

GMW BST Adventure 2023



Saturday 16th September 2023

This information is for those in the Scout and Explorer event. Please ensure you have read all the information thoroughly. For those in the Cub event please read the Cub information. Any questions bst.adventure@gmwscouts.org.uk

Key Information

- **A team entry costs £12.** Payable in advance direct to county.
- **All teams must have at least one leader at the event at all times.** This is very important, if there is an issue with your team we need a leader at the event to liaise with.
- **All participants and leaders must complete a medical form.** Please complete the form before the event and bring this with you on the day. No completed health form will mean no entry.
- **The BST will start and finish at SD 629 140.** This is the long road up to Rivington top barn. Address: Rivington Hall Barn, Bolton, Lancashire, BL6 7SB.
<http://www.rivingtonhallbarn.co.uk/>

Check in will open in three phases.

- **Phase one** from 8:45am till 9.30am
- **Phase two** from 9.15am till 10.00am

(Teams in phase 1 will be set off from around 9.45am and teams in phase 2 will be set off once all phase 1 teams have been set off. Cubs will be set off when ready. Presentation will be approximately 4:30pm. Teams will be told of which phase they are in 2 weeks before the event.

- **Teams will have 4 hours 15 minutes on the course**
- **Each team must have between 4-6 Scouts (max age 14.5 years) or 3-6 Explorer**
- **Teams can be accompanied by a leader if needed. Young leaders may accompany a team if an adult leader is also present.**
- **The kit list is mandatory.** If a group does not have all the equipment, they will not be able to start.
- **If you can provide marshals for the event sign them up [here](#)**

How does it work?

Teams must navigate a course, which is sent out 2 weeks before the event. Each team will have 4 hours 15 minutes to collect as many checkpoints as possible.

There are mandatory checkpoints all teams must collect on route; it's up to the teams themselves if they wish to collect the optional checkpoints.

Each checkpoint is worth a certain number of points based on how difficult it is to obtain. If a team returns

late, points will be deducted based on how much extra time the team has taken.

- The entire course is on Scouting Terrain Zero (T0)
- There is a small mandatory route of around 5 miles
- For teams with little experience a leader must accompany the team
- The mandatory route will be easy to navigate
- Teams will only have a set time of 4 hours 15 minutes
- The locations of checkpoints will be sent to teams 2 weeks before the event
- Teams will leave the start separated by 5 minute intervals
- Teams will have the option to collect additional checkpoints if they wish
- All mandatory and optional checkpoint locations will be available 2 weeks before the event
- There is no set route however mandatory checkpoints need to be completed in order.
- Mandatory checkpoints are manned by marshals
- Optional checkpoints are unmanned but have a crimp to stamp your card. **THIS MUST BE DONE.** Each optional checkpoint will also have a QR code that can be scanned on a mobile phone to check in. To do this point your phones camera (or QR app available from app stores) at the barcode and follow the link to the website to check in. **Cards must be crimped even if you checked in online.**
- No need to fill out route cards
- We impose the age limit for scouts of 14.5 and explorers 18

Equipment

All the equipment is mandatory. If a group does not have all the equipment they will not be able to start.

Personal Kit

- 1) Fully waterproof jacket
- 2) Walking boots. Trainers with a strong sole will be permitted but **no** wellies or pumps
- 3) A hiking rucksack large enough to carry all the team members kit
- 4) Hat and gloves
- 5) Warm clothing i.e. fleece top / jumper
- 6) Full water bottle, 1 litre recommended
- 7) An emergency whistle
- 8) Food for lunch
- 9) Medical and contact details (a copy of which is to be handed in at registration)

Group Equipment

All the equipment below is mandatory for the group.

- 1) 2x mobile phone(s) fully charged with call credit and data
- 2) Full first aid kit
- 3) 2x Map of the area – West Pennine Moors 1:25,000 (Sheet 287)
- 4) 2x Waterproof Map case
- 5) 2x Compass
- 6) 2x Torch with good batteries
- 7) Survival bag
- 8) Pen / pencil and notepaper
- 9) mobile phone should have the following

QR code scanner and mobile internet data to check in at optional check points,

- Glympe tracking app – available on [App Store](#), [Google Play](#)
- OS Locate – available on [App Store](#), [Google Play](#)

We will be in touch 2 weeks before the event with a list of all the checkpoints, kit list and medical forms (to be completed and returned when registering for the event).

Photographs

We will be taking photographs of all groups and these may be shared on Facebook, newsletters and our website. If you not able to agree to this please let the registration know when arriving at the event.

Want to Know More

Please visit

- [our website](#)
- [Facebook site](#)
- [Sign up to our newsletter](#)