

CIRCULAR NIGHT INCIDENT HIKE/CAMP

SAT-SUN 14-15 NOVEMBER 2009 COST £5 PER SCOUT, SUPPER AND BREAKFAST PROVIDED
STARTING, FINISHING AND CAMPING AT CUCKHAMSLEY HILL WOOD ON THE RIDGEWAY
Grid Ref SU458850. Approx 4km south of East Hendred A417 (Junction)

Directions to camp from Didcot: B4493-Harwell-A417-Rowstock roundabout-A417-East Hendred (first turn on left)-follow rd through village, generally south-past Easton arms and church-out of village-2km of straight rd-sharp left bend (take care! potholes and floods)-150m sharp right bend-up hill 600m-end of road, parking Chuckhamsley Hill wood/Ridgeway

The scouts will hike in well equipped groups (ref. kit list-winter conditions) in groups of 4-6. As an aid to their navigation and security, groups may be accompanied/followed by leaders or nominated parents/guardians. The hike is approximately 15km in distance involving 21 navigational/checking decisions. There will be six check-points spaced at strategic locations, which will monitor the progress of the scouts and present them with scouting challenges-eg.first aid, cooking, canoeing, ghost, tramp; lady in distress etc. Each checkpoint will be well equipped to provide shelter, medical aid, if necessary a back-up landrover will be available to transport casualties to evacuation points. Each hiking group will be provided with a list of mobile phone number so they can contact the checkpoints for navigational help or transport. Also, each group will have a Morse-code torch call sign to aid local communication. If the scouts get lost they must not phone their parents, this is very distressing and pointless. The scouts must follow the procedures, which will be discussed with their leaders (ref. hike rules)

TRANSPORT, TIMES AND PROVISIONS ETC

Start times $\frac{1}{2}$ hour intervals between 6.30pm and 10pm. Each hiking group will arrive at the hike start location (above) between 30 and 45 minutes before their arranged start time. They can then set up their tents in the wood and do their final checks for the hike. At the arranged start time they will check-in, present the necessary forms and pay. When they complete the hike they will check-out at the same location and report any medical problems etc. Please ensure that scouts have food and drink for the hike in order to maintain their energy levels (hot flask recommended). Supper will then be provided. In the morning breakfast will be provide, then each group will make their own arrangements for transport home (this will depend upon their hike finish time-anything between 1-4am), the latest transport home should be 12 noon

TROOP NIGHT PLANNING AND PREPARATIONS (NAVCOMFASS)

Navigation, communication; first aid; survival and safety. This planning will be done with their scout leaders at troop nights etc prior to the event, in accordance with winter survival hiking strategies

PERSONAL KIT FOR HIKE (PREPARE FOR THE PREDICTED WEATHER CONDITIONS)

Waterproof rucksack (bin liner inside), spare bin liners, food and drink for hike (hot flask if possible), warm hiking clothes, complete change of spare clothes in bin liner, hat, gloves, warm coat, waterproofs, boots or strong shoes (broken in), watch. Troop kit for hike-medical, navigational and survival equipment will be provided by each scout group, with an adequate supply of emergency rations. Prescribed medications-please supply two separate supplies each being adequate for the duration of the camp

PERSONAL KIT TO BE TRANSPORTED AND LEFT AT CUCKHAMSLEY WOOD

Tentage (personal or troop), warm sleeping bag, spare blanket, carry mat, plate, cutlery, mug, wash kit, towel, spare trainers, one complete change of warm clothes etc

PERSONAL INFORMATION-DIDCOT DISTRICT SCOUT NIGHT INCIDENT HIKE 14-15 NOVEMBER 2009 ENCLOSED £5 YES / NO

PLEASE RETURN THE PERSONAL INFORMATION/PERMISSION SLIP AND £5 (CASH) TO YOUR SCOUT LEADERS AT THE NEXT TROOP NIGHT (CLEARLY LABELLED ENVELOPE PLEASE). ANY PROBLEMS, PLEASE CONTACT YOUR SCOUT LEADERS. MEDICATIONS-PLEASE PROVIDE TWO, CLEARLY LABELLED SUPPLIES (ONE AS SPARE)

