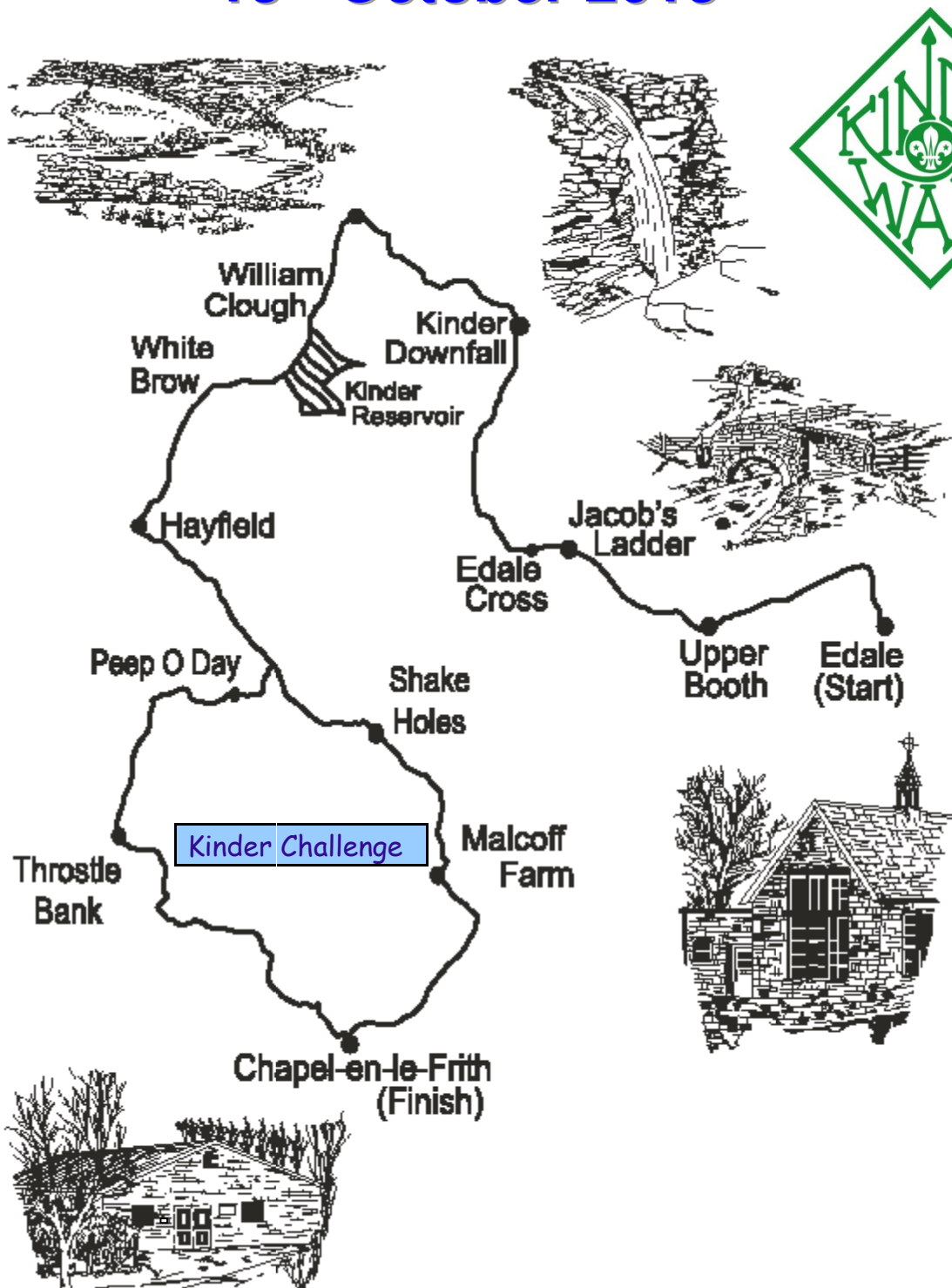


Walkers' Information Handbook

13th October 2013



Organised on behalf of the Derbyshire County Scout Council



www.derbyshirescouts.org/kinderwalk

Find us on Facebook <https://www.facebook.com/kinderwalk>



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Changes for 2013

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3	Payment by Paypal included.
10	Clarification re training for the event.
10	Kinder Logo Buffs for sale Booking Forms created as separate documents.

