

2017 OVERLAND HIKE CHECKPOINT REPORT

KIT CHECK. It was good to see the majority of teams gaining maximum marks which showed that attention to detail before the hike paid off.

HIKE START The Starters reported that many teams hadn't got their maps folded for the start location and also didn't know exactly where they were in Washington village. Part of teams' pre-hike planning should be to familiarise themselves with the area around the start which will make navigation on the actual hike much easier. It was encouraging to see all teams in good spirits as they left.

CP 1 DIY Teams had to identify 5 types of wood, reassemble a 13 amp plug and install screws and a coach bolt. Teams either knew the wood or didn't but the majority are not budding electricians as they fared worse with this challenge. Division of labour here allowed the challenge to be completed in the required time. All teams were very polite which was noted by members of the public as they passed the checkpoint.

CP2 ANGLING Naming parts of a fishing rod and hook was required here which the majority of teams found challenging leading to some very creative answers. Despite this teams reacted well to the challenge.

CP3 TARGET GOLF Teams were given a club and 4 golf balls and asked to get them in a ring target or bucket for a hole in one. One Explorer managed a hole in one but unfortunately this was on the practice shots so didn't count.

CP4 FLAG POLES Teams were asked to make a flagpole using a number of staves and correctly fold a union flag and then raise and break the flag. Despite the windy conditions flags were raised. Explorers were able to tie tighter lashings so their flagpoles stayed erect while the flag was raised and broken.

CP5 AIRCRAFT INSIGNIA 10 aircraft tail fins from around the world were shown to teams who then had to identify them from a multiple choice selection. Surprisingly teams were unaware of many of the carrier logos.

CP6 FIRST AID Teams were asked to deal with a patient who had sustained a gunshot wound. The task was completed well by Explorer teams less so by Scouts. Of concern here was personal safety and the correct use of bandages. Despite the wide range of knowledge all teams worked well on the incident.

CP7 ATOMIC MILK BOTTLES A variation of the classic scout exercise of atomic milk bottles. Given a length of rope a container of "radioactive fuel" and an "Atomic Flux Capacitor" had to be removed from a circle. Teams fared well using a variety of methods to complete the task. Team work was so important here and enjoyment in completing the task was evident.

CP8 CAMPSITE On the campsite teams are judged on their menus, cooking camp craft and site inspection:

Menu This year 24 teams scored maximum points compared with 15 last year, another great improvement. At the other end three teams scored zero (30 easy points lost).

Cooking Standards of food has improved again with more emphasis on home cooked or cooked on site food rather than Wayfarer style meals. Despite this concern was expressed over the content and quality of Mugshots used by some teams for their evening meal. In some instances insufficient care was taken decanting boiling water from Trangias to cup resulting in burns. Not all teams provided a hot breakfast and drink which lost them points. Also teams lost points by not finding a cook judge to look at their meal. However the general standard was good.

Camp craft It was good to see that in the main the quality of tents was good and that teams knew how to put them up. A reminder that ALL guy lines and pegs should be used. Some teams left their boots and rubbish sacks outside the tent which if it had rained overnight would have meant wet boots to hike in – not good. Overall teams coped well on the campsite as the marks show.

Inspection In the main teams were well prepared for the second days hike with kit stowed correctly and scarves and Hi-Viz on. Tent pitches were clean and tidy although some appeared surprised they had to take their rubbish with them. All teams leaving the campsite were in high spirits and looking forward to the second days challenge.

CP9 FLAG IDENTIFICATION Teams had to identify the flags of countries from around the world. It is clear from the scores that most teams had a good knowledge and gained high marks.

CP10 ERECT A TENT This checkpoint gave the teams experience of what it would be like for people who were blind or physically disabled to follow instructions to erect a hike tent. Despite the windy conditions the majority of teams coped well with this challenge

CP11 EQUINE BADGE This incident involved answering questions about various aspects of horse and equine management. From the answers given the checkpoint staff can confirm horses don't eat children and that a "green" horse is not one that has had too much fun in the field.

CP12 KIMS GAME This consisted of items along the verge and in the hedgerow leading to the checkpoint with the idea of seeing how observant teams are when out hiking. From the results easy marks were lost here.

CP 13 OS SYMBOLS Teams were asked to plot symbols at given points on a grid having had them described to them by one member of the team. Interesting symbols; a pair of binoculars for a view point. Some teams didn't know how to use the Romer on a compass or that to plot a grid reference you "go along the corridor and up the stairs"