FULL NAME OF SCOUT _____ DOB _____

DATE OF LAST TETANUS IMMUNISATION _____

CURRENT MEDICAL CONDITIONS _____

MEDICATIONS _____

ALLERGIES (MEDICINES/FOOD ETC) _____

RECENT INJURIES/ILLNESSES _____

EMERGENCY CONTACT ADDRESS/PHONE _____

MOBILE PHONE CONTACT NUMBERS _____

IF I THE PARENT/GUARDIAN CANNOT BE CONTACTED,I HEREBY GIVE MY GENERAL CONSENT TO ANY NECESSARY MEDICAL TREATMENT AND AUTHORISE THE SCOUTER IN CHARGE TO SIGN ANY DOCUMENTS REQUIRED BY THE HOSPITAL AUTHORITIES

SIGNED _____ (PARENT/GUARDIAN) DATE _____

INCIDENT NIGHT HIKE 14-15TH NOVEMBER 2009

HIKE INFORMATION, RULES AND SAFETY FOR ALL GROUPS

CHECK-IN DESK

- 1) PLEASE BE AT CUCKHAMSLEY WOOD AT LEAST 30 MINS BEFORE YOUR START TIME-CHECK IN
- 2) PUT UP YOUR TENTS AND PREPARE FOR HIKE
- 3) BEFORE STARTING THE HIKE, HAND IN A COPY OF YOUR CHECK-IN SHEET WITH YOUR GROUPS PERSONAL INFORMATION/PARENTAL PERMISSION SLIPS. THE PERSONAL INFORMATION SHEETS WILL BE CHECKED AND HANDED BACK TO YOUR HIKE GROUP LEADER. LOOK AFTER THIS INFORMATION, IT WILL ACT AS YOUR IDENTIFICATION AND BE USEFUL IN THE EVENT OF AN ACCIDENT. IN THE EVENT OF AN ACCIDENT GIVE THE NECESSARY INFORMATION TO A LEADER OR EMERGENCY SERVICES
- 4) HAND IN YOUR GROUPS HIKE FEE (£4 PER PERSON) IN A CLEARLY LABELLED ENVELOPE. PLEASE MAKE SURE THAT THE CASH IS CORRECT AND PLACED IN AN ENVELOPE BEFORE YOU GET TO THE CHECK-IN

CHECK-OUT DESK

- 1) WHEN YOU ARRIVE BACK AT CUCKHAMSLEY WOOD, HAND IN THE CHECKOUT CARD
- 2) FOOD AND DRINK WILL BE SUPPLIED

PRIOR TO HIKE

- 1) GET A MET OFFICE WEATHER FORECAST AND TAKE IT WITH YOU
- 2) PAPERWORK-FILL IN CHECK IN AND CHECK-OUT AND CHECK-IN SHEETS
- 3) STAPLE YOUR PERSONAL INFORMATION/PARENTAL PERMISSION SLIPS TO THE CHECK-IN SHEET
- 4) INFORMATION-HIGHLIGHTED MAP, ROUTE CARD, COMMUNICATIONS SHEET
- 5) BE WELL PREPARED FOR THE PREDICTED WEATHER CONDITIONS. SPARE CLOTHES ESSENTIAL
- 6) STUDY THE ROUTE (HIGHLIGHTED MAP AND ROUTE CARD).
- 7) PRACTICE YOUR NIGHT NAVIGATION SKILLS
- 8) DISCUSS YOUR ACTIONS IN THE EVENT OF NAVIGATION PROBLEM, INJURY, EMERGENCY

