

THE EQUINOX CHALLENGE 2012

LEADERS INFO PACK

All the information you need in order to enter, prepare and train a team for the event.



equinoxchallenge.com/leaders

AN INTRODUCTION TO THE GAME

Introduction

This year the Equinox Challenge will take place on Saturday 25th February 2012, with teams registering in the morning around 10am and finishing late afternoon around 4pm. The event will be held at Delamere Forest, Cheshire subject to obtaining a forest permit.

The Equinox Challenge is the ultimate test of skill, strategy and navigation whilst being hunted down by a hunter force of Explorer and Network Scouts.

The Format of the Game

Each team will be given a map of the forest detailing the location of the various posts (the control points on the permanent orienteering course) and each team will need to visit as many as possible to accumulate points within the time allocated (4 hours). Each post is worth a differing amount of points depending on its location, and the winning team is quite simply the team with the most points!

Once finding a post, the Scouts must note down the symbol on it and take a photo of the team around the post using a disposable camera issued to each team upon registration. And yes, before your Scouts ask – as they always do – we do realise that one team member will be missing, inevitably the one holding the camera! Some posts are difficult to get to and may be slightly submerged and therefore in such cases, a photo of the post itself will suffice.

Once Scouts have found this post, they earn the points from it. They don't know how many points they have earned, as the value of each post is kept secret and only known by the organisers calculating the final scores – but it is safe to assume that posts by the footpath are of little value, whilst the posts that are far out and hard to get to are worth considerably more.

If the Scout team gets caught by a catcher now, they will lose not only one of their lives, but also the points they just banked from the last post they visited. It is therefore a wise strategy for Scout teams to visit a post of low value immediately after visiting one of high value, to lessen the risk carried around with them.

Once teams have been caught, they have 1 minute to surrender their card to the catching team, or else cue an inevitable scuffle between Scouts and Explorers/Network followed by disqualification. The Scout team will lose a life and the last post taken, if any post has been found since they were last caught. If they haven't found a new post since last being caught, they will just lose a life – no further points will be deducted. If they lose all 10 lives the game is over and they must report back to base, although this has never happened in previous years.

After 4 hours, teams must return back to base on time. Teams which return more than 10 minutes either side their allotted finish time will receive a time penalty.

As the rules state, the organisers reserve the right to throw in rule changes on the morning of the event. These will be clearly communicated, and are usually in the interests of either preventing cheating and foul play or keeping the game exciting and interesting for our regular participants.

Team Entry Requirements

Teams must consist of no less than 4, and no more than 7 Scouts, all of whom are aged between 10½ and 14½ on Saturday 25th February 2012. It is at the leaders' discretion whether younger Scouts are competent enough to participate within the clear boundaries of Delamere Forest.

It is a requirement that at least one member of each team must hold the Emergency Aid Award at Stage 3 or higher, or if this isn't possible, be able to demonstrate competence in first aid, specifically dealing with situations and injuries likely to arise in the game environment.

Teams will be issued with kit lists prior to the event and as last year, kit will be checked upon registration, for safety reasons, and the organisers reserve the right to prevent anyone participating who is deemed to be poorly equipped for the activity. All Scouts must have boots – trainers, wellies, etc. simply are not acceptable. There have been incidents of one or two sprained ankles in the past, so suitable footwear is necessary.

As the lower limit is 4 and upper limit is 7, should you decide closer to the event that you would like to add more Scouts, you may be able to split a group of 8 Scouts into two teams of 4 people – you should speak to the Bookings Manager as soon as possible before the event to arrange for an extra team to be added if there is space.

So what should my Scouts be prepared for?

Well, they should be prepared for anything, but in particular:

- to work in a team in order to be successful
- to have their wits about them around the forest
- being able to "leg it" is definitely an advantage...
- ...for less athletic teams however, being able to hide is essential!
- being able to read and use a variety of maps and scales
- at least one team member must be competent in first aid

CHECKLIST FOR 2012 ENTRY

November - January (until event is booked up)

- Register an appropriate number of teams for your troop online
- Pay the deposit for each team (£14) via credit/debit card (online) or cheque (post)

February

- Go over the challenge rules and kit list with your Scouts.
- Allow teams to talk and buzz about the event: talk about strategy or let entrants from previous years tell the others about that time when...

Shortly before the competition

- Log into the Electronic Registration system...
 - **print your team entry card**
You'll need this to register in the morning and to fill out your team's information,
 - **enter adult information**
You will be asked to enter the information for any adults who will be staying for the event. We will then issue them with a marshal's wristband so that they are identified as safe adults patrolling the game.

Sometime before the event...

- Ensure at least enough Scouts for one per team hold First Aid Stage 3 award
- Take your Scouts out for a day of orienteering as training/preparation (recommended)