

TO BE CARRIED BY  
EACH TEAM AS PART  
OF KIT LIST



# **Handbook and rules 2023**



#SkillsForLife



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If you have any questions about the Chase Walk

Email [entries@chasewalk.org](mailto:entries@chasewalk.org)

Call 08446644951

Or write to:

The Chase Walk,

6 Fox Walk, Upper Stonnall, West Midlands, WS9 9EP

## Welcome to Chase Walk 2023

Welcome to the 2023 Chase Walk, our 39<sup>th</sup> annual walk.

As you may well have seen from our post on Facebook, Alan Chambers sadly passed away in January. Alan had been on the organising committee from the very first event and will be sadly missed. Richard Goodyear has very kindly agreed to take on the all important role of Safety and Walk Control that Alan was responsible for. Richard has helped us for a number of years now and understands the event well.

As always we have a mix of participants taking part. For some it will be their first time, others are making return visits. We also have some new groups joining us which is always great to see.

We always say it, but that is because it is so important ..... without the support of so many volunteers staffing checkpoints, minibuses, kit check, control etc then this event simply would not be possible. Please make sure you say your thank yous as you pass around the course.

Next year will see our 40th anniversary event so please get that date in your diary, Saturday 16th March 2024, and lets make that our biggest event so far.

Enjoy this years event, and be proud of your achievement.

Good luck  
The Chase Walk Team

## Who's Who in Chase Walk

Administration	Roger Stocks* / Duncan Smith*
Checkpoints	Judy Jones*
Communications	Nationwide Scout Communications Team
Computers/Check In	Andy Upton*, Duncan Smith*, Stuart Foxall, Richard Goodyear & NCT
Computer Software/Tracking	Andy Upton*
Finish	
First Aid	Oxfordshire Volunteer Rescue
Kit Check	Matt Neale & team
Safety and Walk Control	Richard Goodyear*
Start	Andy Upton*, Stuart Foxall & Richard Goodyear
Transport	John Gooden* & team
Treasurer	Roger Stocks*
Scout Walk	Neil Silverton* & team

*\* are your organising team members*

## Programme

Friday Evening/Night	- Teams arrive at Beaudesert. 22.30 - Registration closes.
Saturday	04.30 - Registration reopens. 04.45 - Breakfast available. 05.30 - Kit Check opens. 06.00 - Walk starts. 08.00 - Last team starts. 14.00 - First teams approach finish. 24.00 - Final teams finish.
Sunday	08.00 - 09.00 - Breakfast available. 10.00 - Presentation.

## Checkpoints and Staff.

Checkpoint	Group and Contact	Location
1 Forest Centre	Focus Explorer Scout Unit Helen Barnsley	017 171
2 Aspen Car Park	Foundation & Wylde Green SAS Paul Fennell	982 158
3 Mansty Farm	2 <sup>nd</sup> Sutton Coldfield Sara Billingham	959 129
4 Penkridge	1st Sutton Coldfield Peter Wilcox	933 132
5 Parkgate Lock	7 <sup>th</sup> Sutton Coldfield Scout Group Mark Ellis	937 159
6 Sycamores Hill	2nd Rugeley Scout Group Jo Carter	973 182
7 Walton on the Hill	16th Sutton Coldfield Paul Webster & Philippa Willis	953 204
8 Coppice Hill	1st Hednesford Scout Groups Rob Ryder	979 191
9 Aspen Car Park	Foundation & Wylde Green SAS Paul Fennell	982 158
10 Oat Hill	36th Walsall Scout Group & AVR Keith Given	979 203
11 Shugborough Hall	Intrepid Explorer Scout Group Naomi Davis	992 220
12 Seven Springs	1st Chase Terrace & 1st Heath Hayes Darren Lennon	004 205
13 Rifle Range	Lichfield District Explorer Unit Nigel Theaker	999 172
14 Moor's Gorse	Lapal Scout Group Dawn Grice	023 151
15 Wandon Cross-roads	Exocet Explorer Unit James Holmes	040 145

**Without the valued help of all our supporters out there on the checkpoints this event quite simply wouldn't be possible. Many of the checkpoint teams have continued to support the event for many, many years.**

**On behalf of the Chase Walk organising team we say a huge thank you to them, why don't you make sure you say thank you as you pass through!**

## How to get to Beaudesert

Beaudesert is between Rugeley, Cannock and Lichfield.

The entrance to the site is in Gentleshaw (Cannock Wood), grid reference 050125. Follow the tarmac track round several bends (mind the speed ramps!) for about half a mile to the car park.

## Training

If you visit Beaudesert for training walks, please let the campsite office know you are on the site or leaving your car. The site phone number is 01543-682278.

## Dogs

Please note dogs are not permitted to walk the event and are not allowed at Beaudesert Camp Site other than for registered assistance dogs which must be notified in advance.

## Food and Drink

### Meals at Beaudesert

Saturday and Sunday breakfast are available at extra cost and must be booked in advance.