CENTRAL CONTROL EMERGENCY TELEPHONE
01298 813757 (Chapel) or 07970 066061



New for this year – pay by Paypal



Find us on Facebook <https://facebook.com/KinderWalk>

The Kinder Walk is a challenging walk in the Peak District aimed at older Scouts, Explorer Scouts, Network, Guides and Leaders. The walk, which takes place on part of Kinder Scout, is approximately 28 km.

The Kinder Challenge is a circular route from Chapel H.Q. of around 16 Km. This is intended as an introduction to walking competitions in the Peak for younger members.

COST OF ENTRY

Kinder Walk £10.00 per person
 Kinder Challenge £5.00 per person

STATEMENT OF INTENT

Our financial budget for the event is to “break even”; in the event of any surplus funds accrued, such profits will be used for the benefit of Scouting within Derbyshire in agreement with the County Executive.

MAPS OF THE ROUTE

The routes are covered by O.S. 1:25000 map Explorer ref OL 1

CHECKPOINTS – Kinder Walk

Checkpoint	Leader	Location	Grid Ref	Drinks
START	John Pye	Edale Community Centre	124 853	
Jacob’s Ladder	Phil Leivers	Tent near to the summit	082 862	
Kinder Downfall	Chris Lucas	Tent near to the Downfall	083 889	
William Clough	Richard Poyser	Tent near the pathway	063 902	
White Brow	Esther Merriman	Tent near the pathway	052 883	
Hayfield	Tom Stoddart	Scout H Q – Swallow House Lane	035 872	Yes
Shake Holes	Debs Bywater	Land Rover on track	066 843	
Slackhall	Pete Rogers	Car on triangle near Chestnut Centre	075 819	Yes
FINISH	Mike Biggs	1 st Chapel Scout H.Q.	059 807	Yes

CHECKPOINTS – Kinder Challenge

Checkpoint	Leader	Location	Grid Ref	Drinks
START	Dave Mitchell	1 st Chapel Scout H.Q.	059 807	
Throstle Bank	Dave Marvin	Car near start of track	030 832	Yes
Peep O Day	Julia Gow	Car on track before road junction	048 850	
Shake Holes	Debs Bywater	Land Rover	066 843	
Slackhall	Pete Rogers	Car on triangle near Chestnut Centre	075 819	Yes
FINISH	Dave MacAlister	1 st Chapel Scout H.Q.	059 807	Yes

WHO CAN ENTER?

Any member of the Scout or Guide Associations aged over 13 years* (or over 10½ for the Kinder Challenge) Teams may have between 2 and 6 members *

* Please refer to Trophy Categories and Eligibility section for full details.

RESULTS

The full set of results will be posted on the website after the event.

TROPHY CATEGORIES AND ELIGIBILITY – Kinder Walk

Trophy	Category	2012 Winners & Time	Event Record & Time
Kinder Trophy	Scout/Explorer team of 3 to 5 under 18yrs, 2 of whom to be over 15½, other member(s) over 13.	Aquila ESU 'A' 4 hrs 12 mins	Blakedown 'A' 3 hrs 45 mins (2003)
Pennine Shield	Scout/Guide & Leader* team of 2 to 5 Scouts, Explorers or Guides aged between 13 & 15½ with a Leader (Leader aged over 18)	Sagarmatha Expl. 'B' 4 hrs 18 mins	The Bondy Boys 4 hrs 8 mins (2005)
Edale Shield	All female team of 3 to 5 members, 2 of whom to be over 15½, other member(s) over 13	Aquila ESU 'B' 4 hrs 34 mins	Aquila ESU 'B' 4 hrs 34 mins (2012)
Ron Anderson Trophy	Team of 2 to 5 members aged over 18	Phoenix SASu 3 hrs 14mins	Blakedown 'B' 2 hrs 49 mins (2007)
Network Trophy	Team of 3 to 5 Scout Network aged over 18 and under 25	Fusion Network 5 hrs 1 min	Aquila 3 hrs 19 mins (2010)

