

# Rambling Fox 2026 Event Rules

Failure to comply with these rules may result in points deductions, withdrawal, or disqualification at the organisers' discretion.

## Team Composition & Eligibility

1. **Team sizes:** Cub and Scout teams must have **5–6 members**; Explorer teams **4–6 members**. In exceptional circumstances, Cub/Scout teams may start with **4 members**, where organisers are satisfied all efforts were made to avoid this.
2. **Minimum numbers:** Teams dropping below **4 members** during the event may not continue.
3. **Sections:** Separate competitions will run for **Cubs, Scouts, and Explorers**. All participants must be within the correct age range for their Section.
4. **Entry limits:** Maximum entries are **50 Cub teams, 50 Scout teams, and 25 Explorer teams**. Initially, each Group may enter **up to 2 teams**, allocated first come, first served. Additional places may be offered after **27th February** if capacity remains.
5. **Administration:** All payments, health forms (including medication), and team details must be submitted by the stated deadlines or teams may be withdrawn.

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## Health, Medication & Welfare

6. **Medication requirements:** Any required medication must be **in original packaging, in date, and declared on the health form**. Participants without required medication, including undeclared medication needs that organisers become aware of, may not proceed.
7. **Medication responsibility:**
  - **Cubs:** Medication carried by the young person under Shadow Walker supervision.
  - **Scouts/Explorers:** Medication carried and self-administered by the young person.

Any alternative arrangements must be agreed in advance.

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## Supervision & Conduct

8. **Cub Shadow Walkers:** Each Cub team must have **one Shadow Walker** with a valid Scouting DBS and basic navigation competence. Additional Shadow Walkers may be permitted for 1:1 support. Shadow Walkers must not coach or assist at bases

unless additional needs are identified; points may be deducted for inappropriate support.

9. **Scouts & Explorers:** Teams walk without Shadow Walkers and must be competent in basic OS Map navigation, to the satisfaction of their leaders. Shadow Walkers may be permitted for individuals with additional needs by prior agreement. Assistance and coaching at bases is not permitted unless additional needs are identified, and may result in points deductions.
10. **Mobile phones:** Each team must carry **two mobile phones** (these can be Shadow Walkers' for Cub teams), with numbers shared with organisers. Non-emergency phone or device use will result in **immediate points deductions**, including by Shadow Walkers.
11. **GPS tracking:** Teams will be tracked via GPS for safety and event management. Data will only be accessible to Hike Control and nominated officials.

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## Equipment & Navigation

12. **Check-in & kit:** Teams must arrive at their allocated time for check-in, kit check, and route planning. Teams lacking essential equipment may not start the hike; points will be deducted for any missing items. A full kit list will be issued in advance of the event.
13. **Safety withdrawal:** Organisers may withdraw teams **without refund** if serious safety or suitability concerns arise.
14. **Time management:** Walking speed is not scored, teams forecast not to complete the route within the agreed time may be collected at a checkpoint and transported to the finish. This agreed time frame will be set by organisers ahead of the event so that teams starting later are not disadvantaged. The same agreed time allowance to complete the route will apply to all teams in each competition.

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# Event Information

## Routes

1. **Cubs route:** Approx. **8km**, minimum **4 bases**. Cubs receive a plotted route but will be given some 6-figure grid references to identify points of interest on the route. Navigation and route planning are scored with lower weighting.
2. **Scouts route:** Approx. **11km**, minimum **4 bases**. Scouts receive 6-figure grid references and must plot their own route. Teams may not leave checkpoints until staff confirm understanding of the next leg.
3. **Explorers route:** Approx. **15km**, minimum **4 bases**, with route plotting as per Scouts.

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## Event Operations & Safety

4. **Team merging:** Where teams cannot continue due to numbers, organisers will attempt to merge teams so participants may complete the event.
5. **Route oversight:** Spotters will be present on the route and teams will be checked at regular intervals.

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## Scoring

6. **Bases & quizzes:** Teams must complete skill challenges at bases, a general knowledge quiz, and a route-based points of interest quiz.
7. **Scoring criteria:** Teams are scored on base performance, route planning, quizzes, and successful self-navigation between bases.
8. **Explorer orienteering:** Explorers are additionally scored on locating orienteering markers using **8-figure grid references**.
9. **Teamwork award:** A separate **Teamwork competition**, independent of ability, will run alongside the main competition.
10. **Independent scoring:** All scoring will be carried out by individuals independent of the participating Group or Unit.

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## Awards, Results & Media

11. **Awards:** Prizes will be awarded to the winning team in each Section and the Teamwork competition. All participants will receive a certificate.

12. **Photography:** Photos will be taken during the event. Participants without consent will be identified by coloured wristbands and avoided where possible. As the event takes place on public land, organisers cannot prevent public photography.
13. **Results:** Results will be announced on **Sunday 19th April**, with presentations held as soon as practicable afterwards.