**Meal bookings will close on the 3rd March.** Only meals paid for by this date will be included.

### Mealtimes

Saturday	04.45 - 07.00	Breakfast
Sunday	08.00 - 09.00	Breakfast

## Refreshments at Beaudesert

Free tea and coffee will be available on Saturday, late afternoon onwards in the Finish area. Food must be pre-booked via your online entry where you can book more meals than team walkers to allow for drivers etc.

## Tracking

We would once again like to thank our friends at [durtytracking.com](http://durtytracking.com) for their valued and continued support allowing us to GPS track teams progress around the course.

# The Rules

**It is the responsibility of every participant and team coordinator to ensure that they have read, understand and agree to abide by these rules. These are reviewed every year and may contain changes to previous years.**

**1a** Entries must be made using the on-line entry via the website. [www.chasewalk.org](http://www.chasewalk.org). Once monies are received they are non refundable.

**1b** Entries must be from TEAMS of 4 to 7 people aged 14 or over on the day of the event and are current members of the Scout Association or Guide Association. None Scouting teams will be accepted at the discretion of the organisers but will only be considered from recognised groups with appropriate insurance and not from a group of private individuals. The organisers reserve the right to refuse entry to any team or individual team member.

**1c** Entries will be closed when the maximum number of walkers is reached or on a date agreed by the organising team and posted on the event website.

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

**2** Each participant 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** Participants 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 the walk 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.

**3c** At Shugborough Hall teams must continue by following the footpath through the estate and along the canal to the Severn Springs checkpoint and are not permitted to return to walk via the A513.

**4a** Participants 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.

Recognised footpaths are not used or you do not walk carefully along road sections.

Checkpoints are not visited in the correct order.

**ANY ASSISTANCE IS RECEIVED EXCEPT IN AN EMERGENCY.**

In the opinion of a marshal a walker is unfit to continue.

A checkpoint is reached after its allocated cut-off time.

**4b** Additionally participants will be disqualified if they are deemed to have received assistance from anyone other than an event marshal or event official except in the event of an emergency. Such assistance might be the provision of food, clothing, drinks etc from support teams. All competitors are required to carry all their own provisions for the duration of the event and to use the services provided by the checkpoint locations. The event organisers do not allow the use of support teams as this can often cause conflict with the event and overwhelm checkpoint locations.



**5a Boots / Footwear designed for prolonged use over rough and wet terrain **MUST BE WORN AT ALL TIMES.****

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

- Long sleeved base layer
- Warm long sleeved shirt
- Long sleeved microfleece or suitable jumper/top
- Full length legwear suitable for outdoor use (NOT denim)
- Quality wind and waterproof coat & over trousers
- Spare socks
- Warm hat
- Warm gloves or mittens
- Food for consumption en route
- Pencil and paper
- Watch (or other device with a clock on it i.e. mobile phone)
- Drinking mug
- Whistle
- Compass (The compass should be of Silva or Suunto type with a roamer and base plate to take and walk on a bearing, suitable for use with your OS maps)
- Torch with spare batteries and bulb. Your torch must be of a suitable size to provide sustained light suitable to illuminate your route over several hours during darkness. LED torches do not require spare bulbs. Wind up torches are not suitable.

Personal exposure bag (minimum standard of polythene exposure bag at least 6'x2'6" 500 gauge or metric equivalent). Foil blankets may be carried in addition but not instead of.

Hi-visibility waistcoats with reflective banding which must be visible front and rear. These must be worn at all times during the hours of darkness and **must** be worn from 18.00hrs until the completion of the event. They must also be worn at any point on the route where motorists would benefit from seeing the 'hi-viz' (please see the note above about not walking on roadways) or when instructed to do so by an event marshal.

Completed route plan which must contain as a minimum the information listed from the route card in this walkers' handbook.

**You are required to wear or carry clothing appropriate to the event, the Chase can get extremely cold at night. If the weather is appropriate you might choose to walk in T-shirt and shorts during the day for example, but items such as these are additional to the required kit listed.**

**6 In addition each TEAM must carry**

First Aid kit which should include as a minimum a good supply of plasters, blister treatment, antiseptic wipes and wound dressings.

Emergency high energy food such as mars bars, Kendal mint cake or any such snacks according to your preference.

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 244 Cannock Chase & Chasewater (1:25000) Photocopies may be used in addition but are not accepted as a substitute.

All rucksacks must display reflective material visible from the rear - A high level of Hi-visibility and reflective banding (which can be supplemented with red lamps such as bicycle lamps) is to be placed specifically around the rucksack of the team's backmarker. This could be an additional hi-viz jacket worn around the rucksack.

Event Handbook

**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 participants agree to accept the rules and conditions governing the event. The organiser's decision will be final in any dispute. These rules may be changed if it is necessary in the interests of safety.

**9 All registration forms must be signed by someone in authority that can confirm that the entrants are correctly prepared to enter the event and that the Scout / Guide district are fully aware of their participation. i.e. unit leader, GSL etc.**

10 The organisers accept no responsibility whatsoever for any accident, injury or loss of property incurred during the weekend of the event. All decisions made by the organisers are final.

