



Wolds Challenge

Leader Information

Dear Leaders

Thank you for entering a team into the Wolds Challenge event. We wanted to share with you some important information about the event to help ensure that everyone has a great time at the event, they are safe and have the correct kit and information needed, as well as sharing with you, how we do everything we can to keep young people safe during the event.

Introduction to the Event

The Wolds Challenge is a one-day hiking competition for Scouts and Explorer Scouts, which is the sister Event to the Fells Marathon. The Wolds Challenge is a great training Event for the Fells Marathon. Teams carry their own kit, have to visit a number of checkpoints where they are recorded and given any help or support needed. The event is a test of navigation, route finding and teamwork, as well as a walking challenge.

Parent & Carer Information

We have shared with you a document for parents – Please ensure that the document is shared with all parents and carers of young people participating in the event.

Leaders attending the event

As part of the safety plan we must know of **every** volunteer attending the event. When you check your Teams in, the Admin Team will also ask for a list of names of every adult on the Event, associated with your Group. It will be helpful for you and us if you have this pre-prepared!

Mandatory Training

All volunteers over 18 attending the event are required to hold a current enhanced Scouting DBS check as well as completing the Scouts Safety and Safeguarding Training (regardless of their role on Compass). Both modules must be recorded on Compass.

Safeguarding

All volunteers must be familiar with the [Yellow Card](#) and adhere to this at all times. Any Safeguarding issues must be reported as soon as practicably possible in line with the Yellow Card. Any reported incidents must also be notified to the Event Management Team.

Kit List

You should have downloaded and shared the kit list from www.fells-marathon.org.uk/wolds-challenge/kit-list with all participants / parents / carers.

This includes the Team kit that is required too and is usually provided by Sections.

Dogs at the Event

NO DOGS are allowed on the event.

This includes at the Centre, on Checkpoints or walking with Sweep Teams or Response Teams.

Checkpoints

Those who have volunteered to run Checkpoints have been sent the details they require in a separate email. Please remember to come and collect your Checkpoint equipment and radios between 07:00 and 08:30.

Remember to check your radio before you leave the Centre!

Results and Presentations

Due to the nature of the one-day event, Teams all finish and leave the Event at different times, so there is not a presentation where all Teams are present at the Wolds Challenge.

All Teams will be presented with their certificates and badges as they finish by a member of the Event Management Team. The trophies for winning Teams are then presented at Section meetings in the weeks after the Event.

We aim to have the full results (for all Teams) available on our website the following day after the event.

Arrival at the Event

Once you arrive at the Wolds Challenge, parents/carers need to quickly hand over their young people to their Group Leaders, who will be waiting in their designated meeting area. **These areas will be marked out and labelled with your Group/Section's name.**

Once a Team is all complete, they will need to go with a Leader and check in with the Admin Team. **Check-in is open between 08:00 and 09:30** and teams can decide what time they wish to arrive and check in. Here they will ensure all medical forms are complete, collect mobile numbers from Team members for use in an emergency and attach the emergency wristbands to each Team member.

After this, there is to be no more Leader intervention unless required by a member of the Event Management Team. From here they will progress through to Map Control and Kit Check. Teams usually go through map control and kit check in a similar order to which they arrive.

The map control and kit check areas are reserved for participants and once they have entered the process, they are not normally allowed to go back (this ensures we can process all teams as quickly as possible).

Once the maps and kit have been checked, the teams will visit the Start Checkpoint where they will receive their safety briefing before the clock starts on their time.

From this point onwards they become the responsibility of Event Control.

Change Desk at Check-in

Any changes (team members moving, merging teams, etc) will be handled by the change desk which will operate a first come first served queuing system, however volunteers will prioritise those with complete and correct forms.

Questions at the Event

If you have any questions or queries on the day, please speak to one of the Event Management Team, who will be wearing an orange high-vis vest.

They are:	Josh Railton	Event Director
	Claire Moverley	Admin Manager
	Rachael Macadam	Checkpoint Manager
	Gary McCune	Event Controller

