms. Entries close 1 week before the event.

WOLDS CHALLENGE ENTRY FORM

To WOLDS CHALLENGE 2018, 1 Castle Drive, South Cave , East Yorkshire HU15 2ES Tel- 07803247324 Email – communications@fellsmarathon.org.uk

ONLY ONE TEAM PER ENTRY FORM PLEASE NO ENTRIES WILL BE ACCEPTED WITHOUT PAYMENT

Team Name	
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Category – Please Tick One

Scouts		Explorer	
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Competition Status – Please Tick One

Competing Team	
Non Competing – Leader Supported	
Non Competing – Explorers on Scout Route	

	Team Member Names	Level 3 First Aid Badge?
1		
2		
3		
4		
5		
6		

Note each team should have one member with the Emergency Aid Level 3 Badge. Please indicate this in the table.

I enclose a cheque, payable to 'Fells Marathon' for £..... Being the cost for Teams @ £25 per Team.

Group/Unit District.....

Leaders in Charge Name.....

E-Mail.....

Address

.....

Home Tel

Leader Contact TEL (on event)

Signed Leader in Charge

WOLDS CHALLENGE – CONSENT AND MEDICAL INFORMATION CONFIDENTIAL

TEAM NO..... (completed by fells team)

Surname..... First Name

Home Address

Contact Address (If Different)

Home Telephone Number

Scout Troop

Date of Birth

24 hr EMERGENCY Contact Tel(Ideally parent)

GP Name

GP Address

Please advise us of medical conditions

Please list any allergies.....

Please list any medicines.....

I give permission for my son/daughter/ward to attend the Fells Marathon. The information provided is accurate and complete to the best of my belief and knowledge and I will inform the organizers if he/she is in contact with any infectious disease in the 3 weeks prior to the event. I agree that any adult leader may consent to medical treatment for him/her in an emergency should postponement of treatment whilst my own consent is obtained be considered detrimental to him/her.

I do / do not give my consent for my child's photograph to be taken throughout the Wolds Challenge 2018 and to be used to publicise the event throughout the Scouting Social Media.

Signature Parent/Guardian

KIT LIST

The kit check is very strict on the Saturday Morning and your rucksack and each item will be checked in detail – YES EVERYTHING IS TIPPED OUT – do not skimp, your walk depends on it.

Inner Layer – Shirt	
Middle Layer – Fleece or Jumper	
Outer Layer – Waterproof top & bottom	
Walking Trousers – NO JEANS	
Hat and Gloves	
Rucksack (Day sack – approx. 30L)	
Spare Clothing (Socks, warm top and trousers in plastic bag)	
Torch (Including spare batteries)	
First Aid Kit	
Pencil & Paper plus 30p for telephone	
Orange survival bag	
Emergency Rations (min 4 mars bars – this will be checked at the finish)	
1 Litre Waterbottle (FULL)	
Whistle	
Team Kit	
2 maps, compasses and map cases (you don't need a map case if the map is laminated)	
2 Hi Vis Vests	
2 Watches and one mobile phone	
1 x 4 person bivi shelter	
1 x Roll Mat	

Wolds Challenge 2018

NAVIGATION BRIEF & MAP CONTROL

Purpose of Map Control

- To help, advise and guide participants so that they have the best chance to succeed and enjoy the event.
- To ensure Maps are correctly marked so that the participants have firm accurate cornerstones to their navigation reducing the risk of major navigational errors
- To check that participants have an adequate grasp of the picture the map is portraying

Organisation

- Map control is carried out by a specially briefed team
- if weaknesses are noted at Map Control, teams are given guidance and corrective actions which must be completed and signed off before departure

Standards

- 2 maps must be shown at map control
- Both maps to have all checkpoints accurately marked
- There must be no checkpoints or routes from previous events visible on the maps
- CPs must be correctly numbered
- Explorer teams must have Scout CPs marked
- Navigators must be able to describe the whole route in detail, including paths to be taken and why chosen
- Route card timings completed and realistic
- Map must have at least 3km buffer between route and edge in case of navigation error. If laminated copies or memory map prints are used then this requirement can be filled by carrying a full map as backup.
- The Map Controllers may recommend to the Event Director that teams which do not meet the required standard are accompanied by a leader from their group or are not permitted to take part in the event. This decision is at the absolute discretion of the Event Director.

