

GENERAL INSTRUCTION PACK

The Basics

Rules and Scoring

Equipment List

Updated December 2019

THE BASICS



The Quest

- The Quest is the ultimate incident hike: a unique combination of navigation, physical and mental challenges, and teamwork
- Teams navigate a cross-country course (much of it in the dark) to find Bases where they must complete a task and score points before being given the coordinates of the next Base
- Each year, The Quest has a topical theme that inspires the activities at each Base



JUNIORS SENIORS

Shadowed
Teams

Day-Night
Competition

16 Bases
To Complete

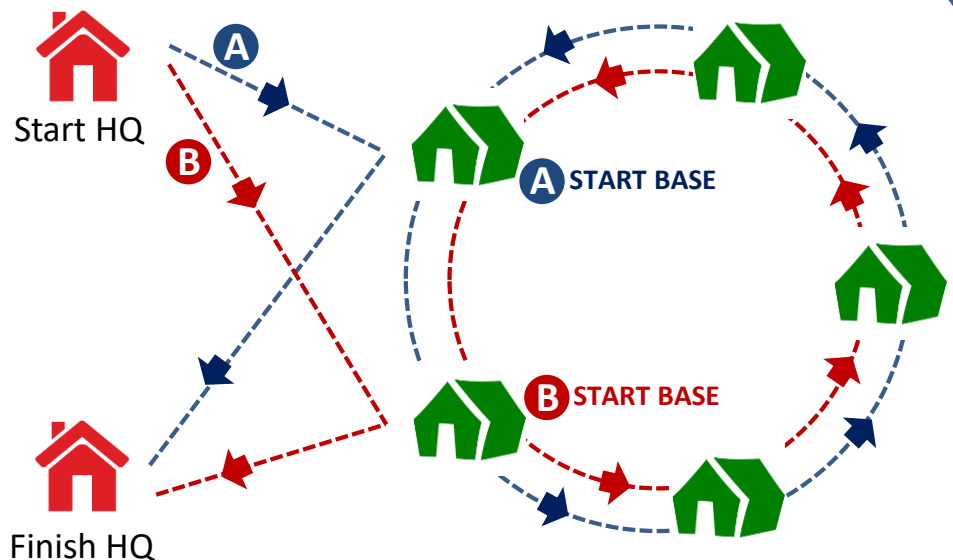
16km
Route

13 ½ years
Team Average

16 years
Maximum

- The Junior event is designed for Scouts and Guides to compete in their patrols (though not obligatory). The average age of the team should be less than 13 ½ years and the eldest team member should be no than 14 ½
- The Senior event is designed for younger Explorers or mixed teams (of Scouts, Guides and Explorers) and the maximum age of any team member should be 16 years
- The route and activities are identical. Both Junior and Senior Teams are Shadowed

- From the Start HQ Teams are transported to their staggered starting Bases
- Having walked a circular route back to their starting Base, Teams will then be transported to the Finish HQ
- Some Teams go clockwise, others anti-clockwise

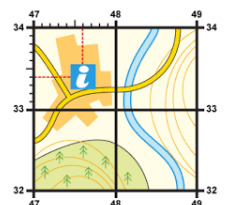


top tips...

Knowing how to use a Compass would be very useful!



Knowing how to use Grid References is vital!



THE QUEST

- The Quest is a premier Scouting event, established in 1988. It continues to go from strength to strength
- The Quest is the ultimate incident hike: a unique combination of navigation, physical and mental challenges, and teamwork
- Shadowed Teams navigate a cross-country course (much of it in the dark) to find Bases
- At each Base, Teams must complete a task and score points before being given the coordinates of the next Base
- Upon completion, there is a final task back at the Finish HQ using the clues collected on the course.
- Points are awarded for all activities. The objective of The Quest is to score the most points
- Each year, The Quest has a topical theme that inspires the activities at each Bases

PARTICIPATION AND ARRANGEMENTS

- The Quest is open to Scouts, Guide and young Explorers who compete in Teams of between 4 and 6
- All Teams are shadowed by adult helpers
- There are a maximum of 64 Teams (about 350 scouts).
- Teams are checked for kit at the Start HQ, then transported to the course where they start about 3pm.
- The course closes at 12pm when Teams are then transported back to the Finish HQ for their final task.

BE PREPARED!

