

Endurance Events Rules

Introduction

There are four Endurance Events:

- Endurance80: the 80km event for Explorers, Network and Adult members of the Scout Association;
- Endurance60: the 60km event for Explorers only;
- Endurance40: the 40km event for Scouts with optional adult shadows;
- Endurance10: the 10km event for Cubs accompanied by adults and young leaders.

For the most part the rules are common to all four events and are given in this document. Any event specific rules are clearly highlighted. The main variations are in the sections: “competitors”, “team size and composition”, “single walkers”, “the role of shadows”, “timeliness” and “time limit to finish the course”.

Competitors

Competitors must be members of the Scout Association or, where permitted by these rules, must be adults directly associated with the Scout Group from which the walkers are drawn. On the first day of the event, each participant must satisfy the following membership criteria for the event being undertaken:

- Endurance80: Any of the following:
 - A member of an Explorer Scout Unit
 - A member of a Network unit
 - An adult with a scouting DBS.
- Endurance60:
 - A member of an Explorer Scout Unit (that is, less than 18 years of age).
 - Adults may not take part in Endurance60.
- Endurance40: Any of the following:
 - A member of a Scout section,
 - Optionally, up to two shadows:
 - An adult with a scouting DBS
 - An additional adult from the same scout group
 - A young leader with the same scout group.
- Endurance10:
 - A member of a Cub Scout Section,
 - Accompanying leaders:
 - An adult with a Scouting DBS from the same Scout Group: there must be **at least one** such adult in each team,
 - Other adult(s), with or without a Scouting DBS, from the same Scout Group,
 - Young Leader(s) associated with same Scout Group.

Team size

Endurance80 and Endurance60:

- Minimum of three (3) walkers,
- Maximum of five (5) walkers.
- In the event that members of a team dropping out causes the team size to shrink below three, then the remainder of the team may only continue if they are able to form an ad-hoc team with other competitors from the same event.

Competitors from the Endurance40 event may not form an ad hoc team with members from the Endurance80|60 events.

Endurance40:

- Minimum of four (4) walkers,
- Maximum of seven (7) walkers.
- In the event that members of a team dropping out causes the team size to shrink below three walkers, then the remainder of the team may only continue if the organisers are able to form an ad-hoc team with other Endurance40 competitors.
- Shadows: The team may include one or two accompanying shadows. The need for a shadow is at the discretion of the team's Scout Leader. Where shadows are used, then they must fulfil one of the following criteria:
 - Is an adult with a Scout Association DBS;
 - Are two adults, at least one of whom must have a Scout Association DBS;
 - Is/are one or two young leader(s).
- Accompanying shadows must be registered as members of the team and their presence counts towards the team size.
- Since this is an event for scouts, the number of shadows is limited to a maximum of 2.
- Explorer Scouts who are not Young Leaders and cubs may not join the Endurance40 event and may not be mixed with scout teams.
- In the event of the only adult with a Scouting DBS retiring during the event, then any other non-DBS adult must also retire at the same time. It is up to the leader's discretion in such circumstances whether to let the scouts continue unaccompanied.

Endurance10:

- Minimum of four (4) cub members, plus a minimum of two (2) leaders.
- Maximum of twelve (12) walkers (cubs + adults + young leaders)..
- Adults: The team must include a minimum of two accompanying adults of whom one must have a Scouting DBS. Any remaining leaders, if used, may be adults, with or without Scouting DBS, or Young Leaders, all of whom must be associated with the relevant Scout Group.
- In the event that an adult in the team dropping out causes the number of leaders to drop below two, then the remainder of the team may only continue at the organisers discretion, and depending on the number of ongoing Cubs or if the organisers are able to form an ad-hoc team with other Endurance10 competitors.
- Accompanying adults and young leaders must be registered as members of the team.

Single walkers (Endurance80 only)

There is the option for groups that cannot make up a full sized team to register adult walkers as “single walkers”. The organisers will then team these walkers up with other appropriate teams to form ad hoc teams.

When out on the course, all the rules herein apply to this ad hoc team as a single homogeneous unit, including the rules on team size and checkpoints.

Children under 18 years of age at the start of the event may not participate as single walkers and must be formed into appropriate teams by their group or unit.

Entry Fee

An entry fee per person will be charged. This is published on the website and must be paid prior to the date of registration closure (also published on the web site). The fee includes all refreshments on the route as well as a meal at the finish for Endurance 80 | 60 | 40, or hotdog for Endurance10.

Please note that the fee must be paid for all walkers registered at the time that registration closes as advertised on the website, whether eventually they take part in the event or not.

