

ALCATRAZ RULES

1. All Adults are to follow the guidance on the Scouting “Yellow Card” and be DBS cleared
(See Ext 1)
2. Teams consist of 4 – 7 People and must wear the reflective armband provided on their upper left arm
(See Ext 2)
3. Teams have 30 minutes free time from ANY Catching Team and 1 Hour from the same Catching Team. Teams retiring a member will also forfeit a life
(See Ext 3)
4. It is the responsibility of the team that each team member has the appropriate equipment and be totally self sufficient for the whole event. ONLY Hot water and fresh water will be provided at the checkpoint *(See Ext 4 including Kit List)*
5. Boundaries will be notified at the Start and not before. The Checkpoint details will be given at the start.
(See Ext 5)
6. Teams have a 20 Minute Window to arrive at the finish.
(See Ext 6)
7. Catching Teams Consist of 2 – 4 People (18yrs+) with a maximum 2 vehicles per Team. Catchers are expected to act as safety marshals first, and as catchers second.
(See Ext 7)
8. Catchers Must Have the Reflective on the Upper Left Arm, Day-Glo on the highest point on the vehicle, A Timepiece, a catchers card and a pen
(See Ext 8)
9. Catchers cannot catch for 1 hour after the running teams are set off.
(See Ext 9)
10. Runner and Catchers must follow the country code and not trespass on private land. Teams are to follow the scout Law at all times.
(See Ext 10)

ANY TEAM CAUGHT CHEATING WILL BE BANNED FOR 1 YEAR FROM ANY WALKING COMPETITION RUN BY ORMSKIRK DISTRICT

EXTENSION SHEET

These rules are correct on date of publish but the organisers reserve the right to amend the rules in the interests of the safety of the young people taking part

ALCATRAZ RULES

Ext 1 All Adults MUST be a member of the Scout Association and DBS cleared before the event, and Catchers MUST register with their Membership number 10 Days BEFORE the event.

“PUTTING YOUNG PEOPLE FIRST - All adults in Scouting when they register with either their teams or as catchers on the day will be given a copy of the Scout Associations “Yellow Card (second Edition)” which defines and sets out the association’s policy to safeguard the welfare of all members by protecting them from physical, sexual and emotional harm. The guidance given within the “Yellow Card” must be put into practice and used at all times.

In addition, all adults participating in the event (be it running with a team, catching, or providing some other service) must be CRB cleared by the Scout Association. On the day, all adults will be checked against a list of registered people in the District. No registration, no participation – our hands are tied. People with any query regarding this are advised to contact the District Appointments Secretary prior to the event.”

Ext 2 Teams - A Team will consist of a minimum of 4 members (maximum of 7 including Leader), and with a minimum advised age of 13.5 years. No member of an Explorer Scout Team may be over 18.5 years, and the maximum age for participating in a Scout Network Team is 25.5 years. Explorer Scout Teams may contain Linking Scouts. “Veteran” Teams (i.e. a Team containing a member who is over 25 years) may compete in the challenge, but will not be eligible to receive the overall trophy. Network Teams will be competing for the same trophy as Veterans but are eligible for the Overall Trophy.

Life Cards - Each Team will carry a life card with 10 lives. Loss (or mutilation) of the life card will mean the Team cannot be placed in the results.

Ext 3 Taking a Life – A Team is caught when the rucksack of a team member is tagged (Teams under no circumstances are to be rugby tackled or handled in any nature of this sort). The Catcher will give the Team 2 minutes to report. If the Team has not surrendered their life card by this time they will be disqualified. The Catcher will mark the life card with his/her name and the time caught. The Catcher will also record the catch on his/her own card. The team has 30 minutes from that time to escape **ANY CATCHER/CATCHING TEAM**. During this period the team cannot be caught by **any** catcher or by members of the **same catching team** for a further 1 hour. Catchers must **not** trail teams or add on anytime to the teams because they have plenty of time to get away.

Retirements - During the event, Team Members can retire, providing that the Team numbers does not fall below 4, and the retiring members have been safely picked up by the organisers or a catching team. Any Team wishing to retire a member **will** lose a life

These rules are correct on date of publish but the organisers reserve the right to amend the rules in the interests of the safety of the young people taking part

ALCATRAZ RULES

and will be given 30 minutes catcher-free time. However, this must not prevent a team from retiring a member who is in difficulty. In the event of a tie, the Team who completed the course without retirements will be adjudged the winner. In event of retirement, the team **MUST** notify the Alcatraz Organizers by using the emergency numbers provided on the team card, and can **ONLY** go home after being permitted by the Alcatraz Organizers. Anyone wearing a Hi Vis Jacket cannot catch teams, they are Safety Marshals.

Ext 4 Registration - On registration, teams are required to provide the name of a nominated Team Leader who will take responsibility for the actions of the Team and the CRB Certificate if required. The Mobile number of a team member will be asked for at registration for safety reasons only. The team can leave it switched off all day but they must switch it back on at 11.40am on Sunday. All Teams are running at the discretion of their Explorer Scout Leader who will be expected to respond to any complaints received concerning any of their team. The organisers will not accept responsibility for any Team that does not follow good Scouting or hiking practice.

An equipment list accompanies these rules. It is the responsibility of the team that each team member carries the essential items highlighted in the equipment list. Essential team equipment will also be carried by each team. Misuse of the emergency number by teams will lead to immediate disqualification.

