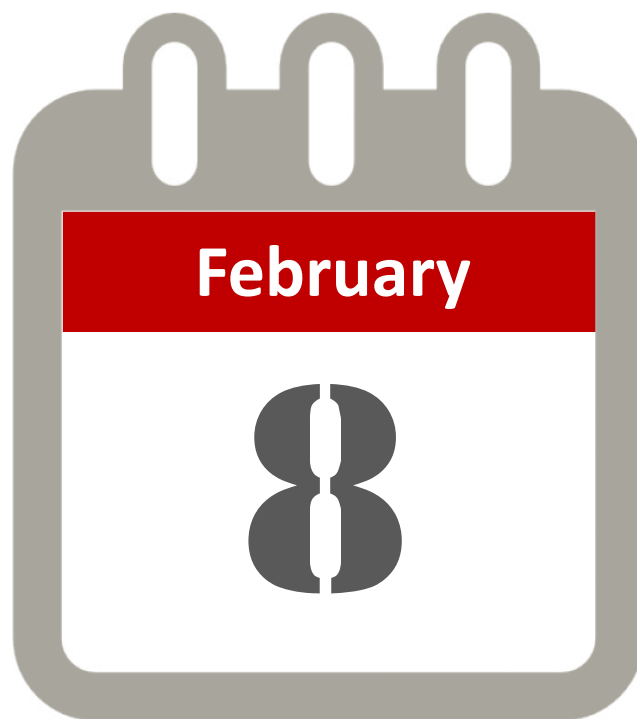


## ON THE DAY 2020



Updated December 2019

# ON THE DAY 2020



## **EVENT START HQ**

### **DROP OFF AND REGISTRATION LOCATION**

#### **From 11.30**

- St. Mary's Church, Church Street, Old Amersham, HP7 0DB
- Team drop-off car parking is in the public car park near to Tesco. Entrance via The Broadway.
- Minibuses may use Rectory Meadow Surgery, School Lane, Amersham HP7 0HG (1 min's walk away)
- The church is usually vacated by 4pm and kit moved to the Finish HQ

## **EVENT FINISH HQ**

### **PICK UP LOCATION**

#### **From 16.00**

- St John's Methodist Church, Woodside Road, Amersham, HP6 6AJ.
- Parking is in the Chiltern Road municipal car park (2 mins' walk away).

## **TEAM AND SHADOWS' REGISTRATION**

#### **From 11.30**

- Quest registration begins from 1130am. Last arrival and registration should be no later than 100pm
- Initial registration (at the entrance to the church) should be only when both the full Team and the Shadow is present (i.e. the Shadow provided by their troop - even though the Shadows will be assigned to different teams)
- Last-minute changes to your original entry must be made clear at registration
- One registered, Teams will proceed to Kit Check. Shadows should then proceed to the separate Shadows' Check-In Desk in the rear chapel

## **BASE MANAGERS AND DRIVER'S CHECK-IN**

#### **From 11.30**

- Bases Managers or their representatives should come to the Shadows' check-in at any time from 1130am to collect their score sheets and clues. They will be briefed on any final amendments and may then go out to their bases
- Drivers (who are extra to Shadows) should come to the Shadows' check-in at any time from 1130am to confirm their details and to be advised which Teams we need help getting to which Bases.

## **SHADOWS' AND DRIVERS' BRIEFING**

#### **13.00**

- Shadows and dedicated Drivers will be given a final briefing on the course and any changes, in the rear chapel, prior to the briefing of The Quest challenge to the walkers

## **TEAMS AND SHADOW – KIT CHECK, BRIEFING, LEAVING FOR THE FIRST BASE**

#### **From 11.30**

- After check-in, each Team's kit will be examined by Event Staff and points awarded or deducted for missing or faulty items
- Team kit left at the Start HQ should be placed in a survival bag supplied by the Team, sealed and labeled
- The Event Staff will transport Team kit to the Finish HQ for collection by the Team when they return from the course

# ON THE DAY 2020



## TEAMS AND SHADOW – KIT CHECK, BRIEFING, LEAVING FOR THE FIRST BASE

### From 13.45

- An event Briefing for all Teams will be given at 1.45pm - their objective for the Quest
- Following the briefing, Teams and their Shadows and any designated Drivers will gather at their meeting point (designated by their Start Base letter) to ensure there are enough vehicle seats for everyone needing transport

### From 14.00

- Teams will leave HQ for their Start Bases around the course between 2.00pm and 2.30pm

## DURING THE QUEST AND CLOSE DOWN

- Teams may begin the course as soon as they arrive at their first Base
- Teams arriving at a Base before 1200pm will be allowed to complete the activity. Teams arriving at a Base after 1200pm will not be allowed to start that Base exercise
- To complete the course and The Quest successfully, and to claim points for so doing, Teams must arrive back at their starting Base no later than 1200pm, having visited every Base
- Teams should only walk on after 1200pm if the next Base is their Start Base (where their transport is) and then can arrive there by 12.15pm
- Transport is provided for those Shadows who end up short of the entire circuit, to reach their vehicles, so they can drive back to their Team and help return them to Finish HQ

## THE FINISH HQ PROCESS

- Teams and Shadows arriving back at Finish HQ MUST check in on arrival to ensure everyone is back from the course
- Teams and Shadows should hand in their Control Cards to the Event Controller
- Shadows may then complete their report cards and hand those in to the Event Controller
- And Teams may complete their final task using the clues collected during the course
- Teams that complete the Quest route will also get to vote for the Best Base Award.
- Light refreshments are provided on arrival at Finish HQ. There are no facilities for Teams to remain overnight
- All Teams must be collected by parents or Leaders when they are ready to depart.

	1130	1300	1330	1345	1400	1430	1600	0100
Team and Shadows Registration	1130 - 1300							
Team Kit Check	1130 - 1330							
Shadows, Drivers and Bases Managers Check In	1130 - 1330							
Shadows' and Drivers' Briefing				1345				
Team Briefing					1400			
Leave for First Base						1430		
Finish HQ							Finish HQ Open	