**11 By entering the event participants are agreeing to the possible use of photographs and/or video footage of themselves for use in the promotion of Chase Walk, and to their team location during the event being tracked and published. For those under 18 years of age it is the responsibility of the teams leadership to ensure that full acceptance of these rules is gained from the relevant parent or guardian. The organisers will assume that consent has been agreed by their parents or guardians in acceptance of all these rules for them to become a participant.**

## Spectators

Whilst support teams are not permitted spectators are welcome on the Chase Walk and we hope this handbook will be of use to those not actively involved as well as to the participants.

However, there have been occasions when spectators have caused us some problems. We therefore ask you to help the smooth running of the event by following these guidelines.

- 1 **Do not give any assistance to walkers** (except, of course, in the case of an emergency) as this may result in their being disqualified. Such assistance might be the provision of food, clothing, drinks etc from support teams. All competitors are required to carry all their own provisions for the duration of the event and to use the services provided by the checkpoint locations.
- 2 **Park well away from checkpoints.** Congested checkpoints hamper staff, confuse competitors and anger landowners - several checkpoints are on private land and we only have permission for essential vehicles.
- 3 Do not give lifts to retired walkers until a checkpoint officer gives permission. Otherwise transport will be sent unnecessarily, and we will worry over "lost" walkers.
- 4 The event organisers do not allow the use of support teams as this can often cause conflict with the event and overwhelm checkpoint locations.

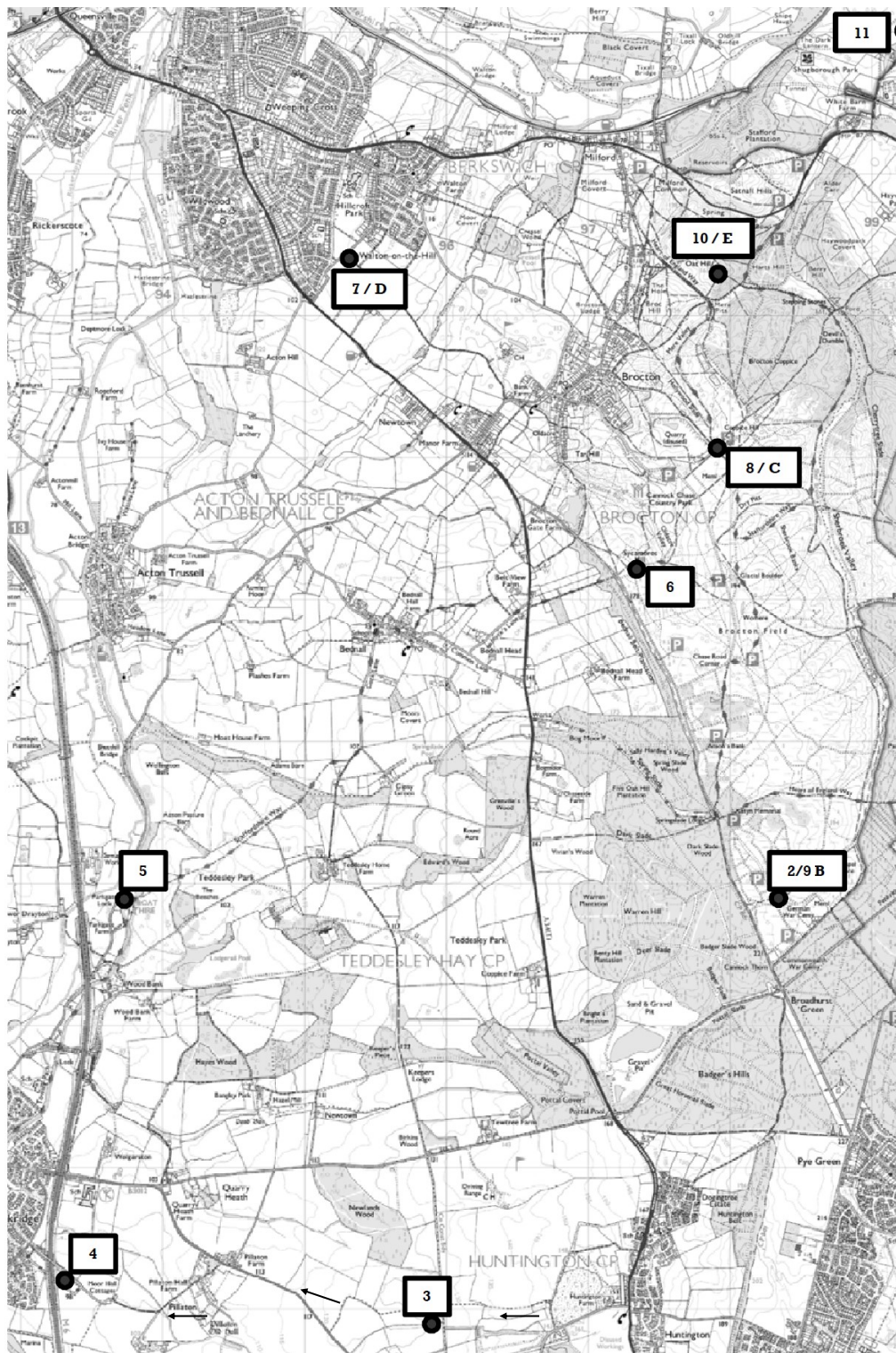
Information on the progress of the event and your teams is available on the website.