Traffic Plan

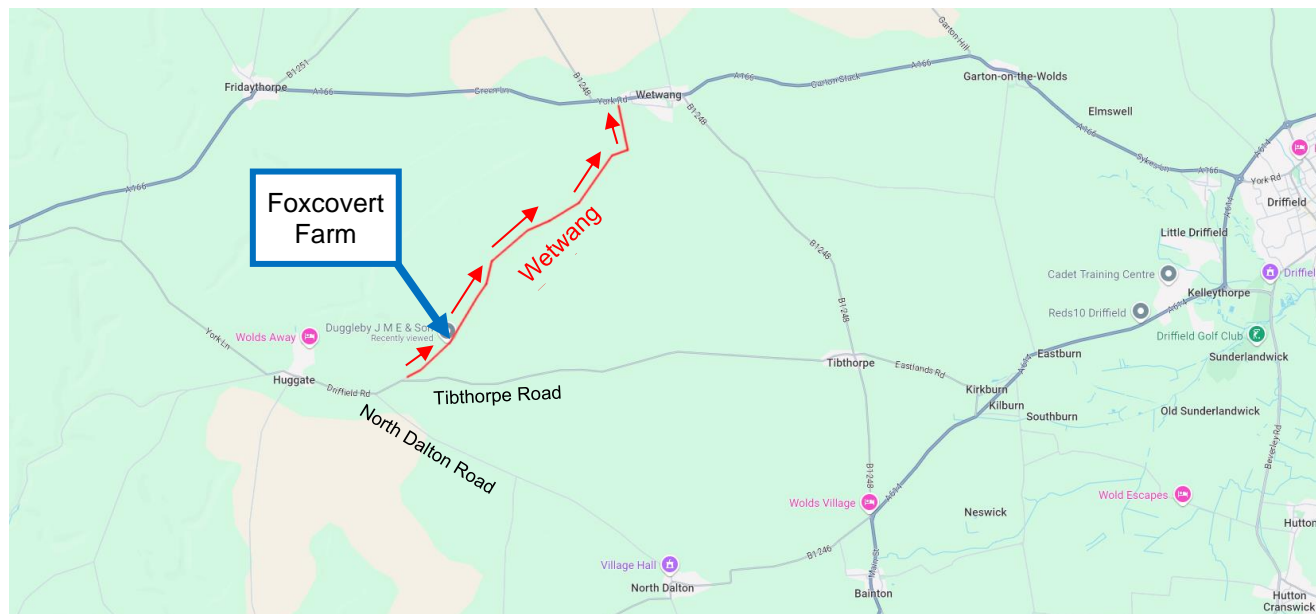
As this is a one-day Event, we know Parents and Carers are often asked to provide transport for your young people to and from the Event.

Our Centre this year is at: Foxcovert Farm, Huggate, Driffield

As usual, the Centres we use are in the middle of the beautiful English countryside and therefore have limited parking.

Please car share with other attendees as much as possible to reduce the number of vehicles at the Event.

To cause the least amount of disruption possible to the local area, we will be operating the following traffic plan on the day.



- Traffic should arrive via Driffield Road through Huggate, the Tibthorpe Road or the North Dalton Road.
- **After the junction with Tibthorpe Road, the road from Huggate to Wetwang will be one way.**
The What3Words for this junctions is: [///decoded.kickbacks.coining](http://www.what3words.com/decoded.kickbacks.coining)

As you travel down this road, towards Foxcovert Farm, you will spot our Team of helpful traffic marshals who will direct Leaders, Parents and Carers where to park and where to drop young people off.

You may have to queue for a period of time on Saturday morning, but we thank you in advance for your patience and for treating our volunteers with respect, as they manage what can be a very busy period during arrivals.

Once parked, Parents and Carers need to walk their young people to the paddock on the farm and quickly hand them over to their Leaders, who will be waiting in their Group's designated meeting area.

They should then quickly return to their vehicles, so the spaces can be cleared for the next people to use.

The same traffic plan will be in place for collection and should be less busy than the morning due to the staggered times that Teams will finish the Event.

Event Safety

We want everyone to have fun, but equally we must make sure everyone is prepared and safe before they start. Here is some information on the controls we have in place to ensure a successful event for everyone.

Keeping young people safe

All adults (18+) attending the Wolds Challenge are required to hold a current enhanced Scouting DBS check as well as completing the Scouts Safety and Safeguarding Training.

The safety team based at Event Control are always monitoring the teams throughout the event and the event has a robust safety plan and set of Risk Assessments, both of which are reviewed for each event.

The safety team have plenty of experience to recognise where teams have become misguided and strayed from the route... sometimes we can even spot it before they do!

First Aid provision

First aid is available at the start/finish and at all checkpoints. Additionally, in the case of an emergency or more urgent help being needed, we have a number of support teams that can be sent to help participants in any location.

Before teams set off on the event

Upon arrival (or shortly after) teams will go to map control to ensure that their maps are correctly marked for the route being walked, as well as ensuring they avoid any prohibited areas (busy roads etc). Prior to starting the event a full kit check takes place (and yes, they really do check everything on the list, so knowing how it fits into the bag is quite useful!).

What if young people need help on the event?

In the event that a team does need some help, they can simply call one of the numbers on their wristband (that they're given when they check in).

We ask all young people to call the numbers on the wristband first... rather than parents or leaders as the event control team have full sight of the event and are the team that can get help to them the quickest.

What happens when they call the numbers from the wristband

One of the friendly Event Control team will talk to the team, understand what it is that they need help with and work with them to either get them back on track, or to send assistance to them, be that in the form of a vehicle or a response team (depending where they are and the type of help required).

Who is there to support the young people on the event

The event has a large number of volunteers that support the event, made up of:

Event Control	The overseeing eyes and ears of the event
Radio Team	HumberSide Scout Communication Team, keeping everyone in touch
Checkpoint staff	Those checking the teams in at various points along the route
Sweep teams	Teams of adults that walk behind a number of teams to help if required
Response Teams	Usually found in their 4x4 vehicles and quickly deployed where needed
Medical Team	Those that are qualified to assist and assess anyone that needs it
Minibus(es)	Collecting anyone that retires, and helps to locate any misguided teams

More information

You can find out more about the event, past and present along with some helpful tips to help you along the way on our website: www.fells-marathon.org.uk