TROPHY CATEGORIES AND ELIGIBILITY – Kinder Challenge

Trophy	Category	2012 Winners & Time	Event Record & Time
Kinder Challenge	Team of 3 to 5 Explorer Scouts or Guides Senior Section members aged 14 to 18	12 th Halifax Sea Explorers. 'B' 2 hrs 20 mins	12 th Halifax Expl. 'B' 2 hrs 20 mins (2012)
Blagreaves Boot	Scout/Guide & Leader* team of 2 to 5 Scouts/Guides aged between 10½ and 14 with a Leader. (*Leader aged over 18)	12 th Halifax SS 'E' 2 hrs 20 mins	12 th Halifax SS 'E' 2 hrs 20 mins (2012)

Even if you are not eligible for one of these trophies but just want to take part in the event, that's fine by us. **Nb. Maximum in any team not to exceed 6.**

HOW DO WE ENTER? - & Free 'T' Shirt Offer!

By completing and returning the relevant **Booking Form** (downloadable from the website – Information/Entries, 1 form per team), together with the applicable fee, to the address on the form. Payment may also be made by Paypal (via the website)

For entries received by 21st September, a complimentary 'T' shirt will be provided. All you have to do is get your entry and chosen shirt sizes in by that date, to receive a FREE 'T' SHIRT FOR EACH COMPETITOR – kindly sponsored by Bywater Gas of Chapel-en-le-Frith – info@bywater-gas.co.uk

On receipt you will be sent your **Team Entry Form**, which confirms acceptance of your entry. This should be completed prior to the event and be presented to the booking-in desk on your arrival at Chapel. **Please ensure this is fully completed BEFORE you arrive.**

2014 EVENT

Date for next year's event is Sunday 12th October. The 2014 Handbook will be available after June 1st and may be downloaded from the website or requested by e-mail via kinderwalk@derbyshirescouts.org

THE RULES (applicable to both events)

1. Entries

- a) The event is open to all members of the Scout and Guide movements in accordance with the ages specified in the relevant categories. Ages applicable on the day of the event.
- b) A Team Leader must be elected and sign the Team Entry Form to this effect.
- c) The Section Leader must sign the section of the Entry Form concerning capabilities of team members. Particular attention is drawn to Scout P.O.R. Rules 9.1, 9.7, 9.26 & 9.27.
- d) Acceptance of all entries will be at the discretion of the Organising Committee, and on signing the Entry Form all competitors agree to accept these Rules and Conditions governing the event.
- e) The Organising Committee's decision will be final in any dispute.

2. Clothing – to be worn or carried:

- a) Thermal base layer top, (short or long sleeved).
- b) Warm mid layer top, fleece or similar (long sleeved).
- c) Warm outer layer top, fleece or similar (long sleeved).
- d) Waterproof top with hood and taped seams (not just wind proof/shower proof).
- e) Thermal base layer underwear (short or long legged).
- f) Long trousers (below knee) made of warm, quick drying material, not jeans.
- g) Shorts may be allowed if weather conditions are considered suitable, decision made on day by Start Committee (Long trousers must be carried).
- h) Waterproof over trousers with taped seams (Not just wind proof/shower proof).
- i) Balaclava or hat which covers the ears.
- j) Mitts or gloves (not fingerless type).
- k) Footwear that has been specifically designed for hiking or specialist fell-running shoes.

