

District Incident Hike: Sunday 4th November 2007

Listed below are a few details that will hopefully help in your preparations for the Incident Hike. If you have any further questions, please contact me.

The hiking element will cover no more than 7 miles; each incident will last about 15 minutes and cover various basic Scouting skills. A basic knowledge of map reading will be required as will knowledge of grid references and compass work. The activity is planned at the skills level of those with perhaps a year or two's experience in the Troop.

- Teams will consist of between 4 and 7 Scouts.
Composite teams are encouraged so if you do not have enough for a team please let me know and we will try and join your Scouts up with others in the same position. I will also try to provide help from Explorers for very inexperienced or small teams so please do try to encourage your Scouts to enter.
- Meet at Boiderhuist Scout Camp Site Manly Building (grid reference: TQ 204525) at 8.30am. Expect to leave by 5:00pm. To share the cost of transport if any Troop has space in their minibus or does not have transport, please let me know and I will try and co-ordinate resources.
- Cost will be 50p per head (paid on the day). **Advance confirmation of your participation must be advised to me as soon as possible** so that we can plan the event details. It would also be helpful if you could tell me if your Troop will not be attending so that I know who I am waiting a response from.
- Each team should provide: a first aid kit, permission form for each participant, phone card, money for telephone (or bring a mobile phone), notepad & pencil, compass, whistle and waterproof map holder Teams will also require a map of Dorking. Box Hill and Reigate (Explorer Map 146).
- Each Scout should wear appropriate outdoor clothing including Scout scarf. They should have a rucksack to include: packed lunch & drink, cup (for hot drink), waterproofs, torch, and spare jumper.
- Each Troop participating should please provide at least one adult who will be available to "man" one of the bases. Please bring a mobile phone if you have one and you may wish to bring a flask & chair. We will provide maps for adults.
- It will be necessary for you to let me have your ideas for your base and have the necessary equipment to run it for at least two Teams at a time. If you are likely to have any expenses please advise me.

Please advise details of who will be available to help when you confirm your entry.

The event will be judged on how well each team complete each incident in relation to the other teams taking part. An "optimum" time for completing the hike and activities will be advised and teams not completing the hike and all the activities within this time scale will have some points deducted.

However, time allowed will be generous and greater emphasis will therefore be placed on how activities at the incident bases are completed rather than completing the hike at "break neck" pace.

We are planning this activity at a level that we hope will ensure that the maximum possible Troops and Scouts are able to participate. Even if their map reading is not wonderful, the route is surrounded by roads in all directions and as such getting lost for a period of time will be difficult.

Dave Bixby
ADC (Scouts)

Instructions for adults on bases

Please note that teams have a maximum of 15 minutes total at each base to complete the challenge and clear up the equipment. The comments box on your forms is for recording times, distances, progress achieved etc., so that when all teams have completed the challenge you can assess overall positions and award points in accordance with the "Instructions" sheet.

Adults should provide warnings upon expiry of 5 minutes and when 2 and 1 minute(s) remain. Teams should restore the equipment to its original state and you can include an assessment of how they do this in your markings for teamwork and Patrol leadership.

Meet and Finish: Ref: 204525 Boidierhurst Manly Building

Base 1: Ref: 201525 Boidierhurst Site 6
Base run by: 8th Wimbledon (Andy Ellam) & 6/12th Mitcham (Roy)
Start: 8th Wimbledon (clockwise) & 6/12th Mitcham (anti clockwise)

Base 2: Ref: 201537 Path Junction by gate, under oak trees.
Base run by: 1st Lower Morden (Lisa) & 13th Wimbledon (Peter H)
Start: 1st Lower Morden A (clockwise) & 1st Lower Morden B (anti clock)

Base 3: Ref: 188537 Car Park
Base run by: 22nd Wimbledon (Tim) & 19th Wimbledon (Mick)
Start: 22nd Wimbledon (clockwise) & 19th Wimbledon (anti clockwise)

Base 4: Ref: 178535 Trig Point
Base run by: 23rd Mitcham (Gary)
Start: 23rd Mitcham A (clockwise) & 23rd Mitcham B (anti clockwise)