## Returning Retirees

Please make contingency plans for the possibility of members of your team not completing the whole route. There have been occasions in past years where people have been stuck without car keys, dry clothes, money or food, in some cases for many hours.

## By-Laws

All walkers and spectators are required to respect and abide by all local rules and by-laws, in particular those enforced by Beaudesert Camp Site, the Forestry Commission, Staffordshire County Council and Canal & River Trust.



**Home Contact**

(The home contact must not be directly related to any member of the team)

Name.....

Telephone.....

**Weather Forecast**

Summarise the expected weather for the duration of the event:

.....

.

.....

.....

**Emergency Telephone Number**

Beaudesert Walk Control:  
**0121 516 2070**

# The Chase Walk – Route Plan

(Each team member to have a completed form available at Kit Check)

Check Point	Grid Reference	Magnetic Bearing	Distance
START	050 130		
1	017 171		
2	982 158		
3	959 129		
4	933 132		
5	937 159		
6	973 182		
7	953 204		
8	979 191		
9	982 158		
10	979 203		
11	992 220		
12	004 205		
13	999 172		
14	023 151		
15	040 145		
FINISH	050 130		

Name of Party: 1) .....

2) .....

3) .....

4) .....

\* Fill in the time that you estimate you will arrive at each checkpoint, based on

Team Name:

Walker Number:

Checkpoint Location	Estimated Time*	Cut Off Time
Cub Hut, Beaudesert		
Beside road opposite Forest Lodge		10.00
Aspen Car Park		11.00
Beside lane, where crossed by footpath		12.00
Moor Hall Lane, beside M6 motorway bridge		13.00
Parkgate Lock		14.00
Junction of tracks on Sycamores Hill		15.00
Junction of bridleway and lane		15.45
Coppice Hill		16.30
Aspen Car Park		17.45
Summit of Oat Hill		19.00
Beside track through Shugborough Hall		20.00
Seven Springs Car Park		21.00
Beside track at Rifle Range Car Park		22.00
In large lay-by opposite level crossing		23.00
Wandon Crossroads		00.30
Beaudesert Dining Shelter in Walled Garden		

5) .....

6) .....

7) .....

your allocated start time.

