

Winter Survival 2019

15th - 17th February

Winter Survival returns: 15th – 17th February 2019



Teams of 3 or 4 Super heroes are required to join the Avengers to prevent the evil Thanos from getting his hands on the Infinity Stones.

Your journey will take place between **15th and 17th February 2019**. The location of the meeting point will not be revealed until the event to keep it secret from Thanos' army, the Chitauri.

To register your team(s), please complete the enclosed form and return to the address below, enclosing a cheque (non-refundable) for £50 per team. Cheques to be made payable to Xavier Explorer Scout Unit (please do not shorten to ESU). Further information will be issued on receipt of your application and cheque.

'Black Widow' 16 Haste Hill Close, Boughton Monchelsea, ME17 4LS

We would also like each Explorer Scout Unit to provide an adult (with appropriate Scouting check in place) to help at some point during the event. Jobs will include doing kit checks at the start and running checkpoints on the route.

If you have any questions or would just like to know more about the event, please email wintersurvival2@gmail.com otherwise keep an eye on your emails, visit our Facebook page <https://www.facebook.com/WinterSurvival2> and follow us on Twitter [@WinterSurvival2](https://twitter.com/WinterSurvival2)



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About Winter Survival

PLEASE READ ALL INFORMATION CAREFULLY!!

Winter Survival is an endurance hike, designed to provide a test of physical and mental abilities, managing in challenging conditions and carrying only minimal equipment.

What to Expect

The route is approximately 40 miles and you will be expected to finish sometime on Saturday evening. You will walk between checkpoints, being given only one grid reference at a time. The check points will be manned by friendly staff who will make sure you are happy and well and your team's progress will be monitored by a control centre.

The location of Winter Survival is top secret until the event, so you won't find out where the event is taking place until the Friday evening when you will be telephoned and given details of the start location that you will need to get to.

Once you get to the start, you will have your kit checked, be given a map for the weekend and briefed on the event. You will then be given your first grid reference. At some point on Friday evening, you will reach the Night Stop, where you can get some sleep (in a Survival Bag).

Your progress is monitored so that the event can be safely managed. This allows us to be on the lookout for teams who might have got lost or who are struggling. There might be occasions when teams will need to be bussed on. This will mean your team will be picked up from a check point by minibus and taken to a check point further along the route. Decisions to bus teams on are not taken lightly and are at the discretion of the Winter Survival Committee.

You will be expected to use footpaths wherever possible. If you are found using a road where a footpath alternative exists, your team may be disqualified from the exercise.

Equipment

You will need to be self-sufficient for the weekend (apart from being provided with a small breakfast on Saturday morning) and we will send you a list of basic equipment that you will have to carry. It isn't a huge amount of kit so you won't need to carry a massive bag.

You will also be able to leave a bag with clean clothes and a sleeping bag at the start, so when you get back you can get changed and perhaps get some sleep before you go home.

If you arrive at the start without the correct equipment it may prevent you, and possibly your whole team, from taking part in the event. You may (and it is certainly not guaranteed) be able to borrow certain items of equipment once at the start, but your team will incur a time penalty.

Story Line and Cover Stories

Winter Survival will always have a story line that you will be part of. You may be battling with aliens, undercover agents or saving the world! The story line may also involve you carrying out certain tasks.

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You should however bear in mind that where ever there are goodies (generally that's you!) there are always bad guys out to stop you. The baddies are a group of people (generally referred to as the Opposition) who will fit in with the story line and will try a slow you down, hold you up and generally try to prevent you from completing you mission. They are best avoided if you can but may be more lenient if you have a convincing cover story for being out and about.

Come prepared with your cover stories. Previous cover stories have included Badger Watch, Dutch Mountain Rescue, Mad or Foreign Scientists, Duke of Edinburgh teams, Escaped Prisoners and French Foreign Legion. Create an identity for your team and make it real - carry your own props, produce false identities, maybe even have a friend who is willing to be called by Opposition to back up your story! Be imaginative and put some effort into it.

Finishing

Finishing Survival is not a simple task and not something that many teams do. Taking part in Survival and doing YOUR best is the most important. BUT.... you will need to be physically fit, have excellent navigation skills (including night navigation, sometimes in poor weather conditions) and plenty of determination. You will need to work as a team and sometimes the only thing that will keep you going is team spirit and determination.

If you decide to withdraw from the event, you will be taken by minibus back to the control centre, where you will arrange to go home. Teams that finish, depending on the time, will either be able to arrange to go home, or will stay the night at the control centre and should be collected by 8am on the Sunday morning.

Emergencies

An emergency number is given to all teams at the start of the event and you will be issued with wristbands with your name the emergency phone number on.

If you have any queries, please email wintersurvival2@gmail.com

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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, however 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 reflective bibs; 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 app to any emergency smartphones being carried
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!

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Application Form

IMPORTANT NOTES –

- Please complete clearly in **BLOCK CAPITALS**
- The Team Contact is the person who will be called on Friday 15th February with details of the start location. This telephone number **MUST** be a landline and not a mobile phone number!
- Correspondence will mainly be by email. Please ensure that you provide a working email address that is checked regularly.
- **GDPR – All information provided will only be used for the purposes of the event and e-mail address kept to assist with promoting the following year's event – please make sure you have the permission of the owner before providing any contact details**

Unit Name and District.....

Unit Leader Name Tel

Email

Team 1

Team Contact Name Tel

Email

Team 2

Team Contact Name Tel

Email

Team 3

Team Contact Name Tel

Email

Adult Helper

Name Scouting Role.....

Email

Phone Number

Availability: Friday PM / Saturday AM / Saturday PM / Anytime (please delete as applicable)

Adult Helper

Name Scouting Role.....

Email

Phone Number

Availability: Friday PM / Saturday AM / Saturday PM / Anytime (please delete as applicable)

Please return this form together with a cheque for £50 per team (made payable to Xavier Explorer Scout Unit) by 16th December 2018 to: **'Black Widow' 16 Haste Hill Close, Boughton Monchelsea, ME17 4LS (Tel: 07515 002422 or Email: wintersurvival2@gmail.com)**