



# Field Rule Book

This shortened version of the rules serves as a quick reminder in the field, for in depth rules please refer to the complete rule book found online.

**Event Fees:** Must have been received & cleared before the event. Allow five working days to be recorded

**Teams:** Scout & Explorer Scouts: 4 – 6 (scout teams including an adult); Catcher teams: 2 adults. If numbers fall below these teams will need to retire. Everyone taking part in the event will be issued with a wristband. All scout and explorer teams will be issued with one game band.

**Kit, personal & team:** All teams including catcher teams must comply with personal and team kit to participate. Any team found without the full kit during the event is disqualified.

**Waypoints:** All waypoints will close at the time details on your map, if you do not text us your waypoint codes or numbers by then, they will not count.

**No-Catch zones:** There will be a no-catch zone area designated in the middle of the playing area where food and drink will be available. Details will be given on the Event map.

**Event Recording:** Event recording will automatically track & validate or discount each catch & all other significant events at the close of the event to ensure complete accuracy of results. Please always scan a catch, regardless of when you were caught previously.

**Requesting Support:** Teams must notify HQ of any member needing medical assistance or wishing to retire. The team must stay together, follow HQ Incident Coordinator's instructions & rendezvous with event Marshalls & first responder's. The number is 0121 280 0589

**Retiring team members:** Teams must request assistance if a team member requires it. Please do not operate or leave team members behind.

**A Catch:** when any team member is tagged by a catcher such as on their rucksack. Team must stop & present their game band. **All** catches should scan the game band. At the end of the game all catch times will be validated so only catches meeting all the game criteria will be scored. The adult within a scout team counts as a member of the team.

**Disqualification:** Leaving designated playing zone, failure to wear high viz vests when on a public highway or present game bands or respond to event marshals, missing personal & team kit, or respond with accurate grid references to text requests or any action deemed to break the scout law & scout promise.