This space is for you to make your own notes about the route

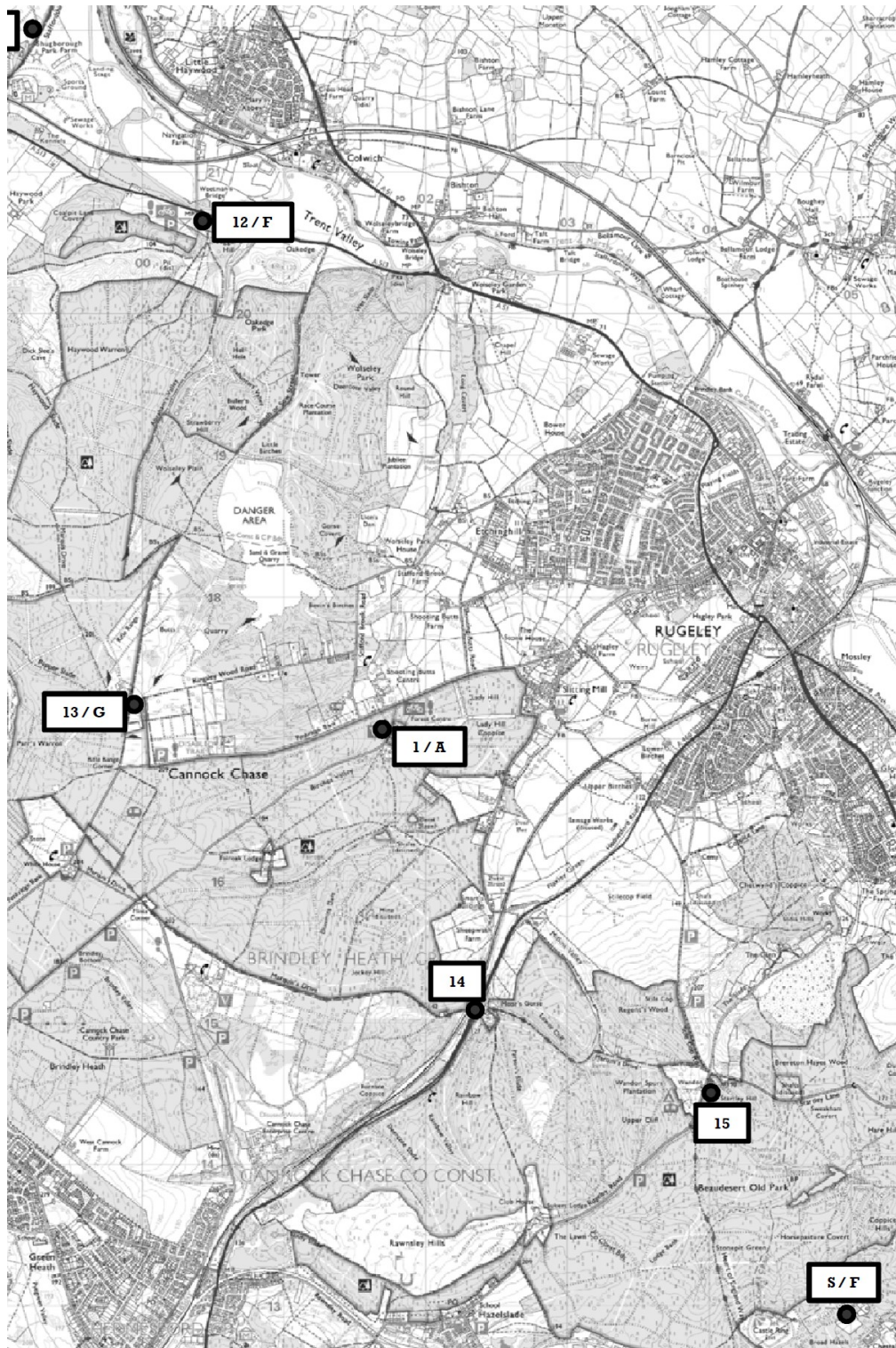


# Please be quiet!

As part of our permissions granted by the Forestry Commission (*who have been fantastic in supporting our event*) we must ensure that we keep noise to an absolute minimum before 9am both as you approach the houses located by, and whilst you are at, checkpoint 1 at the Visitors Centre. This is to avoid disturbing the local residents and **MUST** be observed to avoid any issues with us getting the permissions for next year's event.

Your support in doing this is very much appreciated.





# The Chase Walk Stage by Stage

## Arrival/Camping

Those camping at Beaudesert may camp in any of the areas marked on the campsite map. PLEASE DO NOT TAKE VEHICLES OFF THE TRACKS AS IT DAMAGES THE GRASS. After unloading please return your vehicles to the car park, do not leave vehicles blocking the tracks.

When on site please have consideration for other people, who may have an early start so please keep the noise to a minimum. **The use of Generators is not generally permitted on site except by prior arrangements direct with the site who require at least 20 days notice and a full risk assessment. For this event they are not permitted to run between 22.00hrs and 09.00hrs Friday to Sunday.**

You are not required to pre-book camping direct with the campsite if camping as part of the Chase Walk event and camping in the designated area.

## Registration

All teams should complete the full online registration process completing all individual walker details before midnight on the Thursday prior to the event. You will then need to print your registration form so that it can be signed by an approved person. Booking in will then be open on Friday afternoon until 22.30, and will reopen at 04.30 Saturday. A maximum of TWO people should bring your completed registration form to Check-in. **YOU WILL NOT BE PERMITTED TO WALK WITHOUT PRESENTING YOUR SIGNED AUTHORISATION SO DO NOT LEAVE IT TO THE LAST MINUTE AND DON'T FORGET TO BRING IT!** You will be issued with your walk cards, which each walker must carry personally during the walk. Please allow AT LEAST 15 minutes to register before your kit-check time - there is no allowance for late starting.

## Catering

Breakfasts will be served in the Cal Day Cafeteria (see map of Beaudesert). Free tea and coffee will be available from Saturday afternoon in the finish area, bring your own mug.

## Kit Check

Have you registered? Are all your team together? Have you got everything on the kit list? If so then you are ready for the kit checkers who are located in Stable & Warren within the Walled Garden, ready and waiting for you. Please report as close as possible to your allocated time.

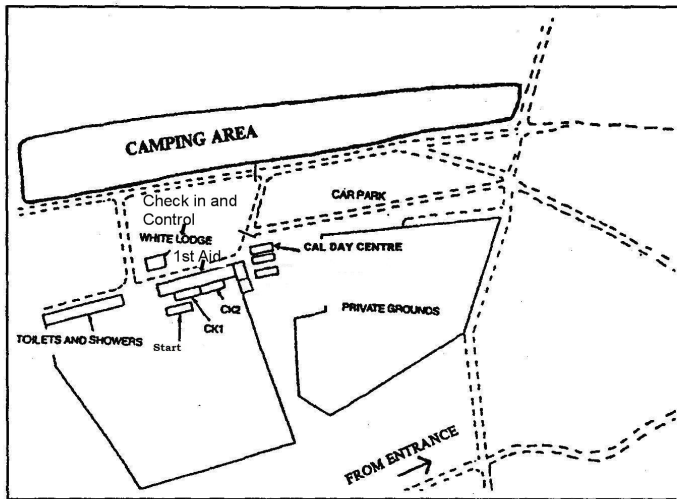
## Start

The start is at 'The Hut' located in the Walled Garden. Make sure your team is ready to start when you are called, as no allowance will be made for late starting. Have your walk card ready to be stamped by the starter.

# Map of Beaudesert

The ChaseWalk

## Map of Beaudesert



## Checkpoints

As you arrive at a checkpoint ensure that ALL your team or combination of teams are together (you shouldn't be out of contact anyway!). Report to a checkpoint marshal and get your walker card punched before taking a rest or refreshments. Keep your mug handy for drinks. The clock is still running whilst you are at a checkpoint so be mindful of how long you stay - 10 minutes at each one adds up to 2.5 hours!