3. Personal equipment – carried by each competitor:

- a) Drink for consumption en route.
- b) Emergency food in a sealed container/polythene bag comprising of the following minimum essentials: glucose, nuts, raisins, sweets or chocolate: suitable for twelve hours.
- c) O.S. map of the entire route – scale 1:25,000 (photocopies are not acceptable) Nb. For the Challenge, 2 maps per team are acceptable with printouts of the route for the other team members. Nb. Grid line numbers to be included if photocopies are used.
- d) Whistle.
- e) Silva type compass.
- f) Torch with spare batteries (and spare bulb if not LED type) the torch must be suitable to see by, when walking in the dark.
- g) Survival/Bivi Bag that is waterproof and designed to withstand gale force winds.
- h) Mug.
- i) Watch or clock.
- j) Pencil and paper.

4. Team equipment:

- a) One sleeping bag – minimum of 2 seasons/8 Tog rating (Adult size).
- b) Vacuum flask, at least 0.45 Litre capacity, containing a hot drink. (Nb. Hot water will be available at Chapel H.Q.)
- c) First Aid kit consisting of 2 large triangular bandages, 1 crepe bandage, 1 medium sterile dressing, adhesive tape, assorted plasters and a pair of protective gloves in a waterproof bag or box.
- d) Mobile phone – switched on, fully charged and operational, with Central Control Number programmed in.

5. Route Cards and Tally (Dog Tag)

- a) Each competitor will be issued with a Tally (dog tag) and a set of Route Cards at the Start. The dog tag must be worn around the neck.
- b) At each Checkpoint the appropriate section of the Route Card is detached and retained by the Checkpoint staff.
- c) In the event of a competitor retiring, the remaining sections of the Route Cards will be retained at the Checkpoint at which he/she retires.
- d) The retired competitor will be transported to the Finish at Chapel (either by Kinder Walk transport or if preferred, their own supporters) and their dog tag must be handed in at the Finish Checkpoint by the competitor personally.
- e) In the event of the competitor being transported direct to hospital upon retirement then Kinder Walk staff will make arrangements for the dog tag to be returned to the Finish Checkpoint.

6. Retirement

- a) Competitors may retire at any point on the route, but it is desirable to retire at a Checkpoint if possible. If a Checkpoint cannot be reached, then a message must be sent to the nearest Checkpoint, or to Central Control.
- b) In case of any team members retiring en route, the remaining members of the team must wait at the nearest Checkpoint until they can make up a "scratch" team of not more than seven members. The constitution in terms of numbers and ages must be agreed with the Checkpoint staff. If this is not possible, they too must then retire and will be transported back to Chapel to hand in their dog tag.
- c) The combined team must elect a new Leader who will check that the Team have the full team equipment as per Rule 4 and will sign the Scratch Team document held by the Checkpoint staff to confirm this.
- d) Teams of 3 will be permitted from Hayfield Checkpoint onwards – where original team was 4 or more. A team leader must be appointed and all team equipment (as Rule 4) must be carried.
- e) The Organisers have the right to retire any competitor at any point during the walk.
- f) Teams will not be permitted to LEAVE the Hayfield Checkpoint after 14.00 hrs. Teams reaching this point after 14.00 hrs MUST retire.
- g) The Organisers retain the right to compulsorily retire any team which is extremely late at subsequent Checkpoints.

7. Competitors may be disqualified for:

- a) Failing to wear or carry the clothing and equipment specified in Rules 2, 3 & 4 at all times.
- b) Receiving assistance of any kind, including the use of "Support" vehicles, "Pace-makers" and replacement of equipment.
- c) Failing to walk as a team at all times, each member of the team must be within sight and sound of all members of the team. Failure to do so will result in disqualification of the whole team.
- d) Failing to adhere to the compulsory elements of the route detailed in the Walking Instructions.
- e) Failing to comply with the rules to the satisfaction of the Organisers.

