BOLTON SOUTH DISTRICT SCOUTS
6th PIKE HIKE WEEKEND 2007
www.pikeviewhike.co.uk



INFORMATION

Please ensure that ALL TEAM MEMBERS read this information and understand the rules governing the event.

It should be appreciated that this hike passes through potentially hazardous country and also some of the most beautiful in the West Pennine Moors and should be undertaken only by those who are physically and mentally prepared.

Any walker who has had any acute illness e.g., tonsillitis, influenza, chest infection, etc. in the four weeks prior to the event, should consult his/her doctor before competing.

STARTING ARRANGEMENTS
Team for the Pip Hartley Memorial Hike will be given their team numbers and time to report for the kit inspection on Saturday morning sent to them via post or email, on the week commencing 9th April 2007. Teams for the Pike View Hike and the Bibby's Farm Yomp will be given their team numbers and kit inspection times when they book in on the Friday night. The walk itself is expected to take between 6 and 8 hours to complete.

The start will be controlled by the organising group and Bolton Mountain Rescue Team.

ALL TEAMS WILL BE INSPECTED BEFORE STARTING TO ENSURE THAT EACH COMPETITOR HAS THE REQUIRED EQUIPMENT. Points will be lost by any team member that does not have all their equipment.

MAP
The map 'Explorer 287(19) West Pennine Moors' covers the whole of the hike and this is the only map to be used. Only a complete, original, unmarked, Ordnance Survey map may be used – copies are NOT acceptable. Waterproof (laminated) maps may be used, provided teams supply themselves with the appropriate permanent markers for purposes of marking a route – routes marked with dry-wipe markers will not survive the day!

Routes will be presented in the standard Scout Association "Route Card" format (Fact sheet FS120409), therefore please ensure the competitors are able to plot a route, unassisted, using this format.

WALKING INSTRUCTIONS
It is essential that each competitor sign in at each checkpoint, and again on completion of the hike at HQ. We award 4 points per signature at each checkpoint, with a bonus of 4 points if all 4 signatures are present. Therefore, in the event of a team member retiring, the continuing team of 3 may only score a maximum of 12 points for sign-in at each subsequent checkpoint.

PLEASE KEEP TO THE FOOTPATHS/OPEN ACCESS LAND, AND RESPECT THE COUNTRY CODE.

Walking teams must keep together AT ALL TIMES as a team and when on the road keep to the right and in single file.

RESCUE SIGNALS
Teams should note the following signals that will be used by teams in difficulties.

MESSAGE	LAMP AND WHISTLE
Help	6 Flashes/Blasts in quick succession followed by one minute's silence.
Acknowledgement	3 Flashes/Blasts in quick succession followed by one minute's silence.

Teams will be provided with an Emergency Card prior to their departure, which includes telephone contact details for Hike Control. Alternatively, reports of an incident can be made to any checkpoint on arrival. Rescue teams can be contacted from any checkpoint.

RESCUE TEAMS.
Rescue teams will be in the area throughout the period of the event. If any competitor is unable to continue when in open country, the remaining members of his team should advise the rescue teams through any checkpoint - there will always be a checkpoint open in front and behind each team. It is essential that one person stays with the casualty and at least two people go for assistance. Any team finding another team in distress must assist and see that those in distress are comfortable. They should then ascertain the correct location and advise the nearest checkpoint. This action will be in addition to any information already passed by members of the team.

HIKE MARSHALS will be operating throughout the event. They are there to help and assist, and to ensure that the event runs smoothly. Please advise your teams that the marshals are in place for their safety, so please follow their instructions if given.

RULES

1. The Pip Hartley Memorial Hike is open to teams of 4 whose combined age does not exceed 40 years. The oldest competitor is to be not more than 10 years 364 days of age and the youngest is to be not less than 8 years of age on the 31st March 2007. **A CRB-checked adult must be supplied to walk with each team.**

2. The Pike View Hike is open to teams of 4 whose combined age does not exceed 52 years. The oldest competitor is to be not more than 14 years 6 months of age and the youngest is to be not less than 10 years of age on the 31st March 2007.

3. The Bibby's Farm Yomp is open to teams of 4 whose combined age does not exceed 64 years. The oldest competitor is to be not more than 18 years 364 days of age and the youngest is to be not less than 14 years of age on the 31st March 2007.

   N.B. Rules 1 and 2 allow an overlap of 1 year between the Pip Hartley Memorial and Pike View Hike events. Rules 2 and 3 allow an overlap of 6 months between the Pike View Hike and Bibby's Farm Yomp events.

4. The Home District Commissioner must sign the section of the team sheet concerning:

   a) Capability of team members.
   b) Bibby's Farm Yomp only: The ability for at least 2 of the 4 competitors to swim 50 metres in ordinary clothes and keep afloat for five minutes (See POR rule 9.42(a)).
   c) Pip Hartley Memorial Hike only: The capability (including CRB credentials) of the appointed adult walker.

5. All Pike View Hike and Bibby's Farm Yomp teams must camp at Bibby's Farm campsite on the Friday and Saturday evenings of the event. All Pip Hartley Memorial teams must camp at Bibby's Farm campsite on Saturday evening, and may optionally choose to camp on Friday evening. Whilst camping, all groups must be accompanied by at least one Warranted Leader who holds a current Campsite or Greenfield "Nights Away" permit.

6. Every team must book in on arrival with the Campsite Warden, and as soon as possible they must pass to Hike Control:

   a) Contact details of their appointed Home Contact.
   b) Contact details of the on-site Camp Leader
   c) Telephone number of one mobile phone, charged and "in credit", which will be carried by each team during the event (optional, but recommended)
   d) Composition of Team / Change of Composition of Team form
   e) Notice of any medical conditions affecting competitors, and whether or not appropriate medication is carried (e.g., Asthma, allergies etc.)