When on the approach to checkpoint 3, Mansty Farm, please ensure that you do not walk across the fields of crop but instead walk around the perimeter. The farmer very kindly allows us to use his land for the checkpoint and we do not wish to upset him by trampling a path across his crop.

## Food on the Course

Your entry fee includes drinks (squash, tea, coffee, soup etc.) at most checkpoints. Two checkpoints also provide a snack - please note this is intended as a supplement to your food for the day, you must bring and carry your own lunch (and breakfast and tea!).

## The Route

A lot of time has been spent to find a course that is off the roads and interesting. In a number of places it may seem possible to use roads rather than the approved course, please don't because: i) Many of the roads are narrow and have no footpath; ii) Road walking is not very interesting.

**DANGER! PLEASE NOTE THAT THERE ARE MANY OLD MINE SHAFTS ON THE CHASE. YOU MUST ENSURE THAT YOU DO NOT LEAVE A FOOTPATH.**

### **The Start – Beaudesert**

From the start head up Beaudesert campsite to Castle Ring. When approaching the A460 at 027157 turn right and follow the road to the junction. Do not be tempted to climb the grass bank and cross the barriers as you are on a dangerous blind bend.

### **PLEASE BE QUIET AROUND THE HOUSES APPROACHING CHECKPOINT 1**

#### **CP1 - Forest Centre**

#### **Cold drinks**

The checkpoint is opposite the centres gates. Start through the woods parallel to the road up Penkrige Bank, before joining the road for the final 600m to Rifle Range Corner. Cross the Sherbrook Valley and climb a little to checkpoint 2 at:

#### **CP2 - Aspen Car Park**

#### **Hot and cold drinks toilets.**

Follow the track beside the road past the War Cemetery, then the footpath through Dogingtree Estate, cross the A34 and take the footpath past the now cleared site of the coal mine and across the fields to join the minor road at:

#### **CP3 – Mansty**

#### **Hot and cold drinks.**

Continue along the footpath until the B5012. Turn right, and then left onto a track at Pillaton Hall Farm. Please do not walk through the farmyard and walk around the perimeter of the fields, not line of sight. Beside the motorway bridge is:

#### **CP4 – Penkrige**

#### **Hot and cold drinks, snack, toilets**

Follow the minor road past houses to gain the canal towpath. Follow the canal to the next checkpoint, do not use the road as it is very narrow and has no footpath.

#### **CP5 - Parkgate Lock.**

#### **Hot and cold drinks.**

Follow the Staffordshire Way to Bednall, cross the A34 with care and take the path up to:

**CP6 - Sycamores Hill.****Hot and cold drinks.**

Descend to the hollow below Tar Hill, then pass through Brocton to pick up the bridleway to Walton just to the left of the golf course entrance. The checkpoint is at the junction of this bridleway and the road outside Walton.

**CP7 - Walton-on-the-Hill.****Hot and cold drinks**

Walk through the housing towards the Walton Farm, turning right to gain the footpath to Brocton Lodge. Cross the Brocton-Milford road and go up the track opposite. Use the uphill track to Coppice Hill.

**CP8 – Coppice Hill.****Hot and cold drinks.**

Follow the road via Anson's Bank and Springslade Lodge back to Aspen car park. This part of the chase was a huge army camp set up in 1915. To the left of the road are the concrete bases of buildings, connected by a railway that joined the main line at Milford. About 1500 wooden huts were erected on this very exposed area and between 1915 and 1918 some 250,000 soldiers passed through these camps.

**CP9 -Aspen Car Park.****Hot and cold drinks, soup, toilets.**

Return to the Sherbrook Valley and turn north towards the wooded slopes of Brocton Coppice, the last remnants of the natural oak forest which covered the Chase before large scale charcoal burning at the beginning of the Industrial Revolution. At a crossroads go straight on up to:

**CP10 - Oat Hill.****Hot and cold drinks.**

Book in at the summit of Oat hill and then turn right and head down to the car park by the A513 for refreshments.

After a short distance along the main road you will come into the magnificent parkland of Shugborough Hall. The house has been the seat of the Anson family since 1624. The family later received the title "Earls ~ of Lichfield", and the fifth Earl, photographer Patrick Lichfield, lived here until his death.

**CP11 - Shugborough.****Hot and cold drinks, toilet**

The checkpoint is to the side of the estate road through the park. You cross the River Trent via the Essex Bridge, a superb structure built in the 17th Century as a packhorse bridge. Originally there were over forty arches; only fourteen remain, but it is still the longest packhorse bridge in England.

Follow the towpath beside the canal, built by James Brindley around 1770 to link the Trent with the Mersey. Leave the canal at Navigation Farm.

You must not return to walk via the A513 as this contravenes rule 3c.

### CP12 - Seven Springs Car Park

**Hot and cold drinks, hot snack.**

Keep left at the car park, and walk up a good track along Abraham's Valley, following the perimeter of the rifle range. Even though the range is now out of use; do not cross it as there is danger of old ammunition.

