

The Rules - 2024



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. 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

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.