8. Trophies

- a) Teams must finish as a complete team (i.e. the same members that started) to be eligible for trophies.
- b) In the event of an original team forming part of a "scratch" team, then that team will still be eligible for trophies.
- c) Trophies will be held by the winning teams for a period of twelve months. In the event of a tie, each team will hold the trophy concerned for six months by mutual agreement.
- d) It is the responsibility of the holding teams to safeguard and return the trophies to the Organisers prior to the following year's event. Your team name as appropriate should be affixed to the trophy.

9. General

- a) Teams must adhere strictly to the starting times allocated – advised at Edale for The Walk.
- b) In the event of an outbreak of Foot and Mouth, or any other animal disease in the area, the Walk 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 by competitors. However every effort will be made to reimburse the entry fee if circumstances permit.
- c) In the event of the Start Committee considering that weather conditions are unsuitable for competitive walking over open country, the Walk will be cancelled. The Organisers cannot accept any liability for any expense incurred by competitors. However every effort will be made to reimburse the entry fee if circumstances permit.
- d) Dogs are not permitted to accompany teams on the walk.
- e) The Organisers accept no responsibility whatsoever for any loss, injury or loss of life incurred by competitors.
- f) **Suitability of equipment listed in Rules 2, 3 & 4 will be entirely at the discretion of the Inspection Teams. If in doubt, bring alternatives.**
- g) Although the Challenge does not go over the same terrain as the Walk, the weather conditions can be just as challenging and hence the equipment specified is applicable to both events.

WALKING INFORMATION

All Team Members should read the information in this handbook and understand the rules governing this event. It should be appreciated that this walk passes through “Potentially Hazardous Country” 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 a doctor before competing.

STARTING PROCEDURE

Team number and inspection time will be advised on the Team Entry form. Teams must book in at Chapel Scout H Q prior to the advised Inspection Time. After kit inspection, teams in the Kinder Walk will be transported by minibus to the Start at Edale. Your Start Time will be advised upon arrival at Edale.

RESCUE SERVICES

Mountain Rescue Teams will be in the area throughout the event. If any competitor is unable to continue when in open country, the remaining members of the team should alert the rescue organisation through any Checkpoint or Central Control; there will always be a Checkpoint open in front of and behind each team. It is essential that at least ONE person stays with the casualty. Any team finding another team in distress **MUST** help. They should ascertain the correct location and advise Central Control or the nearest Checkpoint. This action will be additional to any information already passed by members of the team in distress. Suitable time allowance for such action will be made at the discretion of the Organising Committee.

Rescue Signals: Teams should note the following signals, which would be used by teams in difficulties.

<u>MESSAGE</u>	<u>Lamp or Whistle</u>
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Help Wanted	6 flashes/blasts in quick succession followed by 1 minute silence
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Acknowledgement	3 flashes/blasts in quick succession followed by 1 minute silence
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WALKING INSTRUCTIONS – Kinder Walk

Leave the car park, down the steps at the side of the toilets, cross the road to the Rail station, take the concessionary footpath alongside the railway line. Cross the bridge and fork left to join the footpath to Barber Booth.(GR114 848). Take the path up to Upper Booth. Proceed west along the road and track, past Lee Farm and on towards Jacob’s Ladder. At the footbridge, take the steps up the “ladder”, or the gentler route through the gate and up the path. Continue along the Pennine Way path to JACOB’S LADDER Checkpoint at GR 082 862.

Continue along the Pennine Way over Swine’s Back, passing the Kinder Low Trig. Point about 150 metres on the right, along the more distinct edge path to KINDER DOWNFALL Checkpoint at GR 083 889.

Follow the Edge Path in a westerly direction, past Sandy Heys and then left down the steps to WILLIAM CLOUGH Checkpoint at GR 063 902.

Continue on down William Clough until about 100 metres before the edge of the reservoir. The path then climbs up to the right, over Nab Brow and along to WHITE BROW Checkpoint at GR 052 883.