7. Each competitor must wear or carry, as desired, the following at all times during the hike:

   a) Suitable head wear.
   b) A warm long-sleeved sweater.
   c) Warm gloves or mittens.
   d) Waterproof over garment (not a cape/poncho).
   e) Waterproof over-trousers.

8. Each competitor must wear the following at all times during the hike:

   a) Neckerchief
   b) Vest or T-Shirt.
   c) Underwear.
   d) Warm shirt.
   e) Long trousers, not jeans.
   f) Non-nylon socks suitable for walking, not sports socks.
   g) Strong walking boots, not fell-running boots, shoes or plimsolls/trainers.

9. Each competitor must carry the following during the hike:

    a) Daysack / rucksack, with waterproof liner.
    b) Packed lunch.
    c) Flask containing hot drink.
    d) Emergency food pack. Minimum essentials - glucose, nuts, raisins, sweets or chocolate kept in a waterproof bag, sufficient for 8 hours.
    e) First-Aid kit containing a good supply of plasters for cuts and blisters, and 3 triangular bandages kept in a waterproof bag.
    f) Whistle.
    g) Torch with spare batteries and spare bulb, or 2 disposable type torches.
    h) Watch.
    i) Writing pad (this may help with the ongoing incident!)
    j) 2 pencils, with eraser.
    k) Mug (for drink at checkpoints).

10. Each team must carry a set of equipment in addition to personal equipment, containing a minimum of:

    a) OS Map 'Explorer 287(19) - West Pennine Moors' only. (2 per team.)
    b) Two baseplate-style compasses
    c) Polythene exposure bags, size 2'6" x 6', approximately 500 gauge, 2 per team.
    d) Sleeping Bag - 1 per team *(This item is not required for Pip Hartley Memorial Hike teams).*
    e) Matches in waterproof container.
    f) Two waterproof map cases.

11. TEAMS WILL NOT BE ALLOWED TO START OR CONTINUE THE HIKE UNLESS THE EQUIPMENT LISTED IN RULES 7, 8, 9 AND 10 CAN BE PRODUCED AT THE START AND AT SPOT CHECKS CARRIED OUT BY MARSHALS EN-ROUTE. *FOR PIP HARTLEY MEMORIAL TEAMS, THE APPOINTED ADULT WALKER MAY ALSO BE SUBJECT TO A KIT CHECK.*

12. THE LOCAL MOUNTAIN RESCUE TEAM INSPECTS ALL TEAMS FOR KIT REQUIREMENTS. UNLESS THE INSPECTORS PASS THE TEAM, IT WILL NOT BE ALLOWED TO START.

13. In the event of a competitor retiring, he/she must REPORT TO THE FINISH AND SIGN BACK IN AT HQ PERSONALLY, even if transported there by a marshal.

14. THE HIKE IS NOT AGAINST THE CLOCK. Winners will be decided by a system of points awarded for incidents attempted during the hike, navigation and general discipline (starting on time, equipment, completing the course and signing in at checkpoints). These points will be collated at the end and the team with the highest number of points will be the winner. Incidents will be based on standard Scouting practice. **The Judge's decisions are final.**

15. Teams must adhere strictly to the kit inspection times allocated.

16. Walking groups must keep together AT ALL TIMES as a group, and when on the road keep to the right and in single file. At the discretion of the checkpoint staff and the Hike Controllers, any group disregarding this rule will be disqualified.

17. Competitors may retire at any point on the route, but it is obviously desirable to retire at a checkpoint if possible. If a checkpoint can't be reached then a message must be sent to the nearest checkpoint or to HQ. The remaining members must ensure that they retain all emergency equipment within their team before they will be allowed to continue. In the event of the designated Team Leader retiring, a new Team Leader must be nominated.

18. In the case of any team-member retiring en-route, the remaining members of the team must wait at the nearest checkpoint until they can make up a walking group of NOT LESS THAN 4 OR MORE THAN 7 MEMBERS. They will then be allowed to proceed. Upon arrival at all subsequent checkpoints, the combined walking groups will be scored as separate teams.

19. Teams of three will be allowed to walk from the last checkpoint.

20. THE ORGANISERS HAVE THE RIGHT TO RETIRE ANY TEAM AT ANY POINT DURING THE HIKE. IN THE EVENT OF WET WEATHER, ANY TEAM MEMBER FOUND NOT WEARING WATERPROOFS MAY CAUSE THEIR TEAM TO BE RETIRED.

21. The use of anything other than moral support (lifts, leader's help etc.) WILL MEAN DISQUALIFICATION FOR THE TEAM CONCERNED.

22. The use of any radio communication/radio navigation devices, such as:

    a) Mobile phones,
    b) Personal Mobile Radios,
    c) Global Positioning System (GPS) devices
    d) (this list is not exhaustive)

    for anything other than communicating to Hike Control the details of the nature and location of a medical emergency OR for the purposes of requesting assistance from Hike Control via the supplied emergency card, WILL MEAN DISQUALIFICATION FOR THE TEAM CONCERNED.

23. In the event of an outbreak of Foot and Mouth disease or any animal disease in the area, the event will be cancelled. If the area has been declared free from infection, it may be necessary to ban competitors travelling from any other district in which the disease is prevalent. In either case the organisers cannot accept liability for any expense incurred.

24. Acceptance of all the applications will be at the discretion of the organizing committee. On signing the entry form all competitors accept these rules and conditions governing the event. The organizing committee's decision will be final in any dispute.

25. The organisers accept no responsibility whatsoever for any injury, or loss of life incurred during the weekend event.

26. The organisers retain the right to modify the rules at any stage prior to the event on the grounds of safety. Teams will be informed of any modifications to these rules.