### CP13 - Rifle Range. toilet.

**Hot and cold drinks,**

Head south through the woods to Flints Corner and the Marquis Drive. Toilets are available until 5.30pm at the Brindley Valley visitors centre (003 152). Take care crossing the railway and the A460.

### CP14 - Moor's Gorse

**Hot and cold drinks, soup.**

The water pumping station here at Moor's Gorse is one of six on the Chase that pump from bore holes tapping the vast store of water in underground pebble beds. Continue up Marquis Drive to:

### CP15 - Wandon Crossroads.

**Hot and cold drinks.**

From here you need to follow the Heart Of England Way back up to Castle Ring and enter the site from there. Use the track and not the road. Do not follow the route past Horsepasture Pool and the Quarry as the fencing has been repaired and there is no access to the site anymore.

## Finish

The finish desk is in the dining shelter in the walled garden, accessed via the 'hole in the wall' by the campsite reception.

## Your Team

The Chase Walk is a **TEAM** event. If a member of your team is unfit to continue, your first duty is to see them safely to a checkpoint or collected by Chase Walk transport. You must be close enough together to be able to communicate with each other **AT ALL TIMES**. You started together, and should **STAY TOGETHER**.

Teams must walk together as a group and be able to easily talk to each other. Arriving at checkpoints minutes apart is not acceptable.

## Retiring

Should you decide not to continue, or a marshal decides you are unfit to continue or you arrive at a checkpoint after its cut-off time then you will retire. Transport will be arranged to take you back to Beaudesert.

Should you be unable to continue between checkpoints, at least one other team member must stay with you whilst others obtain assistance. **In this instance the remaining team members must not continue the walk until Walk Control give permission. It is your first duty to ensure that the retiring team members are safely accounted for and you may be required to help locate them.**

The remaining members of your team will be allowed a time adjustment in this case. Once you have retired and the rest of your team have left then you **CANNOT** continue walking. If you do this you render your whole team liable to disqualification for not walking as one group.

## **Disqualification**

We have tried to tune the Rules over the years to cover all eventualities without becoming a huge legal document, but this isn't easy. The Chase Walk exists only for the participants; the rules may appear unnecessarily strict to some; however with over 600 walkers in some years, spread over nearly 40 miles, we cannot ensure that there are no serious problems unless they are kept to.

We hope that there will be no problems during the event, but the only people that can ensure that are you, the participants. You agree to the rules when you enter: please abide by them - letter and spirit.

## **First Aid**

Report to the First Aid Centre near the finish. If it is your feet that require treatment please bring a towel and clean socks.

## **Presentation**

All walkers and spectators are invited to attend the presentation, which will start at 10.00 am on Sunday morning in the walled garden kitchen area.

## **Results**

Results will be available on the website. Certificates will be available for collection during the presentation. Any not claimed will be posted on.

## **Lost Property**

There will be a lost property collection point in the main control room available until 30 minutes after the presentation ceremony on Sunday morning. After the event any enquiries should be emailed to [entries@chaswalk.org](mailto:entries@chaswalk.org). Any lost property not claimed by 1st May will be disposed of. Lost property returned by post will be charged for. The organisers of the event accept no responsibility for lost items.

## The Chase Walk Trophy Winners.

### **THE CRUTCH TROPHY** - Any member aged 25 or over.

2022	Coventry and Warwickshire Leaders	9hrs 37mins
2020	Team Hypersonic	9hrs 3mins
2019	Unfinished Business	9hrs 36mins
2018	Kilom-eaters	10hrs 14mins
2017	Blood, Sweat & Beers	10hrs 14mins
2016	Southampton Speeders	9hrs 23mins
2015	Unimaginative	8hrs 11mins
2014	Kizmiaz	7hrs 12mins
2013	Kizmiaz	7hrs 28mins

Previously this trophy was for teams with any member aged 20 or over. It ran from 1985 until 2002. The results for the last few years were:

2002	Concord	7hrs 50mins
2000	Concord	7hrs 50mins
1999	Concord	7hrs 59mins
1998	Concord Scout Fellowship	7hrs 56mins

The fastest time for this trophy was:

1987	Hatherley Fellowship	6hrs 17mins
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### **THE BOOT TROPHY** - Any member aged over 18 and all under 25.

2022	Intrepid 'Curs'd Youth	9hrs 22 mins
2020	Intrepid Moody Teenagers	8hrs 57mins
2019	Intrepid 'Curs'd Youth	10hrs 01mins
2018	Intrepid 'Curs'd Youth	10hrs 24mins
2017	The Real Team Dog	9hrs 54mins
2016	Flying Mallards	11hrs 03mins
2015	Team Dog	10hrs 26mins
2014	Southampton Speeders	9hrs 53mins
2013	Intrepid Veterans	10hrs 43mins

Previously this trophy was for teams with any member over 15 and all under 20. It ran from 1984 until 2002. The results for the last few years were:

2002	Tidbury Green Ventures	12hrs 57mins
2000	The Crazy Youths	12hrs 21mins
1999	Kizmiaz	10hrs 45mins

The fastest time for this trophy was:

1987	Quest 2	8hrs 3mins
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**THE ROCK TROPHY** - All members aged over 14 and under 18

2022	Flying Mallards	12hrs 38mins
2020	Intrepid Foul Reprobates	9hrs 58mins
2019	Intrepid Moody Teenagers	8hrs 47mins
2018	Intrepid Foul Reprobates	12hrs 44mins
2017	Wanger Society	9hrs 43mins
2016	Wanger Society	10hrs 35mins
2015	Wanger Society	10hrs 48mins
2014	The Wanger Society	11hrs 00mins
2013	The Wanger Society	10hrs 16mins

From 1984 until 2002 this trophy was for teams with all members under 16. Below are the results from the last few years.

