

RULES

You are expected to have read and understood the following rules before arriving at the start. There is no spare time at Registration to read notices before starting.

1. Teams' Size and Ages. Size to be 3 to 5 members. May be a mix of Scout/Guiding sections. Organiser may permit other numbers after discussion. Ages: Open members up to 18; Seniors between 13 and 15; Juniors up to 13.5.

2. Country Code – observe, especially ***don't drop litter!*** Close gates. Be courteous.

3. Vandalism invites disqualification, especially interference with flags.

4. Safety. After 4.00pm on the course, wear high visibility coat/tabard/sash/strips. Stay on footpaths where possible. Maps may show "permissive" footpaths for this event.

Except in emergency, any team splitting up will be disqualified. If someone has become ill, injured or tired, phone the Event Controller on the Emergency Number. He will advise the best action. No one is to be left unattended. At the discretion of the Shadow/Team Leader and Event Controller, Junior teams left with only two members may continue. Singletons may join another team if acceptable. Two-person Open/Senior teams may continue.

5. Mobile Phone Use

All teams and Shadows must leave mobile numbers at Registration.

All maps have an "**emergency**" and a "**transport**" number printed. Use "**transport**" number if you want picking up, or for minor queries. Use "**emergency**" number ***only*** for emergencies! Quote the printed URN if contacting the Police.

Use SMS except in emergency; but if no reception at all, ask at any house to use a landline.

If lost for an hour, or if night is about to fall, use the transport number to ask the Event Controller for directions,

After 3.30, if not arrived at destination, turn on mobiles. Phone transport number if you are unlikely to reach destination before nightfall and await instructions.

6. Return to Start. Teams **MUST** register on their return or arrival at campsite, even if dropped out. Remove boots before entering buildings.

7. Kit. Teams must carry all required kit. No kit for teams to be transported to campsite.

8. Overnight permits. Any Group with overnight campers is responsible for Nights Away Permits and Notifications, and Passports in accordance with POR. Nights Away Permit holders can give a "passport" to any responsible Scout to lead an overnight stay. Passport may be checked.. Otherwise, POR requires one Leader or cleared adult, every 12 Scouts.

9. Clearance. All over 18s in direct contact with under-18s must be CRB cleared.

10. Smoking and Drinking is prohibited by anyone anywhere on the Event.

11. Organiser's decision is final.