

MOONLIGHT RULES 2025

1. All Adults MUST be registered Helpers/Leaders, DBS Cleared and MUST follow the Yellow Card
(See Ext 1)
2. Running Teams consist of 4 – 7 People (including Leader) and must wear Day-Glo on their upper left arm and the reflective armband provided
(See Ext 2)
3. Teams have 30 minutes free time from ANY Catching Team and 1 Hour from the same Catching Team. Retirements 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. (Members will not be able to take part otherwise)
(See Ext 4 including Kit List)
5. Boundaries will be notified at the Start and not before. Teams caught Out of Bounds will lose 3 lives and must complete the event Totally self sufficient
(See Ext 5)
6. Teams have a 20 Minute Window to arrive at the finish. Results are subject to verification after the event should information come to our attention that involves teams.
(See Ext 6)
7. Catching Teams Consist of 2 – 4 People (18yrs+) with one Vehicle Per Team. Catchers are Marshalls 1st and Catchers 2nd
(See Ext 7)
8. Catchers Must Have Day-Glo on the Upper Left Arm, Reflective armbands provided, A Timepiece, a catchers card and a pen
(See Ext 8)
9. Catchers cannot catch for 1 hour after running teams are set off but will be set off after 50mins.
(See Ext 9)
10. Runners and Catchers Must follow the country code and not trespass on private land. Teams are to follow the scout Laws at all times.
(See Ext 10)

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

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EXTENSION SHEET

Ext 1 DBS - All Adults MUST be DBS Cleared before the event and Catchers MUST register with DBS number or Membership Number 7 Days BEFORE the event or they cannot take part.

“PUTTING YOUNG PEOPLE FIRST - All adults in Scouting when they register with either their teams or as catchers will be given a copy of the Scout Associations “Yellow Card (second Edition)” which defines and sets out the associations 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)

Solo Scouts 10 – 14.5 yrs

LED Scouts 10 – 14.5yrs

Explorers 13.5 – 18yrs

Network/Veterans 18+

Catchers 18+

Explorer Teams must be under the Age of 18yrs. Explorer Scout Teams may contain Scouts, but not *vice versa*. No more than one Explorer Scout/Scout Leader/Helper can lead a Scout team or that team will be promoted to an Explorer Scout Team or Network/Veteran Team. The same applies to Network and Explorer Teams, For example 1 Explorer + 3 Scouts = Scout Team, 2 Explorers + 2 Scouts = Explorer Team. “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 are eligible for the overall Trophy.

Scout Teams must contain at least one member with the Explorer Award (Or the Adventure Challenge award) or above or had previous Moonlight or Alcatraz type experience. Scout Teams may participate without a Leader at the Discretion of the Scout Leader.

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.

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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** 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 strength 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 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 Moonlight Organizers by using the emergency numbers provided on the team card, and can **ONLY** go home after being permitted by the Moonlight Organizers. Anyone wearing a Hi Vis Jacket cannot catch teams, they are Safety Marshals. 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 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 8.40pm. All Teams are running at the discretion of their Explorer Scout / 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.

Kit List - 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. 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 and not off loaded it at the start. These will be carried out by the organizers of the event.

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

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Teams should plan their routes to avoid roads. When using roads, always walk towards 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. Teams must be totally self sufficient and not receive any external help for the length of the event. Any Team or Member of a team will be DISQUALIFIED if they are caught entering or leaving Shops, Chip shops/Take a ways or Petrol Stations etc

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

SHOOTING - Due to the time of year and the area used, PLEASE keep to public footpaths in areas of trees and open fields, this is due to private shooting and is extremely dangerous.

Ext 6 The Finish - All teams must finish between 20:40 hrs and 21:00 hrs. These two times will be signaled by a rocket or other means. Catching stops at 20:40hrs. Any Team finishing before 20:40 hrs may still be caught. Any Team finishing after 21:00 hrs is out of time. Teams are not allowed into the finishing area before 8.30pm. Any Team caught in this area will be DISQUALIFIED.

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

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

1st – 10pts

2nd – 9pts

3rd – 8pts

Continuing through to

10th – 1pt

Awards - Trophies will be awarded as follows:

- Winning Solo Scout Team
- Winning Scout Team (with Leader)

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- Winning Explorer Scout Team
- Winning Network/Veteran Team
- Best Team Overall (The Moonlight Trophy)
- Smiler Award (most enthusiastic Team)

Any disputes should be raised immediately with the event organisers. 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 involves the teams.

Ext 7 Catching Teams – Can only use **ONE VEHICLE PER CATCHING TEAM** and are driving on their own insurance cover. Registration of this vehicle will be on the Catcher card, if the vehicle registration number and Catcher Card does not match then the catcher cannot take the life. 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. Every Catcher must have received CRB clearance. Mountain Bikes, Motorbikes and Quad-Bikes or equivalent may **not** be used.

Marshals – Catchers are Marshals first and catchers second. 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.

The Catch - 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 and surrender their life card or they will be disqualified. The Catcher will mark the life card with his/her team 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.

Ext 8 Catchers Equipment - As such they will have Day-Glo tape displayed on their upper left arm, the reflective armband provided, 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 possible point of the vehicle. 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 Scout Laws/Country Code - Moonlight is a hike across country using public footpaths and common ground only. Remember to “Follow the Country Code” at all times.

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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.