Follow the Snake path towards Hayfield, turning right down the road into the village. At the main road in Hayfield turn right taking the first road on the left (Swallowhouse Lane) under the bypass to HAYFIELD Checkpoint at the Scout HQ GR 035 872 on the left.

Leave the Scout H.Q. then back under the bypass to the main road in Hayfield. Continue in a southerly direction, past the George Hotel and up the Highgate Road on the left. At GR 045 859 take the footpath/public bridle way (PBW) on the left towards spot height 364. Continue along the footpath past South Head to SHAKE HOLES Checkpoint at GR 066 843.

Follow the track for another 300 metres and then leave the track onto the footpath at GR 072 838 (Don't follow the track). Follow the footpath to Shire Oaks Farm, approaching the farm gate, turn left and follow wall to the east of the farm and follow the path downhill to the railway bridge. Proceed across the bridge and up the path to join the road towards Malcoff, turn left onto the road up the hill past Malcoff Farm. Continue along the road to Slack Hall, passing Ford Hall on the left to SLACKHALL TRIANGLE Checkpoint on the A625 Sheffield Road at GR 075 819.

Take the A625 to Chapel-en-le-Frith going under the bypass to the junction with the A6. Turn right through Chapel, past the church on the left and after approx. 200 metres; take the left turn Thornbrook Road to the Finish at CHAPEL SCOUT H.Q. at GR 059 807.

WALKING INSTRUCTIONS – Kinder Challenge

Leaving the Chapel H.Q. proceed back along Thornbrook Road to the 'T' junction. Turn left up the High Street to "The August Moon"; turn right up Church Brow to near the church on the Market Place; take path straight ahead (Church Lane) follow path down and under the railway tunnel. After 50 metres turn right through stile by gate (marked) and follow path uphill on left hand side of wall. After two fields, continue in a westerly direction to left of houses to stile in corner of field and follow footpath to left of hedge until it meets the road. Turn right down Charley Lane and under the by-pass, taking the left hand old tramway track in the direction of Chinley. Follow tramway past White Hall, leaving the track and turn right up the metalled road up to Leaden Knowl. Turn right at 'T' junction (B6062 Lower Lane). After 200 metres take the bridge over railway on your left, follow this up the path to meet Over Hill Road. Turn left and follow road up to THROSTLE BANK Checkpoint at GR 030 832.

After the Checkpoint, take right hand fork up the track (northwards) up to spot height 426 turning east and past Hills Farm to PEEP O DAY Checkpoint at GR 048 850 near the junction with the A624.

After the Checkpoint turn left onto the A624, continue for 100 metres then take right hand footpath (marked) past disused quarry. Continue along the path until the junction with a track. Turn right (South) and follow public bridle way (PBW) towards South Head and on to SHAKE HOLES Checkpoint GR 066 843.

Follow main Kinder Walk route from here onwards to SLACK HALL and the FINISH at Chapel H.Q.

INSPECTION TEAMS

Inspection Teams will be operating throughout the event. Their terms of reference are broadly noted as follows:

- Inspection of personal and team equipment of every participant prior to starting.
- Random spot checks of some, or all, of the personal and/or team equipment at or between checkpoints throughout the whole of the event. (Note: time taken for these checks will be credited and a team may be stopped more than once.)
- Observation of teams for any infringement of the rules, especially of “support” cars and pace- making by non-competing walkers.

Thin, lightweight outer garments will not be acceptable – a good guide is to ensure that the garment has sealed seams.

If there is any possibility of your trousers being considered to be of “thin” material, we advise you have “Long Johns” available at the kit check prior to starting the walk. We have also specified “footwear” that has been specifically designed for hiking or fell running” – we hope this will prevent competitors arriving at inspection with “trainers”.