NAVIGATION

- 1) STAY TOGETHER AT ALL TIMES AND SHOW GOOD TEAMWORK
- 2) BE ABLE TO NAVIGATE IN THE DARK USING A MAP AND COMPASS. KNOW YOUR NUMBER OF DOUBLE PACES FOR 100 METRES. ASSUME YOU HIKE SPEED TO BE 3KM PER HOUR (20 MINS PER KM). BE AWARE OF YOUR TIME BETWEEN LOCATIONS AND USE TO ESTIMATE YOUR POSITION
- 3) STICK TO THE ROUTE PLAN (HIGHLIGHTED MAP/ROUTE CARD)/USE AN ORDNANCE SURVEY MAP
- 4) NO SHORT CUTS-YOU MUST CHECK-IN AT ALL OF THE CHECKPOINTS. AT EACH CHECKPOINT YOU WILL BE GIVEN SCOUTING CHALLENGE
- 5) DO NOT FOLLOW OR CROSS ANY ROADS (EXCEPT ON THE ROUTE PLAN)
- 6) NAVIGATIONAL PROBLEMS-MAKE CONTACT LEADERS (NEAREST CHECKPOINT)
- 7) BE AWARE OF EACH HIKE OBJECTIVE (NAV POINTS 1-23 AND CHECKPOINTS A-F) ON THE HIGHLIGHTED MAP AND ROUTE CARD)-YOU SHOULD KNOW HOW LONG IT WILL TAKE TO TRAVEL BETWEEN NAV POINTS –HIKE SPEED 3KM PER HOUR. REMEMBER, IT'S NOT A RACE
- 8) DON'T JOIN UP WITH OTHER HIKE GROUPS UNLESS THERE IS AN EMERGENCY/PROBLEM
- 9) NAVIGATION UNCERTAINTY-REMEMBER BACK TRACKING TO A KNOWN LOCATION IS THE BEST SOLUTION

COMMUNICATIONS (IF YOU GET LOST-DO NOT PHONE YOUR PARENTS-PHONE LEADERS)

- 1) TAKE CARE OF YOUR COMMUNICATIONS SHEET
- 2) KNOW YOUR GROUPS MORSE CODE CALL SIGN
- 3) WHEN YOU SEE THE "HF" CALL SIGN WITH A TORCH (4 DOTS THEN 2 DOTS) THIS WILL BE THE SPOTTERS CHECKING YOUR POSITION..YOU HAVE 10 SECONDS TO REPLY WITH YOUR GROUPS CALL-SIGN WITH ONE TORCH ONLY (FAILURE TO DO SO WILL RESULT IN A FORFEIT)
- 4) IF THE SPOTTERS ETC REPLY TO YOUR CALL SIGN BY WAVING THEIR TORCH-GO TO THEM FOR INFO.

MINOR MEDICAL AND EMERGENCY

- 1) MEDICAL EMERGENCY (DO NOT DIAL 999 ON YOUR MOBILE UNLESS YOU ARE SURE THAT IT IS A MEDICAL EMERGENCY)- CONTACT LEADERS (NEAREST CHECKPOINT) USING THE COMMUNICATIONS SHEET. IF NO CONTACT PHONE THE NEXT NEAREST AND SO ON . IF NO CONTACT, SEND TWO SCOUTS TO THE NEAREST CHECKPOINT-FLASH SOS WITH ONE TORCH (3 DOTS, 3 DASHES, 3 DOTS). IF NO CONTACT GO TO THE NEAREST PHONE/BUILDING AND GET HELP
- 2) MINOR MEDICAL PROBLEM-CONTACT THE LEADERS (NEAREST CHECKPOINT)

SAFETY AND CONDUCT

- 1) TAKE CARE WHEN CROSSING ROADS
- 2) WATCH OUT FOR JOY-RIDERS ON FARM ROADS
- 3) FOLLOW THE COUNTRY CODE, DON'T CLIMB ANY FENCES, NO NOISE NEAR FARM BUILDINGS.
- 4) IF YOU ARE ASKED FOR IDENTIFICATION-SHOW YOUR CHECK-OUT CARD
- 5) ANY PROBLEMS-CONTACT THE NEAREST CHECKPOINT

