

Redditch TREK



General Information

The TREK is run by the REDDITCH SCOUT ACTIVE SUPPORT on behalf of the REDDITCH DISTRICT SCOUT COUNCIL.

It is a hike in which the bases are fixed, but the route is not. Each team will plan their own route and so can be as long or short as they wish (minimum rules apply to qualify for successful completion)

The TREK starts and finishes at the H.Q. at INKBERROW VILLAGE HALL, SANDS ROAD, INKBERROW, WORCS. WR7 4HJ.

The event will start at 8.30am and finish at approximately 6.00pm, with presentations to successful and winning teams at around 5:30pm.

Hot and cold drinks will be available at the H.Q. after the event.

If your team has any less able members who may find difficulty on parts of the course please contact Alan Brinkworth, on 01527 65963, who will be able to make adjustments.

Requirements

Each team must consist of three* members.

(* Four in special circumstances by arrangement with the committee, but only THREE will be allowed to take part in the base activities)

All entrants must be members of the SCOUT or GUIDE Movements.

An entry fee of £4.00 per PERSON must accompany the entry form - cheques payable to REDDITCH SCOUT ACTIVE SUPPORT.

Each team must have a team name for identification purposes. Your entry will be registered using the chosen name and cannot be changed once entered. The team name must NOT exceed 20 characters including spaces.

The following equipment is essential for the competition

Each Person

- Pen/pencil
- Strong shoes or boots for walking
- Waterproof jacket and trousers (or gaiters)
- Suitable activity clothing including a hat.
- Food for the day
- A high visibility jacket
- Daysack.

Each Team

- Good compass
- Watch
- Small first aid kit
- Torch and Whistle
- Team card (supplied)
- Route sheet
- O/S map of the area
- Hot drink
- Mobile phone