

The Rules

1a Entries must be made on official entry forms (photocopies allowed) and all information required must be supplied together with the appropriate entry fee which is not returnable.

1b Entries must be from TEAMS of 4 to 7 people aged 14 or over on the day of the event.

1c Entries will be closed when the maximum number of walkers is reached or on 31st January, whichever is the sooner.

1d The organisers reserve the right to change any team name inappropriate to a Scouting event.

2 Each competitor will be issued with a walk card at registration. This must be carried BY THE INDIVIDUAL WALKER and be produced and punched at each checkpoint reached.

3a Competitors may only retire at official checkpoints. If a checkpoint cannot be reached a message must be sent to the nearest checkpoint or, if appropriate, direct to walk control. The remainder of the team may continue and be in the competition provided that they are 4 or more in number and carry the specified team equipment. Teams with less than 4 walkers remaining may join with other full or part teams to complete the walk but will not be eligible for trophies.

3b Teams must keep together at all times. Retired walkers cannot continue with another team.

- 4** Competitors may be disqualified if :
- ◆ Any of the rules are broken.
 - ◆ The country code and rules of the road are disobeyed.
 - ◆ **Members of the team do not keep together.**
 - ◆ The stated route is not kept to.
 - ◆ Checkpoints are not visited in the correct order.
 - ◆ **Any** assistance is received except in an emergency.
 - ◆ In the opinion of a marshall a walker is unfit to continue.
 - ◆ A checkpoint is reached after its allocated cut-off time.

5a Walking boots in good order **GIVING ANKLE SUPPORT, MUST** be worn at **ALL TIMES**.

5b PERSONAL equipment to be worn or carried in a rucksack BY EACH COMPETITOR :

- ◆ Warm shirt.
- ◆ Warm hat.
- ◆ Socks.
- ◆ Long trousers or breeches (NOT denim).

- ◆ Two long sleeved sweaters.
- ◆ Warm gloves or mittens.
- ◆ Quality wind & waterproof coat & overtrousers.
- ◆ Food for consumption en route.
- ◆ Pencil and paper.
- ◆ Whistle and Compass.
- ◆ Torch with spare batteries and bulb.
- ◆ Watch.
- ◆ Polythene exposure bag at least 6'x2'6" 500 gauge (or metric equivalent)
- ◆ Mug.
- ◆ 2 x 20p coins.
- ◆ **Reflective material must be visible front and rear during the hours of darkness.**
- ◆ Completed route plan from walkers' handbook.

6 In addition each TEAM must carry

- ◆ First Aid kit which should include as a minimum a good supply of plasters and 2 large triangular bandages).
- ◆ Emergency high energy food pack.
- ◆ Thermos flask with hot drink.
- ◆ Sleeping bag (suitable for keeping a casualty warm).
- ◆ 2 sets of OS maps of the route (1:50000 sheets 127 & 128). Total 4 maps. OR 2 of Explorer 6 Cannock Chase & Chasewater (1:25000) Photocopies NOT accepted.

7 The above list of equipment will be strictly adhered to at the kit check. If you have any queries please contact us before the event.

TEAMS WILL NOT BE PERMITTED TO START, or continue the walk unless the equipment listed in rules 5 and 6 can be produced at the kit check and at spot checks carried out by inspection teams on the course.

8 Acceptance of all applications will be at the discretion of the organisers. On completing the registration form, all competitors agree to accept the rules and conditions governing the event. The organisers decision will be final in any dispute. The rules may be changed if it is necessary in the interests of safety.

9 To comply with Scouting & Guiding insurance registration forms must be signed by someone with the appropriate hillwalking authorisation. TEAMS WILL NOT BE ALLOWED TO START WITHOUT THIS SIGNATURE.

10 The organisers accept no responsibility whatsoever for any accident, injury or loss of property incurred during the weekend of the event.