

The Rules

1. Entries must be made using the on-line entry via the website www.chasewalk.org. When the entry fee is received it is not refundable. A maximum of 2 teams per Group can be entered, anyone wanting to enter more than 2 teams can register their interest by emailing entries@chasewalk.org. Payment for a team must be made by 31st January in order to secure the entry, team numbers can be amended and additional payments sent after this date. Teams that have not paid an entry fee may be removed from 1st February allowing standby teams to take the opportunity to take part and allowing us to fill all 50 team places.
2. Entries must be from teams of 4 to 8 people aged 10½ to 14 years on the day of the event and must be current members of the Scout Association (unless otherwise agreed by the events organising team in advance).
3. 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.
4. The organisers reserve the right to change any team name inappropriate to a Scouting event.
5. Each walker 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.
6. Walkers 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 Patrol may continue and provided that they are 4 or more in number and carry the specified team equipment. Patrols with less than 4 walkers remaining may join with other Patrols to complete the walk.
7. Teams must keep together at all times. Retired walkers cannot continue with another Patrol.
8. Teams/Walkers may be disqualified if:-
 - Any of the rules are broken.
 - The Country Code and Highway Code are disobeyed.
 - Recognised footpaths are not used; try to avoid walking along roads, which are dangerous.
 - Checkpoints are not visited in the correct order.
 - **ANY OUTSIDE 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; the team will not be allowed to continue.
 - **Teams do not keep together between checkpoints.**
9. Boots/Footwear designed for prolonged use over rough and wet terrain **MUST BE WORN AT ALL TIMES.** Wellies or trainers will not be accepted.
10. **PERSONAL equipment to be worn or carried in a rucksack BY EACH SCOUT:**
 - Warm shirt.
 - Two long sleeved tops (base layer and a top layer such as micro fleece or warm jumper).
 - Full length legwear suitable for outdoor use - NOT denim. Shorts may be worn if preferred but long trousers (or zip on trouser legs) must be carried.
 - Spare socks.
 - Warm hat.
 - Warm gloves or mittens.
 - Good quality wind/waterproof coat and trousers.
 - Food for consumption en-route.

- Pencil and paper.
- Whistle and Compass; should be of Silva or Suunto type with a roamer and base plate to take and walk on a bearing.
- Torch with spare batteries and bulb. Your torch must be of a suitable size to provide sustained light during darkness. LED torches do not require spare bulbs. Wind-up torches are not suitable.
- Watch.
- Survival bag – 1800mm x 750mm x 125 micron (500 gauge). Foil blankets may be carried in addition to, but not instead of, a survival bag.
- Mug.
- Hi-visibility waistcoats with reflective banding which must be visible front and rear of each Scout. These must be worn during the hours of darkness, when walking along any roads that do not have a recognised footpath or when instructed to do so by an event marshal.
- Completed route card detailing checkpoints, grid reference, estimated distance, estimated times and terrain between checkpoints.

11. 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 e.g. Mars bars/Kendal mint cake – enough for Patrol.
- Vacuum (Thermos type) flask with hot drink.
- Sleeping bag (to keep a casualty warm).
- 2 sets of OS maps of the route; Landranger sheets 127 and 128 (1:50000) - total 4 maps, or Explorer 244 Cannock Chase and Chasewater (1:25000). Photocopies may be used in addition but are not accepted as a substitute.
- Two charged mobile telephones, both of which numbers must be registered with the start officials.

12. Hi-visibility and reflective banding is to be placed around the rucksack of the team's back-marker.

13. 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.

14. TEAMS WILL NOT BE PERMITTED TO START, or continue the walk unless the equipment listed in rules 9, 10 and 11 can be produced at the kit check and at spot checks carried out by inspection teams on the course.

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

16. All registration forms must be signed by your Groups Lead Volunteer who can confirm that all participants are current members of the Scout section (unless agreed by the events organising team in advance) and that they are correctly prepared to enter the event.

17. The organisers will not accept any responsibility whatsoever for any accident, injury or loss of property incurred during the weekend of the event.

18. 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 location during the event being tracked and published. For those under 18 years of age it is assumed that consent has been agreed by their parents or guardians in acceptance of all these rules for them to become a participant.