Should walkers have to withdraw between registration close and before the start of the event, then there is no guarantee that any of the fee concerned can be refunded. Partial refunds will only be offered at the discretion of the organisers if the event has covered all its expenses. This will not be known until a week or so after the event.

Medical

All walkers must complete a health form prior to departure. In the case of walkers under 16 years of age, this must be signed by their parent or guardian.

Walkers with any medical conditions, e.g. asthma or carrying any medications should give details on the medical form and confirm with the organisers at the equipment check.

Walkers should not take unnecessary painkillers.

Equipment

All teams and all walkers shall have the minimum equipment specified by the kit list published on the website. All team’s kit will be checked for compliance before being allowed to depart. The organisers have the right to require teams to empty their kit bags if the organisers see the need to do so.

In particular, all competitors participating in Endurance80 | 60 | 40 must have proper hiking boots or shoes. CHECKS MAY BE CARRIED OUT AT ANY TIME DURING THE EVENT and any team failing to meet the official standards risks immediate disqualification. Competitors in Endurance10 may wear any suitable footwear.

High visibility vests

Thames Valley Police have stated that every walker MUST wear a reflective Hi-Vis vest at all times during the hike, visible from the front and reflective bands or similar reflective material (eg reflective sash) at the back. If you are seen without then you will be pulled out of the competition.

Checkpoints

Check Points will be set up at regular intervals. Drinks will be available at all listed check points & hot drinks at specified check points. There may be additional unlisted check points along the route to check the ability of teams to follow specified routes. Teams failing to follow the correct route risk immediate disqualification or time penalties.

Members of teams must stay together at all times and must not spread out or join with other groups without approval from event officials. When arriving a checkpoint or at the finish, all members of the team must be present before checking in with the checkpoint or finish-point marshals.

Retiring from the competition

Teams should only retire at check points and must be transported back to event control by an official transport. The organisers may compulsorily retire any team or team member at their discretion.

In the event of team members retiring causing the team size to drop to fewer than three competitors, the remaining members of the team must wait at the check point until they can join with another team to make an ad-hoc team of least three members. Ad-hoc teams must still have all the right equipment (see the Equipment List), and must be approved by an official before being allowed to continue.

The role of shadows (Endurance40 only)

The **sole purpose of any shadows** accompanying a scout team is to ensure safety of the team. The shadow(s) must not take an active role in the leadership or route navigation of the team unless the team is lost and unable to proceed. Teams where shadows are found to be leading the team or performing the navigation for the team will incur time penalties.

Timeliness

If a team is significantly falling behind and, in the sole opinion of the organisers, would not otherwise reach the end in the time given, the organisers have the option to require the team to retire or be moved forward by bus.

For Endurance80 or Endurance60, if the time taken by a team since they started either is greater than 8 hours at checkpoint 7 or is greater than 12 hours at checkpoint 12 (Princes Risborough), then the organisers have the right to move the team forward by bus or to have the team retire.

Time limit to finish the course

Endurance80 is a 24 hour event. **Endurance60** is an 18 hour event. If the organisers in their own opinion believe that a team will not complete within the specified time, then the organisers have the discretion to either let the team complete in a greater time or may require the team to retire. The decision will be made on the organisers' estimate of the length of time it will take the team to complete the course.

Endurance40 is a 14 hour event. If teams have not reached the finish point by the time 14 hours have elapsed since departure, they will be held at the next checkpoint and returned to the start point by bus.

Endurance10 is a 4 hour event with only a single staffed checkpoint (CP 1) between start and finish. If in the sole opinion of the organisers, a team is running sufficiently late for them to risk not reaching the finish point after 4 hours, then the organisers can require that team to retire at CP 1 and be brought home by bus.

Supporters

Walkers are required to carry all the clothing, equipment and food that they might need during the event with them. Supporters may not provide assistance by carrying spare clothing, equipment, food or similar, nor dropping any of the same off at check points for collection by the team.

Supporters are not permitted to make contact with their teams between check points and are not permitted to provide assistance or physical support at any time. Supporters must not hinder or obstruct the organisation of the competition in any way. TEAMS MAY BE DISQUALIFIED IF SUPPORTERS DO NOT ABIDE BY THE RULES. Supporters are only permitted at certain checkpoints ([see list on web site](#)).

Mobile phones

Each team should have at least two mobile phones, preferably served by different service providers.

The use of GPS or other electronic navigation systems

The use of GPS navigation or any other electronic navigation system in any form is strongly discouraged, except in an emergency.

Behaviour on the course

The Countryside Code ([available online here](#)) and the Highway Code ([the rules for pedestrians are available online here](#)) must be obeyed at all times.

Penalties

Time penalties or Disqualification may be incurred by a team if they break the rules.

Extensive Time Penalties will lead to Disqualification.

The End of Endurance Events rules