- The Quest is a fun and rewarding event, but it is a genuine challenge for the young people taking part.
- The total walking distance walked is about 16km, most of it is in the dark, and it can take place in just about any kind of weather
- By the time Teams get back to HQ after walking it will normally be well after midnight after a long and tiring day... the ultimate finish time may be as late as 1am in the morning
- The Bases officially provide no food or drink – all provisions must be carried by Teams.
- Soup and a snack will be provided at the Finish HQ

IT'S A CHALLENGE! (For the Older People, too)

- It's a big event so it relies on many volunteers. All help is appreciated but The Quest especially needs support in the following areas:

BASE MANAGERS

- The Bases are the core of the event and running one of these involves arranging the set-up, the equipment, running and staffing and ensuring the Base can manage the capacity of Teams.
- It's great fun and often times the Bases have fires, lights, music, food...
- Bases Managers are fully supported by the Base Manager Controller – you are not alone.

BASE HELPERS

- Good-humoured helpers are needed to support and assist the Base Managers and each Team entered is asked to provide at least one Base Helper.
- Note: Troops entering more than one walking Team are requested to volunteer to run a Base!

SHADOWS

- Each Team entered has to provide a Shadow although Shadows do not walk with their own Team.
- The role of the Shadow is primarily about safety – not assistance - though there may be times when they will need to recover their Team's position.
- Map reading skills are therefore essential, and the ability to motivate tired youngsters in the cold and wet.
- Shadows are fully supported by the Shadow Controller and will need to complete a pre-walk held on the weekends before the event.

TRANSPORT

- Each troop must also provide enough seats for their Team members to be transported to the course - named drivers are usually the Shadows
- If everyone provides adequate numbers of seats for their own Team members, we can normally get everyone to the start on time!
- Minibuses are very welcome

PARTICIPATION

- There are two classes of entry, though all Teams complete exactly the same course and activities:

JUNIORS

JUNIOR TEAMS: SCOUTS AND GUIDES

- Teams must be made up entirely of young people presently either Scouts or Guides (i.e. not Explorers)
- On the day of the event:
- All Team members must be less than 14 ½ years and the average age of the Team must be less than 13 ½ years

SENIORS

SENIOR TEAMS: YOUNG EXPLORERS / MIXED TEAMS

- Teams may be made up of young people presently either Explorers, Scouts or Guides
- On the day of the event the maximum age of any Team member must be less than 16 years

NON-COMPETING TEAMS

- No age or Team size restrictions
- Generally for younger scouts who want to take part to either build their experience or navigation skills
- But anyone welcome in this category

TEAM SIZES AND SHADOWING

- All Teams must be accompanied by an adult shadow
- All competing Teams must be a minimum of 4 and maximum of 6 walkers
- Junior Teams left with only three members due to other members retiring may continue only at the discretion of the Shadow and Event Controller
- The organisers may permit other numbers to start and/or continue only after discussion with the Event Controller

COURSE, BASES AND TASKS

- Walkers must navigate a cross-country course to find Incident Bases where they must complete a task
- Upon completion of the task, Teams will collect a 'clue' to aid in the completion of a final task back at the Finish HQ
- The objective of The Quest is to score the most points
- Points are scored by:
 - a) Demonstrating that Teams and individuals are properly equipped at Kit Check
 - b) Team performances at the Bases - including team effort and competence
 - c) Collecting Quest 'clues' at each Base and successfully solving the final Quest challenge
 - d) Completing the course before the allotted finish time (12pm)
 - e) Earning bonus points (or losing them from penalties for behaviour or requiring navigational assistance etc.) as judged by their Shadow.
- NB: Base points are awarded by relative position (rank), not the absolute number of points earned at the Base.
- Team may play up to three Pass Cards to miss a Base Teams playing a Pass Card achieve the average ranking for that Base

TIMINGS

- Teams may start their activity as soon as they arrive at their first Base.
- Team must not start any Base activity after 1200pm midnight

TEAM NUMBERS AND FEES

- Due to the structure of the event, there is a limit the total number of participating Teams to 64.
- Applications will be treated on a first-come first-served basis.
- The fee for each entry of £45 per Team.
- Payment details are on the website and on the entry form.

THE RULES



Senior / Open Event		Junior Event		Best Base
“Chiltern Boot”	“Muddy Boot”	“New Boot”	“Old Boot”	Mike Taylor Trophy
For the overall highest-placed Team from either the Senior OR the Junior section	For the highest-placed Team from either the Senior OR the Junior section from within the Misbourne Valley District	For the highest-placed Team from the Junior section (unless overall winners)	For the highest-placed Team from the Junior section from within the Misbourne Valley District (unless overall winners)	For the most-entertaining, best-run, most-on-theme Base – as voted on by the walking Teams.