WALKING BOOTS MUST HAVE ANKLE SUPPORT. CROSS TRAINERS/TRAIL SHOES ARE NOT ALLOWED. Any competitor who turns up with footwear without ankle support will be not allowed to start the event

Teams will receive random kit checks through the course of the day to make sure teams are carrying the appropriate kit through the event. These will be carried out by the organizers of the event. Teams must be totally self sufficient and not receive any external help for the length of the event.

Ext 5 Boundaries - Event boundaries will be notified at the start. Any team crossing these boundaries will lose 3 Lives.

Teams should plan their routes to avoid roads. When walking on roads, always approach oncoming traffic in single file. At night, the team must shine a torch on the ground at the front and rear to warn motorists and make sure the reflective armband is visible. Do not shine torches at drivers. Never run down or across roads. Any team accepting lifts or entering private property has retired. Any Team or Member of a team will be DISQUALIFIED if they are caught entering or leaving any shop or private property.

Railways, rivers, canals and motorways must be crossed using recognised crossing places only. Rivers and canals **may not** be waded or swum.

These rules are correct on date of publish but the organisers reserve the right to amend the rules in the interests of the safety of the young people taking part

ALCATRAZ RULES

CHECKPOINT

The Checkpoint will open on Saturday Evening and Close on Saturday Evening. The time of this will be revealed at the start. Any teams that are late to the checkpoint will lose a life for every 30 mins past the closing of the checkpoint. There will be Water at the checkpoint to allow people to top up. Teams must be self sufficient for the Duration of the event; we can only guarantee water at the checkpoint.

Ext 6 The Finish - All teams must finish between 11:40 hrs and 12:00 hrs on Sunday. These two times will be signaled by a rocket or other means. Catching stops at 11:40hrs. Any Team finishing before 11:40 hrs may still be caught. Any Team finishing after 12:00 hrs is out of time.

WINNERS -The winning Team will be the Team that arrives at the finish within the time window and with the least lives lost. In the event of a tie, the winner will be decided by the following sequence:

- The Team with no (least) retirements
- The Team that has gone the longest amount of time from the start without losing their first Life
- The earliest arrival in the time window

The Catching Team with the highest points total will be the winner. Lives have the following value:

1st – 10pts

2nd – 9pts

3rd – 8pts

to 10th – 1pt

Trophies will be awarded as follows:

- Winning Explorer Scout Team
- Winning Network/Veteran Team
- Best Team Overall (The Alcatraz Trophy)
- Best Catching Team

Any disputes should be raised immediately with the event organizers. Contact details for the organizers will be found on the reverse of both Team and Life cards. Results are subject to verification after the event, should information come to our attention that involve the teams in any rule-breaking.

These rules are correct on date of publish but the organisers reserve the right to amend the rules in the interests of the safety of the young people taking part

ALCATRAZ RULES

Ext 7 The minimum age for a Catcher is 18 and all catchers must be registered at the start. "Catching Teams" will consist of no more than 4 people including spotters, and no less than 2 people. Catching Teams CANNOT have 'Spotters' or any variation of this word under the age of 18 years. Drivers of the Catching Vehicle must be over 21.

Drivers are also advised that they are driving on their own insurance cover.

Mountain bikes cannot catch on Public Footpaths because they are footpaths and not cycle ways. Teams maybe chased on foot instead. Motorbikes and Quad-Bikes or equivalent may **not** be used.

A Catcher is an Alcatraz Marshall. As marshals, catchers are expected to help and encourage Teams, as well as catch. They must follow the same code of conduct and good Scouting practice as the Teams themselves. They are also there to ensure the safety and wellbeing of all participants. Any catcher wearing a Hi Vis Jacket CANNOT CATCH or use this as an advantage to lure teams towards them.

CATCHING

A Team is caught when the rucksack of a team member is tagged (Teams under no circumstances are to be Rugby Tackled or handled in any nature of this sort). The Catcher will give the Team 2 minutes to report. If the Team has not surrendered their life card by this time they will be disqualified. The Catcher will mark the life card with his/her name and the time caught. The Catcher will also record the catch on his/her own card. The team has 30 minutes from that time to escape. During this period the team cannot be caught by **any** catcher or by members of the **same catching team** for a further 1 hour. Catchers must **not** trail teams or add on anytime to the teams because they have plenty of time to get away.

If a catching team picks up a retired team or a retired member, they cannot catch again until the member or team is dropped with the emergency vehicle.

Ext 8 As such they will have a reflective armband displayed on their upper left arm; have a timepiece (e.g. Watch, Mobile etc), a pen, and a Catcher's Card. Catcher's Vehicles must also prominently display Day-Glo tape on the highest point. Any person who does not possess all these items cannot catch.

Ext 9 Catcher cards will not be issued to catchers until 50 mins after the teams have been released from the start. Catching will not start until 1 hour after the teams have been released from the start.

Ext 10 Alcatraz is a hike across country using public footpaths and common ground only. Remember to "Follow the Country Code" at all times.

These rules are correct on date of publish but the organisers reserve the right to amend the rules in the interests of the safety of the young people taking part

ALCATRAZ RULES

Do not trespass on private land. Any Team or Catcher found trespassing will be disqualified. If you get lost and stray onto private land, you must move off immediately. If challenged, the utmost courtesy and diplomacy is essential. Remember, you are members of the Scout Association, and should therefore act appropriately, particularly if meeting members of the public who may be worried by your presence near their property.