

# Winter Survival Rules

Survival is intended to be an enjoyable and fun event, but for safety reasons there must be some rules. This list of rules covers the basics and you will be fully briefed at the start on all safety aspects of the event.

1. Teams should be made up of three or four Explorer Scouts (aged 13½ to 18).
2. Teams may continue walking with a minimum of three members. Teams are not allowed to merge with other teams.
3. Teams are not to split up unless there is an emergency. It is your responsibility to ensure that your team stays together.
4. Teams will not be allowed to start unless all team members have the full list of the required equipment.
5. Teams are not allowed any external assistance, back up or support teams.
6. Team members will not be able to start unless they have returned, signed and completed, health and authorisation forms.
7. Teams must use footpaths wherever possible. Roads should be avoided unless there is no alternative. Teams found using roads where a footpath was available may be withdrawn from the event.
8. Although this event is not a race, for safety reasons if a team's average walking speed falls below 2km per hour or the team is deemed to be too far behind the rest of the teams, the Committee reserves the right to bus forward teams if required.
9. Each team must provide hi visibility (Hi-Viz) vests (preferably with sleeves) for each team member; these must be visible at all times.
10. The use of alcohol, any drugs, or the consumption of caffeine based products such as Pro-Plus will not be tolerated at this event. Anyone thought to be under the influence of any of these stimulants will be retired from the event, together with the rest of their team.
11. Teams must not drive themselves to the start of the event.
12. The carrying of knives or axes (other than a small penknife – see kit list!) is not permitted
13. Sleeping bags and tents must not be carried during the event – see kit list.
14. Any GPS capable device which can be used by a team to identify their location and communication devices such as radios are not permitted. Any team found with such a device will be disqualified. Some teams may be given GPS tracking units by the Committee at the start.
15. Any other items considered to be dangerous or against the spirit of the exercise will be confiscated for the duration of the event.
16. Teams may carry up to 2 mobile phones, which will be switched off and sealed in an envelope at the start of the exercise and should only be used in an emergency. Other mobile phones must be left at the start. It is recommended that you download the free OS locate and What 3 Words apps to any emergency smartphones being carried, know how to use Google maps and consider registering for SMS Emergency Texts.
17. There will be a 10-minute time penalty for every item missing at the kit check. Teams may be able to borrow items (not to be relied upon), but the time penalty will still be incurred. Teams may be subject to random kit checks throughout the event and any missing items will incur a time penalty. There will be a kit check on completion – if any of the essential kit is missing, the team may be disqualified.
18. Damaged or unusable maps will not be replaced; if a teams' map becomes unusable then the team will have to retire.
19. The Committee's decision is final!