- The winner will be the Team with the highest number of points
- If scores are equal, then any navigational assistance provided by the Shadows will be taken into account
- For clarity: if the winner of the Chiltern Boot or the New Boot is from the Misbourne Valley, then the Muddy Boot and the Old Boot will go to the appropriate section’s second Misbourne Valley Team
- No Team can win more than one trophy

EQUIPMENT

- It is condition of qualification that Teams are are properly equipped
- Teams must carry all their own required kit and provisions
- There will be a formal kit check before walkers start and anyone not properly equipped will be disqualified from competing.

SAFETY

- The following instructions are for walker’s safety and are also rules of the competition:
- Teams must stick to the ROWs and ‘permissive’ footpaths as marked on the event maps – walkers may get lost but must stick to public paths
- High-visibility vests must be worn by all walkers at all times
- Except in emergency, any Team splitting up without notification of the Event Controller will be disqualified.
- No Team members are to be left unsupervised under any circumstances.
- All Teams must have a mobile phone, the number of which is to be left at the Start HQ on registration.
- All participating adult helpers s must have been CRB cleared by their Group/Unit according to Scout Association rules.

BEHAVIOUR

- The Quest is run within the spirit of Scouting.
- The following instructions are with respect to your fellow hikers, the public and the environment and are also rules of the competition:
- Please observe The Country Code: close gates and especially don’t drop litter!
- Please be courteous to those around you and people you meet during the event.
- Any vandalism, intentional damage of equipment or sabotage will mean disqualification.
- Smoking and Drinking is prohibited by anyone anywhere on the Event.

SHOOTING

- As shooting may be one the Base activities, Leaders must ensure that Team members who wish to shoot air rifles have written parental permission

CERTIFICATES AND BADGES

- Exclusive badges will be available to all those who take part in the hikes.
- Please collect badges for the entire Team at check-in as they cannot be posted.

EQUIPMENT LIST



KIT CHECK

- Adequate equipment is important for safety and is a qualification for participation.
- Individual and Team kit is checked on arrival and points will be deducted for missing or inadequate items.
- So that kit checks are quick and efficient, the Team Leader should ensure that the Team is fully equipped
- Waterproofs MUST be good quality as weather can be very bad on this event. No walker will be allowed to start without hiking boots

Each PERSON Requires the Following Equipment		Each TEAM Requires the Following Equipment	
<p>WHILE WALKING</p> <ol style="list-style-type: none"> Group scarf - worn and visible at all times <input type="checkbox"/> High visibility sash or bib - worn at all times <input type="checkbox"/> Waterproof anorak over warm jacket or combination waterproof jacket / cagoule <input type="checkbox"/> Waterproof trousers - able to put on trousers over boots <input type="checkbox"/> Inner-layer shirt <input type="checkbox"/> Mid-layer fleece or woolly sweater <input type="checkbox"/> Additional warm pullover <input type="checkbox"/> Cotton or quick-dry trousers - NOT jeans <input type="checkbox"/> Shorts underneath (for Finish HQ changing) <input type="checkbox"/> Footwear - hiking boots mandatory <input type="checkbox"/> Hiking socks – consider thin cotton inners <input type="checkbox"/> Warm headwear <input type="checkbox"/> Gloves <input type="checkbox"/> High energy rations to eat on course <input type="checkbox"/> Water bottle with 1L minimum water <input type="checkbox"/> Torch with fresh batteries <input type="checkbox"/> Day bag or Rucksack (c. 30 L) <input type="checkbox"/> 		<p>WHILE WALKING</p> <ol style="list-style-type: none"> Plastic map cases - two each per Team <input type="checkbox"/> Compasses – two each per Team <input type="checkbox"/> Whistle <input type="checkbox"/> Personal first aid kit <input type="checkbox"/> Survival bag <input type="checkbox"/> Sleeping bag inside waterproof / plastic bag – must be INSIDE rucksack <input type="checkbox"/> Thermos flask with hot drink <input type="checkbox"/> Paper and pencil (indelible pen useful) <input type="checkbox"/> Large plastic bag to keep cards / clue pieces together <input type="checkbox"/> <div data-bbox="742 1290 1268 1715" style="background-color: yellow; padding: 10px;"> <p>Lost Property</p> <ul style="list-style-type: none"> ○ Teams are responsible for their own equipment, its protection and labelling. ○ Please collect any lost property found on the course and hand in when your Team checks in at the finish. ○ Email the event office immediately after the event with any lost property enquiries </div>	
<p>LEFT AT THE START</p> <ol style="list-style-type: none"> Personal plastic bag, labelled with name, phone no. and troop <input type="checkbox"/> Containing dry clothes to change into on return e.g. tracksuit, trainers, fresh socks <input type="checkbox"/> 		<p>LEFT AT THE START</p> <ol style="list-style-type: none"> Survival Bag, to hold personal dry clothes of all members – labelled with Troop / Team names <input type="checkbox"/> 	