Base 5: Ref: 178528 Car Park
Base run by: 11th Mitcham (Joe)
Start: 11th Mitcham A (clockwise) & 11th Mitcham B (anti clockwise)

Base 6: Ref: 187513 Side of Path
Base run by: 8th Morden (Les)
Start: 8th Morden (clockwise) & 1st Morden (anti clockwise)

Base 7: Ref: 195513 Track Junction
Checkpoint only Run by: Explorers with Dick Hooper
Start: 14th Wimbledon (clockwise) & 13th Wimbledon (anti clockwise)

Emergency Contact Ref: 204525 Manly Building
07817 672125 Andy Edmonds

Instructions to adults on bases and Scout Patrols

1. The hike will consist of about 6½ miles, 6 bases & 1 checkpoint. 3¼ hours are allowed for the hiking between bases and 20 minutes at each base to complete the activity, clear up and check the grid reference and planned route to the next base. Time at the bases (waiting or otherwise) will not be used in the calculation for time taken for the hiking element. 1 point will be deducted from total scores for every five minutes or part of 5 minutes that teams take over the 195 minutes to complete the hiking element.
2. Teams will go with an adult to their starting bases, taking with them the equipment for the base. At the agreed starting time of 9.30am Patrols should be allowed to leave for the next base after the Scouts have described the route they will be taking, rough compass direction etc to the adult. Once they are ready to leave, the adult should note (on his own sheet and that held by the team), the time they leave the base.

Do not complete the base activity.

Before the Patrol leaves the starting base, the adult should check: first aid kit, health details are noted, medicines / asthma pumps are available, waterproofs, maps and compass, whistle and Scouts know what to do in the event of an emergency and have money for the phone / mobile. Scouts should wear Group scarves.

It would also be an idea to get any mobile phone numbers they may have so we can track them down! Please note that mobile reception may be patchy.

3. Upon arrival at their destination, the adult on the next base should note the team's arrival time on his own sheet and that of the team. The adult should then explain to the Patrol what they have to do on the base and that they have a maximum of 15 minutes to complete the task.

Points will be awarded on each base as follows:

1st - 20; 2nd -17; 3rd - 15; 4th - 13; 5th - 12; 6th - 11; 7th - 10; 8th - 9; 9th - 8; 10th - 7; 11th - 6; 12th - 3; 13th - 4; 14th - 3; 15th - 2; 16th - 1.

Positions should be assessed as to how quickly, how high, how many or how well the team completes the challenge in comparison to the other Patrols. **Please note final positions on your record sheets.**

Once the equipment on the base has been returned & dismantled the Scouts should describe the route they will be taking, rough compass direction etc to the adult and times noted for departure on your own & the team's sheets as per section 2 above.

4. Teamwork (max. 5) and Patrol leadership (max. 5) should be marked by the adults on each base. Did the Patrol arrive together, co-operate and all work together or did the PL or some others do all the work, whilst others took no part? Ideally, the PL should be helping the younger ones to learn rather than doing all the work. Who is reading the map, are they taking turns? Mark 3 as "average".
5. The last base activity that the teams will complete will therefore be the one they started the hike from. Once all the teams have been through the base, adults should return with the Scouts to the meeting car park, bringing back the equipment for the base. A hot drink will be available at this stage. Teams arriving at a base after 3.15pm should not be allowed to complete the base. If a team is unlikely to reach the next base by 3.30pm they should be allowed to complete the base they are at but should not be allowed to walk to the next base.

Please ensure you have made contact with Andy before winding up your base.

Patrols should hand in their sheets to Andy detailing the times they arrived and left each base.

Adults should hand in their sheets detailing the above and positions and marks for their base in accordance with section 3 above. Marks should also be handed in with adults assessments for section 4.

6. Total points will then be added together and the result declared as soon as possible and the trophy awarded. Certificates will be arranged through the ADC (Scouts).

Ideally we will all be back at the meeting Car Park by 4.30pm and results announced and Scouts away by 5.00pm.