



STEVENAGE SCOUTS

Website : www.stevenagescouting.org.uk



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DISTRICT NIGHT HIKE
Saturday 26th November 2016
Final Team Information

31st October 2016

Dear Scouts and Explorers,

Thank you for entering a team in this year's District Night Hike. The arrangements are as follows:

Start and finish: Datchworth Scout HQ, Datchworth Green, Datchworth, Herts SG3 6TL, adjacent to the Village Hall (Grid reference TL265184). See map on page 2. Drop off will be in Village Hall Car Park.

Team name: _____

Team start time: _____

Presentation time: 9:00am on Sunday 27th November at the Datchworth Scout HQ, Datchworth.

Pick up time: 9:15am (following presentation)

Emergency Contact: 07805 389486

Scout teams don't need to pitch tents as we will be using the Village Hall to provide sleeping accommodation when teams return. Please ensure you bring a roll mat as well as a sleeping bag, as we will be sleeping on the hall floor. There will be separate halls for males and females. Explorer teams may sleep in tents if they wish (there will not be separate sleeping accommodation from the Scouts). Over-night kit can be left in the sleeping accommodation just prior to your teams check-in time. Allow about 15 minutes for this.

A food base will provide a burger, snack bar and hot drink about half way around the route. Teams should also bring their own snacks and drinks to keep them going throughout the night!

The Scout route is approx. 9 miles with an extra 2 miles for Explorer teams. A first aid incident base is included. The team scoring the most points at this base will be awarded the District Scout First Aid trophy.

A basic breakfast of sausage or bacon sandwiches (or vegetarian alternative) will be provided between 8 and 8:30am on the Sunday before the presentation at 9am.

Car parking is limited in the village, so please share lifts where possible. Scouts and Explorers being dropped off should **follow the signs and directions for night hike car parking**. If the Village Hall car park becomes full, we may decide to use the field adjacent to the Scout HQ (weather permitting). 'Scout Night Hike' signs will be placed on the main roads leading to the HQ. Please follow the directions of the marshals and be considerate when parking. Thank you.

At check-in, teams will be provided with a laminated marked up map, a set of grid references & an emergency contact phone list - (This will be sealed in an envelope with the team mobile phone).

Each Scout/Explorer taking part will need to return a **Nights Away Information Form**. These were provided with the initial information and are also available on the District website. They must be returned at check-in, if not before. This will allow maximum time for those last minute changes!

Copies of all the information will be available on the Scout section of the District website (address above).

Kit List and Directions

<u>Individual Kit</u>	<u>Team Kit (Discuss with your leader who is providing)</u>
<ul style="list-style-type: none"> • Warm clothing (no jeans) 	<ul style="list-style-type: none"> • 2 compasses
<ul style="list-style-type: none"> • Fleece jacket or warm jumper 	<ul style="list-style-type: none"> • 1 mobile phone (with credit and battery!)
<ul style="list-style-type: none"> • <u>Spare warm jumper</u> (in case yours gets wet!) 	<ul style="list-style-type: none"> • Reflective vests (1 per walker)
<ul style="list-style-type: none"> • <u>Waterproof jacket and trousers</u> 	<ul style="list-style-type: none"> • Map pen (to write on a laminated map)
<ul style="list-style-type: none"> • <u>Walking Boots and walking socks</u> 	<ul style="list-style-type: none"> • Small first aid kit
<ul style="list-style-type: none"> • Drink & snack food 	<ul style="list-style-type: none"> • <u>Kit to be left in sleeping accommodation</u>
<ul style="list-style-type: none"> • Torch and spare battery 	<ul style="list-style-type: none"> • Sleeping bag and roll mat
<ul style="list-style-type: none"> • Small day sack with plastic bag liner 	<ul style="list-style-type: none"> • Change of clothes

At check-in there will be a basic kit check. **Any team member without walking boots, waterproofs and adequate warm clothing will not be allowed to start the hike.** The route will be muddy so hiking boots are essential. These can usually be hired from Countryside Ski & Climb in Stevenage Old Town if you don't have any. This is usually a free service if the boots are returned clean. Deposit required, and book early!

Location and Car Parking

There will be limited car parking in the Village Hall. Depending on the weather, we may be parking cars in the adjacent field off Rectory Lane. Please follow the directions of the marshals. Yellow signs will also direct you in.

Overflow Field Car Park (weather permitting)

Datchworth Scout HQ & Village Hall (SG3 6TL)

