



GENERAL
ARRANGEMENTS FOR
2019

Updated 17th August 2019



REGISTRATION and START HQ - Is the same for all teams

JUNIORS SENIORS OPEN

- Please make sure you are completely familiar with the logistics requirements for event
- Check the weather
- Make sure you are properly equipped
- And remember - everyone begins at the same place: Start HQ

DAY 1 – SATURDAY 23rd NOVEMBER 2019

The Start HQ for ALL participants is:

- **Address (TBC)**
- **Grid Reference (TBC)**

Arrival

- The HQ is open for registration from 7.30am
- Please follow signs and marshals' instructions for parking
- Please do not block anyone in

Registration

- Ensure you register as soon as possible once all your team and Shadow (if applicable) has arrived.
- Ensure you register for the correct competition and confirm all your team's entry form details are correct.
- Any last minute changes to team members' details can be made here
- Any queuing is usually short.
- At registration, teams will receive:
 - Laminated course map showing ALL control points
 - Control Flag location description sheet
 - Grimsdyke Hike commemorative badges
- Any Shadows will receive a duplicate set of the map and the location description sheets

Starting and Check-Out

- After registration, teams move to the Starter's Table for any last-minute briefing.
- Teams may start any time they are ready between 7.30am and 9.30am.
- The Starter will give the team their Control Card, pre-printed with the flag numbers in the order to be visited
- The Starter will mark the team number and the start time on the team's Control Card and on the "tear-off" stub.
- The stub is a safety measure to account for every team out on the course
- The Starter will then allow the team onto the course.

Watch Outs!

- Each Control Card lists a different route: teams cannot assume that the team ahead is going the same way as them!
- If you switch categories on the day, you **MUST** inform Registration, otherwise you will set out on the wrong course!

GENERAL ARRANGEMENTS

THE LEGENDARY
GRIMSDYKE
HIKES



On the Course

- Keep to footpaths and rights of way.
- The quickest route on Day 1 is generally by visiting the flags in the order on the Control Card. The route between Controls is up to the team

Controls

- When finding a Control, ensure the correct square on the Control Card is punched using the clipper
- Ensure the Control Card is properly pierced, once only.
- Report any missing flags to HQ
- If you can't find a flag, phone HQ on the emergency number
- HQ will try to replace the missing flag
- If HQ finds the flag is in the correct location, you won't score points for it.

Shooting

- Teams may encounter shooting parties during the weekend
- If a team meets a shooting party, the Shoot Stewards will advise teams when it is safe to proceed – the delay should be less than five minutes. Please be courteous and considerate.

Leaving the Course

- No one is to leave the course without first informing the Event HQ. Otherwise we may be obliged have to send out search parties and involve the Rescue Services.
- Darkness falls between 4.00 and 4.30pm. At which time, teams still out on the course, teams should check with the Transport Number
- For Junior teams, Shadows should decide whether or not to allow their teams to continue after dusk or to call for Transport
- Open/Senior teams must phone the transport number after 4.00pm if they are not already in Camp to agree whether they can continue to walk to camp or call for Transport .

JUNIORS

Junior Teams: Return and Check-In back at Start HQ

- Junior teams will return to the Start HQ.
- On return, teams should hand the punched Control Card to the Finish Marshal who will confirm and record the official time.
- The teams members and Shadows should re-confirm that the team membership, event category and composition are still correctly recorded.
- The punched card will be compared with the master and scored.



SENIORS OPEN

Senior and Open Team: Check-In on Day 1 is at the overnight campsite. Not the Start HQ

- **Address (TBC)**
- **Grid Reference (TBC)**

Campsite – Registration and Supervision

- Team arriving at the site at the end of Day 1 must register with the Camp Marshall
- Each team will be required to show his/her Event Passport **at registration** and at the overnight campsite
- Each team is responsible for completing their own “NAN” forms and following the normal Nights Away procedures: NOT the Organisers.
- Any overnight supervising leaders should must be suitably certified.
- Teams’ Scout Leaders are requested to be contactable available at all times – e.g. leave mobile phone numbers with the Camp Marshall if going off site etc.

Campsite – Pitching and Parking

- There is limited parking at the campsite. Scout Leaders are asked to camp at some distance from their teams to allow teams their full independence
- Teams will be instructed where to pitch when they arrive.
- Neither hexamine nor pierced blue gas canisters are allowed on site.
- Empty fuel canisters should be left beside bin bags (not in them due to risk of bin bags being burned).

Senior and Open Teams: Briefing for Day 2

- There will be a briefing in the Campsite mess tent for one representative from each team at a time to be announced on site at arrival.

DAY 2 – SUNDAY 24th NOVEMBER 2019

Starting and Check-Out from Overnight Site

- The course opens at 8.00am when teams may leave the campsite if they are ready and have had their pitch inspected and signed-off.
- Teams must check-out with Camp Marshall as soon as they are ready to leave and will be given an official start time.

Starting and Check-In back at Start HQ

- Teams will walk back to the Start HQ.
- The course closes at 2.00pm when flags will be retrieved from the course.
- Any difficulties on the course, or being unable to return before 2.00pm, teams should phone the Transport number
- The maximum time allowed for Day 2 is 5 hours, regardless of what time teams leave.
- On return, teams should hand their punched Control Card to the Finish Marshal who will confirm and record the official time.
- The teams members should re-confirm that the team membership, event category and composition are still correctly recorded.
- The punched card will be compared with the master and scored.
- The entire event and Start HQ will close down at about 3.30pm. All team members should be collected before then.