

## Overland Hike Checkpoint report

**Start Parkwood Scout Campsite.** Still there are teams that arrive who do not know their starting location. It's important that the teams are aware of this location as soon as it is given in the final instructions.

**Kit Check.** The majority of the teams arrived better prepared for this year's hike but there are still teams turning up quite a bit over weight.

**CP 1 Activity Equipment.** Teams had a number of different items of equipment which they had to pair to the right activity. Items ranged from Kayaking - Climbing and Backwoods Cooking with 1 team suggesting that a marshmallow could be used for lifesaving..

**CP2 Changing a Baby's Nappy.** The teams were asked to change a baby's nappy using a modern style one and treating the doll as a real baby. Most teams had a good attempt with some being better than others, however a couple of teams could have caused serious damage to the baby.

**CP3 Rope Making.** Teams were given a length of twine, a rope making machine and some photos showing how to use the machine. They were then tasked with making some rope. All teams seemed to enjoy this different task. At the finish they were given their piece of rope back.

**CP4 Measuring Wind.** Teams were given a number of different objects to try and measure the speed of wind. The fact that they should have known the weather forecast before starting the hike on Saturday including wind speed could have meant they didn't have to make anything.

**CP5 Maps & Mapping.** The teams were given a section of a map where 1 member of the team had to describe what they were looking at and for the other 3 to draw it. All teams gave this a very good go but there were some who could do with a bit more practice.

**CP6 Senses.** This year's sense was touch. Teams were given different bags with objects in that they needed to identify with one being full of coins which they needed to total. Only one team got the right amount of coins which was £3.89.

**CP7 Stamps & Collecting.** Teams needed to identify coins from the noise they made when dropped onto a hard surface, identify where different stamps originated from, place 4 currencies in the order of value. Finally they needed to identify a phrase from a string of Emoji's. All teams did really well.

**CP8 Campsite** On the campsite teams are judged on their menus, cooking camp craft and site inspection;

**Menu** There were teams that lost points by not following the guidelines and listing the breakdowns for their menus.

**Cooking** Standards of food has improved again with more emphasis on home cooked or cooked on site food. Despite this concern was expressed over the content and quality of Mugs used by some teams for their evening meal. Care still needs to be taken with decanting boiling water from Trangias to cups. 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. 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 Highway Code.** The teams had ten different signs from the highway code to identify from 20 different answers. Considering some maybe riding mopeds or starting their driving lessons there was varying success.

**CP10 Horseshoe Throwing.** This was a target practice checkpoint where the teams were each given a horseshoe to throw at a pin, the difference being they had to be blindfolded over one eye so to change their depth perception. Points were awarded for how close they got to the pin. All teams entered into the spirit of the activity.

**CP11 Laying a Formal Table.** The activity was to get the teams to lay a formal table for a four course meal. This meant wearing cotton gloves to handle the silverware. No teams were fully aware of how to lay a table but all gave it a very good attempt.

**CP12 Hypothermia.** The teams were tasked with attending to a patient suffering Hypothermia. Most teams knew exactly what to do but teams need to communicate with the patient so they know what is happening.

**CP 13 Cook a Potato.** The idea of this checkpoint was to make sure that the teams cooking equipment was clean from Breakfast and that they had enough fuel and water for an emergency. All teams attempted this with varying success but to be able to cook the potato easier they needed to cut it into smaller pieces. One team actually decided to make chips.