Competitors will be aware of developments in clothing and equipment technology in recent years and the Organisers recognise the need to respond accordingly in respect of the requirements of the rules. However your safety whilst walking is still our biggest concern. The rules take account of your needs in an emergency situation on the hills, which we realise many may never have experienced. It is vital that everyone retains body heat in an emergency situation, not just the casualty.

Any infringement of the rules can lead to disqualification of the individual or the team, on the spot, at the Inspectors’ discretion. All incidents will be reported to the Organising Committee.

COUNTRYSIDE CODE

Competitors are reminded to keep to the Countryside Code at all times.

CHAPEL SCOUT HEADQUARTERS

Parking is available in the Car Park in Thornbrook Road - just before the Scout Headquarters. Pedestrian entry to the Headquarters is through a gate at the rear of the car park.

MOBILE PHONES

Mobile phones must be fully charged and operational i.e. switched on and sufficient battery life and credit (where applicable) available. Central Control (01298 813757) should be programmed in before you start.

PROGRAMME

- 06.00 Booking in commences for **Kinder Walk** at Chapel Scout H.Q.
- 06.00 Kit inspection starts for Walk.
- 07.00 Start of **Kinder Walk** from Edale Community Centre. (Teams will be transported by minibus from Chapel to the Start)

- 08.00 Booking in commences for **Kinder Challenge**.
- 08.00 Kit inspection starts for Challenge.
- 08.30 Start of Kinder **Challenge** from Chapel H.Q.
- 11.00 Teams begin to arrive at the Finish. Certificates will be presented as teams finish during the day – as soon as placings can be established.
- 17.00 Chapel Scout H.Q. to be vacated.

TRAINING FOR THE EVENT

Attention is drawn to P.O.R. Rule 9.7 - Adventurous Activities Permit Scheme, which is applicable for training walks prior to the event. Competitors are reminded of the importance of the safety rules and their selection of equipment whilst training as well as on the event itself.

Adherence to these rules is just as important during training as on the walk itself. Remember, the weather is unpredictable in this area and less help is on hand in the event of an emergency.

OVERNIGHT ACCOMMODATION

Overnight accommodation on the Saturday night, may be booked at Chapel Scout H.Q. Nb. Space is limited so it is first come first served. There are no cooking facilities but sleeping and W.C. available at £2 per head. Contact Pete Bywater on 01298 815377 or e-mail: Petebewater@hotmail.co.uk to pre-book.

LOST PROPERTY

Any item of lost property should be handed in to the Lost Property Table at Chapel Scout H.Q. After the event any queries should be addressed to the Competitors' Secretary:

Mr A M MacAlister 5 Nottingham Road, Belper, Derbyshire DE56 1JG Tel: 01773 821986

E-mail: kinderwalk@derbyshirescouts.org

SOUVENIR 'T' SHIRTS

Available only for entries received before 21st September.

BUFFS

We will have Kinder Walk "Buffs" for sale at the Finish priced at £10 each. These may be pre-ordered or purchased (subject to availability) on the day.

Acknowledgements:

Accommodation

- 1st Chapel-en-le-frith Scout Group
- 1st Hayfield Scout Group

Access

- Landowners and tenants
- Gamekeepers
- Peak Park Authority

First Aid and Rescue Services

- Derby Mountain Rescue Team

Catering

- Ilkeston Scout Active Support Unit

Various

- Bywater Gas
- All those manning Checkpoints and all other helpers on the event

Without all this help, the event just could not take place.

A sincere thank you!





The Four Inns Walk – Saturday 5th April 2014

A challenging competitive event organised by the Derbyshire Scout Association. The event is for teams of 3 or 4 over a distance of approximately 65 km over some of the roughest moorland terrain in England – the Peak District. Go to www.fourinnswalk.org for more details



The Wilmot Wander Sunday 26th January 2014

Organised by 27th Derby Scout Group, the walk is a 32 mile circular route around Derby in open countryside

Open to anybody over 14½ - in teams or as individuals.

Trophies for fastest walking team and fastest fell running team.