Didcot District Scout Night Incident Hike and Camp 14-15 NOVEMBER 2009

Hike start, finish and campsite-Cuckhamsley Hill wood on the Ridgeway. Grid Ref SU458850

Approx 4km south of East Hendred A417 (Junction)

Directions to camp from Didcot: B4493-Harwell-A417-Rowstock roundabout-A417-East Hendred (first turn on left)-follow rd through village, generally south-past Easton arms and church-out of village-2km of straight rd-sharp left bend (take care! Potholes and floods)-150m sharp right bend-up hill 600m-end of road, parking Chuckhamsley Hill wood/Ridgeway

Key to navigation shorthand

Rd=road, RW=Ridgeway, FP=footpath, R=right, L=left, m=metres, km=kilometres

ByW=byway, BrW=bridleway, RdUAAPP/ROW=road used as public path (no tarmac)/right of way

Xrds =track crossroads

Please note: To help with navigation the **route card** mentions all track junctions along the route. This should help you to travel between checkpoints A-I. Some areas may be quite difficult because there are several tracks. These areas are **NAV points** (6,7), (13,14,15), 19. Your **pacing and compass** skills will be important in these areas. Between other points it is important to have an estimate of your travel speed eg 4km ph=15mins per km/1½ mins per 100m. Hence you should estimate the travel time between locations. Be aware-you may not see all of the junctions. You may find that your speed at night is nearer to 3km ph. Hence 20min per km/2mins per 100m

Total distance approx 15km. Over all height gain approx 150m (500 feet)

CP-Nine possible checkpoints/incident sites A-I NAV 1-19 GO Navigation instructions

CP NAV

- A** 1) **458850 Cuckhamsley Hill wood (NE corner).** GO-RdUAAPP/ROW. Bearing 190deg 1.9km
2) 451833 Minor Rd 300m E of Lands End cottage. GO-West 300m by Rd (verge)
- B** 3) **447832 Lands End cottage.** GO-RdUAAPP/ROW. Bearing 170deg (Old Street Track)
900m
4) 448823 BrW on Left. GO-175deg (Old Street Track) 50m,
5) 448822 FP on Right. GO-175deg (Old Street Track) 600m
- C** 6) **450816 Wooded XRds RdUAAPP/BrW.** GO-275deg 200m RdUAAPP/ROW.
7) 448816 X Rds ByW/BrW. GO-210deg 250m ByW. Whitesuute Row
8) 447814 Farm track junction (Quarry). ByW obstructed. GO-225deg 400m along farm track.
9) 445812 N end of Wickslett copse. X rds with BrW. GO-160deg 1.2km BrW
- D** 10) **454803 Minor Rd Near Catmore.** GO-80deg 400m ByW
11) 458804 Junction BrW left. GO-145deg 150m ByW (Old Street Track)
- E** 12) **459803 High Robins.** GO-70deg 1.6km RdUAAPP/ROW. Woolvers Borders on Right
- F** 13) **474806 XRds ByW/FP.** GO-45deg 150m ByW.
14) 475808 BrW on Left. GO-45deg 50m ByW
15) 476808 Fork in track (Windmill Down) GO-60deg (left fork) ByW 1.5km
- G** 16) **485819 Rd between Isleys.** GO-35deg 1.7km RdUAAPP/ROW. Gallops/Hodcott Down
- H** 17) **489835 Ridgeway.** GO-300deg 1.2km. RW
- I** 18) 479841 Road at Bury Down. GO-300deg 1.9km RW
19) 463848 ByW on R then 30m BrW XRds. GO-295deg 450m RW
- A** 20) **458850 Cuckhamsley Hill wood**