



1<sup>st</sup> Chipping Sodbury Scout Group  
The Ridings, St John's Way  
Chipping Sodbury, Bristol, BS37 6PQ

## **SODBURY CHALLENGE 2023**

The Sodbury Challenge is an overnight orienteering exercise held in the Sodbury, Wickwar and Rangeworthy area of South Gloucestershire. The event is open to all Scouts, Explorers, Guides, Rangers, Network and Leaders. The Challenge consists of a 5 and 8 hour exercise with the winner in each section being the team gaining the most points in the allotted time. Each exercise is divided into individual competitions depending on section, ages compete separately.

This year's event takes place on Saturday 14<sup>th</sup> October 2023.

**5 HOUR:** - A five-hour night exercise for teams of 3 – 5. First teams out from 6:00pm. **Ages up to 14.**

**Road use only.**

**8 HOUR:** - An eight-hour night exercise for teams of 3 – 5. First teams out from 10:00pm. **Any age.**

**Road and Cross Country allowed.**

As we have done in the past, we will provide a paper map for you, you can use this or your own if you wish.

### **EQUIPMENT REQUIRED FOR THE EVENT**

- O.S. Map 1:25,000 (Orange) Sheet ST 167 (Thornbury, Dursley & Yate) (optional)
- Map case
- Compass
- Pencil and paper
- **WATERPROOF** tops and bottoms
- **Strong** footwear
- All team members to wear their group neckerchief
- Personal First Aid Kit
- Torch and spare batteries
- **1** mobile per team (with credit/minutes)
- Reflective Jackets, **one per team member**
- Snacks and drinks for the exercise

The event will cost £30 per team. Please can all entry forms **BE RETURNED BY SAT 7TH OCTOBER 2023**. Late entries will be accepted after this date if places remain but please email us so we can give the team a start time. You will receive an email confirmation of your entry.

Cheques to be sent to:

Paul Banyagi-Mugenyi  
38 Stanshaw Close  
Frenchay, Bristol BS16 1JY

Payable to 1<sup>st</sup> Chipping Sodbury Scout Group.

Bank Transfer:

1st Chipping Sodbury Scouts  
Sortcode: 40-47-34  
Account: 01146874

Group/Unit name as payment reference.

**If posting a cheque, please still email us your entry form.**

All entrants should have a basic knowledge of map reading and be able to plot and understand **eight figure grid references** (e.g. 8235-1230 (fourth digit will always be a 0 or a 5))

Please fill out the form overleaf and send it as soon as possible with all team members' information on the form. If you have any questions not answered in the FAQ at the end of this letter, contact us on [sodburychallenge@chippingsodburyscouts.org.uk](mailto:sodburychallenge@chippingsodburyscouts.org.uk) or call Paul on 07990 690 394.

Yours faithfully,  
Paul Banyagi-Mugenyi

## Sodbury Challenge 2023 Entry Form

Name of Troop/Unit \_\_\_\_\_

We will be entering \_\_\_\_\_ teams and we enclose \_\_\_\_\_.00 pounds entry fee.

We are entering \_\_\_\_\_ team(s) for Section A - 5 Hour (Scouts) Exercise

We are entering \_\_\_\_\_ team(s) for Section B - 8 Hour (Scouts) Exercise

We are entering \_\_\_\_\_ team(s) for Section C - 8 Hour (Explorers) Exercise

We are entering \_\_\_\_\_ team(s) for Section D - 8 Hour (Leaders/Network) Exercise

						Office Use Only			
Team 1									
Name	Age	Parent/Guardian Mobile Number	Paid	In	Out	Badge			
<b>Medical/Dietary Requirements</b>									
Team 2									
Name	Age	Parent/Guardian Mobile Number	Paid	In	Out	Badge			
<b>Medical/Dietary Requirements</b>									
Team 3									
Name	Age	Parent/Guardian Mobile Number	Paid	In	Out	Badge			
<b>Medical/Dietary Requirements</b>									
Team 4									
Name	Age	Parent/Guardian Mobile Number	Paid	In	Out	Badge			
<b>Medical/Dietary Requirements</b>									

Scouter in charge on the night:

E-mail:

Mobile Number:

Return this form by email and payment via cheque or bank transfer before 7th October 2023.

