

Dear Leaders

Thank you for entering a team into the Fells Marathon 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.

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.

Introduction to the Event

The Fells Marathon is a two-day hiking competition for Scouts and Explorer Scouts. Carrying full kit for the two days. Whilst out on the route, participants have to visit a number of checkpoints where they are recorded and given any help or support needed. Overnight the teams cater for themselves on a campsite monitored by event staff. It is a fun weekend and is a test of navigation, camping skills and endurance.

Leaders attending the event

As part of the safety plan we must know of **every** leader/helper attending the event. Claire will email out to ask for names and membership numbers upon receipt of entry.

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 leaders 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.

Medical Forms

These need to be completed ahead of the event in order that these can be collated for the event management team and the overnight site.

Kit List

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

Food & Accommodation

Food is £20 for the weekend and can be booked on the event booking system

An Indoor bed is £20 per person for the weekend

Camping is £10 per night, per leader.

All payments are to be sent by BACS before the event as there is limited Wi-Fi at the site.
To: Blacktoft Beacon District Scouts - Sort Code: 40-25-59 Account Number: 00106941

Alcohol

Leaders must adhere to the [Green Card](#) at all times.

Everyone likes to be social and have a drink or two when you're not responsible for young people but remember that you may have to drive early in the morning, or in an emergency, may need to collect young people from the overnight site.

Dogs

Dogs are not permitted to be on site and therefore cannot be brought to the event.

Camping and Event Passports

Friday Night

The team is the responsibility of their own group or unit. Usual Scout Association POR requirements for nights away apply. The teams therefore need to have a Leader with a Campsite Nights Away Permit present.

Where a group or unit does not have a Nights Away Permit Holder available then please get in touch with us prior to the event. We may be able to help (no guarantees).

Saturday Night

All teams are expected to be self-sufficient, and leaders are not permitted on the overnight site. The overnight site is usually a temporary one, set up specifically for the event. Toilets and drinking water are provided.

The Fells Marathon organisers will provide a camp site team to act as a warden and deal with any emergencies. The Leader in Charge of the overnight site team will have an appropriate Nights Away permit.

Teams stay on the site based on the "Event Passport" system. (See POR 9.2.5). This must be filled in and signed by an appropriate leader prior to the event.

The group or unit is responsible for issuing the Event Passport which must be authorised by a Nights Away Permit Holder of either campsite or lightweight camping categories. The permit holder must provide support during both the preparation and the event itself. They must be satisfied that the young person issued the passport, has the required abilities, but are not required to attend the event.

Team Kit

All teams must carry an emergency shelter to accommodate all members and be able to demonstrate how to use it.

The team must also have enough 'bivvy bags' for all members.

In the event that any member drops out, the team must ensure that there is still sufficient shelter and 'bivvy bags' for all remaining members.

Footwear

All participants will need walking shoes or boots to take part in the event. **Trainers will NOT be allowed.** Anyone found to be wearing trainers will not be able to take part in the event. The wearing of correct footwear is essential to the terrain and safety of participants, and this will be checked both prior to starting the event and at checkpoints whilst on the event.

Clothing

Picture this: You are out competing for first place in the Fells Marathon when the temperature starts to drop. What do you do?

Most people would get their big coat out, and zip it right up, but this really isn't the best thing to do when hiking. When hiking it is best to adopt the layering technique.

As you are hiking you will heat up. This means that you don't need that thicker outer layer. You will be more comfortable when hiking as you are cooler. Equally the sun is out, and you

are just wearing a base layer, clouds come over and it gets a little bit colder. You can put on one, maybe two layers to warm you up but not make you too hot.

Arrival at the Fells

Once you've arrived, the full team needs to go to check in to collect wristbands and hand in any paperwork. This will be checked against the entries for any necessary adjustments. If you need to make any changes, you will be directed to the 'Changes Desk' and dealt with once the Check-In Team have chance. To avoid this, please ensure your entry forms are correct or any changes are with Claire at least 1 week prior to the event.

Checkpoints

We are always looking for help manning checkpoints if you are available to help, please get in touch with Rachael Macadam (checkpoints@fellsmarathon.org.uk).

Checkpoint Locations

We have had instances in the past of checkpoints being moved from the intended position. All checkpoint packs contain a grid reference and a picture of the intended location. Please ensure that they are located in the correct place and contact event control if there are any issues.

Overnight site

There must not be any leader intervention at the overnight site. The site is managed by a warden, and they will provide **any** necessary support to participants. If it becomes necessary, they will make contact with you.

Results and Presentations

Everyone wants to know how well they've done, but remember, it's not about the winning necessarily, it's about taking part and having fun.

There will be a presentation on the Sunday afternoon (around 15:00) where certificates and trophies will be presented to competing teams.

We aim to have the full results by the end of the event and subject to a final check; they will be available on our website the following day after the event.

Event Safety

We want everyone to have fun, but equally we must make sure everyone is prepared and safe before they start. This page provides 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 Fells marathon 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 weekend 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, all checkpoints and at the overnight site. 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 in the morning, 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!). **Remember – Trainers are not allowed and will not pass the kit check!**

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/carers 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 try to get them back on track. They can quickly arrange to send assistance to them if needed, be that in the form of a vehicle or a response team (depending on 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.fellsmarathon.org.uk