



OFFICIAL RULES

THE 2010 EQUINOX CHALLENGE

equinoxchallenge.com/rules

Team Entry Requirements

- Teams must consist of no less than 4, and no more than 7 members, all of whom must be aged between 10½ and 14½ on Saturday 27th February 2010. [N.B. It is at the Scout leaders' discretion whether younger Scouts are competent enough to participate safely.]
- One Scout **MUST** hold the Emergency Aid Award at stage 3 or higher; or one team member appointed as the first aider must be able to demonstrate first aid competently to the organisers upon registration to the event.
- Each team must carry one mobile phone during the hunt, switched on, and register the mobile phone number at registration on Saturday morning, when it should be fully charged and wrapped in a plastic bag.
- Each team must be punctual to registration on the event morning for a kit check and team briefing.
- Teams must be self sufficient during the event, and must carry everything with them during the hunt.
- Teams will be issued with kit lists prior to the event and a team kit check will be carried out before the event begins. If a team does not have the compulsory kit listed, they will be unable to participate for safety reasons.
- One leader or nominated adult per troop must be available for the duration of the event, and remain in the area where the event is taking place. (Groups can deputise this to leaders from a neighbouring group if necessary, but this needs to be brought to the attention of the organising team.)

The Hunt

- There is to be no communication with other teams and teams must not shout - except when in danger.
- Teams are only allowed to visit each post once, and must take a photograph, using the camera provided at registration, featuring all the team members around the post (excluding the person taking the photograph) with the post clearly visible within the frame.
- All teams must stay within the set boundaries, keeping to the Country Code and without trespassing on private property, which is grounds for immediate disqualification.
- The use of a GPS device of any description is NOT permitted and is grounds for disqualification.
- Groups must always stay together. If the Team Strength falls below 4 at any time (due to ill team members or otherwise) the team must contact base using the emergency telephone number provided or notify one of the safety marshals wandering the forest.
- If a member of the team wishes to drop out for any reason other than ill health, then the team will lose a life.
- Teams must be aware of and respect the presence of other users of the forest, i.e. walkers, cyclists, horses, etc.
- Each team must demonstrate an awareness of the use of an emergency whistle upon registration.

Scoring

- All teams start with 20 points and 10 lives.
- Posts are worth varying amounts of points depending on the difficulty in reaching them.
- When caught, the points acquired from the last post will be deducted and a life will be lost. If the team has not found another post since last being caught, then only a life will be lost – no further points will be deducted.
- Foul language will cause points to be deducted at the catchers' discretion.
- Once caught the whole team have one minute to surrender their card to the catching team.
- Following completion of the score card, the team will have a period of 15 minutes during which time they cannot be caught by another catching team, and within 30 minutes of the team that just caught them.
- Catching teams are not permitted to stalk Scout teams that have a period of safe time left.
- Teams will be released at timed intervals and must cross the finish line four hours later. [A team which misses its time slot must wait until all other teams are released, and will be expected to finish at their original time.]
- Teams **MUST NOT** be withdrawn from the event or transported home during the event without informing the organisers, as all Scouts and catchers will be registered into and out of the forest for safety reasons.
- In the event of a draw on points, the winning team will be the team who finished closest to their allotted finish time, and then by lives left if a tie still occurs.



Conduct During the Game

- Scouts should listen to instructions from the organisers and comply first time.
- Catchers are also marshals to ensure the wellbeing of teams.
- Any disrespect to the organisers or catchers will NOT be tolerated and may result in disqualification.
- Caught deliberately out of bounds will result in immediate disqualification.
- Fighting or other reckless behaviour will result in immediate disqualification.
- Scouts are recommended to abide by the Scout Law.



If you have any questions about the rules, or don't quite understand something and would like clarification, please email the organising team on organisers@equinoxchallenge.com and we will be glad to help you.

THESE RULES ARE CORRECT AS OF NOVEMBER 2009. We reserve the right to make alterations to the required kit; however, such changes will be clearly communicated through our website and via emails to the Scout leaders of all registered teams, well in advance of the event.