## **SODBURY CHALLENGE 2023 - RULES**

**LEADERS:** Please read these rules to your teams and ensure that your teams understand them. THANK YOU.

1. All entry forms and fees should be in by the 7th October 2023.
2. Entrants/teams must be able to read a map and understand **eight figure grid references**. (e.g. 8235,1230 (Fourth digit will be a 0 or a 5))
3. Entrants/teams shall be equipped properly and dressed to suit the weather. Wellington boots and trainers are not suitable and if wet a waterproof coat and leggings must be worn. All entrants will be inspected prior to starting the course. Those not suitably equipped will not be able to start. The following items are not permitted: - MP3 Players or any other music player, GPS navigation devices and any mobile phone apart from the one permitted in rule 4.
4. Only one mobile phone per team is permitted on the course, and this must have credit on it and remain in a bag for the duration of the exercise. They are for emergencies and calling in at half-time only. If they are seen to be used outside of these times the team will be disqualified. (Orange (EE) & Vodafone have good signal in the area)
5. Entrants/Teams must observe the Highway Code when on roads and country code when travelling off road. They must also keep noise to a minimum and leave no litter along the course. **Please make sure you highlight the importance of this.**
6. Halfway through the exercise, teams must phone 'Control' to report their position. Bonus points are allotted to those that meet the target time. Teams failing to phone will be disqualified.
7. Any compulsory checkpoints must be visited.
8. Teams entered in the 5-hour exercise must travel by road and not travel cross country.
9. No team shall join up with another team. Those teams found with other teams will be disqualified and removed from the course.
10. No leaders or parents are permitted on the course. Any unauthorised leader or parent seen on the course, or talking to their teams, after checking in shall be construed as helping the team. The team shall be disqualified. Those wishing to view the course may request to accompany a marshal.
11. There is a time limit for completion of the course. Teams should return to the finish point by the time stated on their checkpoint form. One point will be deducted for every minute late up to a maximum of 30 upon where the team will be disqualified.
12. The H.Q. office shall be out of bounds at all times to anyone except marshals.
13. **NO TEAM shall leave the course without first informing marshals on the course, or telephoning the control room. All entrants must let the person checking them in know that they are leaving after the event.**
14. The organisers reserve the right to remove teams from the course for any reason. The decision of the organisers shall be final.

## **FREQUENTLY ASKED QUESTIONS**

### **Where is the event held?**

The event is run from 1<sup>st</sup> Chipping Sodbury Scout Group's HQ (BS37 6PQ) and the teams will be navigating the local area.

### **How are points scored?**

Each team is given a sheet of checkpoints, each checkpoint earns points with its difficulty/distance determining the value. To earn the points, the team will have to visit the checkpoint and stamp their scorecard. Both courses have bonus points available for finishing and phoning-in on time. In the 8-hour course, there are sometimes bonus points available for visiting specific combinations of checkpoints.

### **Where are checkpoints located?**

All checkpoints are located on a gate/sign/fence/stile or the start/junction of a footpath. All 5-hour checkpoints are visible from the road. Some 8-hour checkpoints will be located cross country.

### **How are teams monitored?**

We have a team of marshals in vehicles, GPS trackers and the police are often roaming too. All event staff are first aid trained and equipped with radios/mobiles. The event control room monitors and records all team locations throughout the night.

### **What is the half-way phone in?**

Each team must make a phone call to the control room half-way through their allotted time. The control room will record their position and ensure the team are happy and fit to continue. Failure to phone-in results in disqualification.

### **What is a compulsory checkpoint?**

This is a manned checkpoint that all teams must visit at some point during their allotted time, failure to do so results in disqualification.

### **What happens when a team arrives?**

First stage is check-in where all parent/guardian/leader contact details are checked. When the team is ready, they will move into kit inspection to ensure they have everything they need and any extra/forbidden items confiscated. Next the team will be given their allotted plotting time (25 minutes for 5-hour course and 30 minutes for 8-hour course). They will also be reminded of the rules, how to stay safe and who to contact if there is a problem. After this time the team is transported to the start point.

### **What if my team starts or finishes late?**

Our website is updated with live event timings so that parents/guardians/leaders can monitor their expected finish time. Note – teams can finish up to 30 minutes after their due finish time, after this time they are disqualified and picked up.

### **Can we see the course?**

If a leader would like to see the course during the event, you may join an event marshal. Please speak to us on the night to arrange.

### **Which section should we enter?**

Teams aged up to 14 can enter either exercise, but if aged older you must enter the 8-hour. It is down to the leader's judgement on the team's navigation ability as to whether teams aged under 14 enter the 8-hour exercise. We can also allow teams to enter non-competitively.

Any other questions please e-mail [sodburychallenge@chippingsodburyscouts.org.uk](mailto:sodburychallenge@chippingsodburyscouts.org.uk) or call Paul on 07990 690 394.