Tips for Success at Map Control

- Prepare fully and carefully in advance. Look carefully at the detail of the route and also at the "big picture" that it shows
- Mark map with 2B pencil for "blackness", permanence and ease of change
- On laminated maps use permanent OHP pens. These can be erased with nail varnish remover.
- Bring an eraser/nail varnish remover pads to map control
- Circle checkpoints, do not use dots as these will obliterate details
- Do not trace route directly over path as this obliterates details
- We suggest use of compass which has magnifying glass and roamer scale

Getting Lost and Other Emergencies

Leaders in charge must brief their team members on these guidelines

Where to get Help

These are the best ways to get help – in priority order.

Checkpoints

- Can you get to a checkpoint? This is your best chance of help. It might be the one you have just left (so go back to it) or one on another route. At a checkpoint we will know where you are, there are established communications with the checkpoint team, there will be shelter and there will be a first aid provision.

Roads or Buildings

- Can you get to a road? If you can see an inhabited building they usually have a driveway that leads to one. Once you are an hour overdue we will be patrolling roads looking for you so this is your second best chance of being found. Find somewhere safe to stop and make yourselves obvious.

Phone

- Does your phone work? Call Event Control if you are an hour overdue or more or you have a medical emergency. Even if you speak to us we still need to find you; so it is still good to aim for a checkpoint or a road. In some circumstances Control will tell you to stop and find shelter. If we do that please don't move! It is so that we know you have a phone signal.
- In an emergency you should consider asking a farmer or other resident to use their phone. Do not go alone to do this, the team should go together or a minimum of two if you have had to leave a casualty behind.

Whistle

- If you are in open country and the three options above haven't worked, then use your whistle.
- The international distress signal is 6 blasts followed by a minute's silence. The answer is 3 blasts. Don't stop even if you get a reply as the rescuers will be homing in on your signal.

Medical Emergencies

- If someone has an INJURY or MEDICAL CONDITION that means they CANNOT WALK (this includes Hypothermia) you need to stop, give first aid and find shelter for the casualty. This is your first priority.
- Shelter can be an existing building, a "bothy" that you have carried with you, a tent or as a last resort a survival bag. Keep off the ground by using a roll mat or rucksack as insulation. Try to make yourselves as visible as possible. Eg a Hi-Vis Jacket on a tent

pole as a flag – especially if you are hiding behind a wall from the wind or are in a barn or similar.

- Contact Event Control as soon as possible by telephone. If there is no signal, write down your location, the name of the casualty, the type of injury and send the best navigator plus an assistant to a checkpoint or nearest road (see Where to get Help above). This is the ONLY time you should split your group up.

Lost?

- Getting lost happens to everyone sometime. Don't panic. To get help follow the priorities in "Where to Get Help" above.
- If you are more than an hour overdue, we will be looking for you.
- Sometimes retracing your steps is the best plan. Always consider this as it is sometimes too easy to "press on regardless"
- Do not move away from roads once you are on one. This is the easiest way for us to find you if you aren't at a checkpoint.
- DO NOT SPLIT YOUR GROUP UP. If you do, then we have two lost groups to find, not just the one we had before.
- If you are in open country in very poor visibility, you should stop and find shelter.
- Shelter can be an existing building, a "bothy" that you have carried with you, a tent or as a last resort a survival bag. Keep off the ground by using a roll mat or rucksack as insulation. Try to make yourselves as visible as possible. Eg a Hi-Vis Jacket on a tent pole as a flag – especially if you are hiding behind a wall.
- Don't forget, we only have minibuses to pick you up, not Helicopters! When we find you then you will still need to walk to a road.....

THE WOLDS CHALLENGE

This event was originally run by Humberside Scout Communications Team and was called the Humber Bridge Challenge. After a short break the event was revived by Pocklington District Scouts as the Wolds Challenge and over recent years has been run by the Fells Marathon Committee as a training/sister event to the popular FELLOWS MARATHON. It is now run in different locations around East Yorkshire.

The map for this years Wolds Challenge is

Map 293 – Kingston upon Hull and Beverley – Main Map

Map 291 – Goole and Gilberdyke – Small Section



This booklet is produced by

Ellie Moverley

For the Fells Marathon Committee

The Fells Marathon & The Wolds Challenge are organised by Blacktoft Beacon District Scout Council. Registered with the Scout Association 016357. Registered Charity

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