2002	Central Hall Strollers 'B'	13hrs 2mins
2000	Dorridge Darts	12hrs 24mins
1999	Dorridge Darts	14hrs 13mins
1998	Dorridge Darts	12hrs 18mins

The fastest time to date was:

2019	Intrepid Moody Teenagers	8hrs 47mins
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**THE KNOT TROPHY** - No member has entered the event before.

2022	Sing it Louder	14hrs 13mins
2020	Intrepid Juvenile Delinquents	11hrs 50mins
2019	Intrepid Juvenile Delinquents	14hrs 13mins
2018	Intrepid Juvenile Delinquents	14hrs 33mins
2017	Intrepid Juvenile Delinquents	14hrs 38mins
2016	Southampton Sloths	11hrs 48mins
2015	Southampton Swans	11hrs 21mins
2014	Bear Explorers	14hrs 05mins
2013	Hallow Warriors	12hrs 58mins

This trophy has been awarded since 1984. Above are the results for the last few years. The fastest team to date is:

1987	Hatherly Fellowship	6hrs 17mins
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**THE COMPASS TROPHY** - Both male and female members finish.

2022	Team Hypersonic	9hrs 50mins
2020	Team Hypersonic	9hrs 3mins
2019	Intrepid 'Curs'd Youth	10hrs 01mins
2018	Kilom-eaters	10hrs 14mins
2017	Intrepid 'Curs'd Youth	11hrs 13mins
2016	6th Shirley OGs	9hrs 58mins
2015	Unimaginative	8hrs 11mins
2014	Kizmiaz	7hrs 12mins
2013	Kizmiaz	7hrs 28mins

This has been run since 1985, only the results for the last few years are shown above.

The fastest team was:

1995	A Man his Sprogs and a Wench	7hrs 01mins
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**THE VETERAN'S TROPHY** - Average age 45 or over at start and finish.

2023	Coventry and Warwickshire Leaders	9hrs 37mins
2020	Coventry and Warwickshire Leaders	9hrs 27mins
2019	Pixies Cavalier Mob	11hrs 01mins
2018	Austins Motors	10hrs 46mins
2017	Paul Preece & Company	11hrs 21mins
2016	Pixie's Cavalier Mob	11hrs 01mins
2015	6th Shirley Scout Leaders	9hrs 58mins
2014	Kizmiaz	7hrs 12mins
2013	Pixie's Cavalier Mob	11hrs 01mins

Before 1996 the Veteran's Trophy was awarded to the fastest team averaging 35 years or over at both start and finish. This ran from 1986.

The fastest time was:

1995	A Man his Sprogs and a Wench	7hrs 01mins
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**THE STAFFORDSHIRE TROPHY** - All members are female.

2022	9th Rangers	13hrs 2mins
2020	Intrepid Meandering Malfeasance	14hrs 46mins
2019	Ella of a Team	15hrs 27mins
2018	No winner	
2017	Intrepid Team XX	14hrs 56mins
2016	No winner	
2015	Southampton Swans	11hrs 21mins
2014	Mischief Managed	11hrs 58mins
2013	No winner	

Formerly known as 'The Rolling Pin' this trophy has run since 1987, only the results for the last few years are shown. Fastest time:

1993	Five on the Chase	10hrs 34mins
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**THE BEAUDESERT TROPHY** – team of seven all of whom finish.

2022	Humphries Hobblers	13hrs 38mins
2020	No winner	
2019	Intrepid 'Curs'd Youth	10hrs 01min
2018	No winner	
2017	Bablake Bimblers	11hrs 29mins
2016	Footloose	13hrs 52mins
2015	Undertrained SUHC Crawlers	10hrs 46mins
2014	Footloose	13hrs 04mins
2013	Southampton Speeders	10hrs 18mins

Before 1996 the Birmingham University trophy was awarded to the fastest team with no retirements.

Formally known as The Birmingham University Trophy, this ran from 1987 until 1996 and the fastest time was:

1987	Hatherly Fellowship	6hrs 17mins
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## **The Chase Walk On The Internet.**

All information regarding the event can be found at our website <http://chasewalk.org>

Join our Facebook group for chatter and information - search for "The Chase Walk" or go to <https://www.facebook.com/groups/195953417181325/>

We welcome your photos and stories about your Chase Walk experiences posted or linked via the Facebook page or emailed as below.

All queries should be sent by email to: [entries@chasewalk.org](mailto:entries@chasewalk.org)



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