

Handbook – 2026 (11th October)



Organised on behalf of the Derbyshire County Scout Council
Established 1967



<https://derbyshirescouts.org/events/kinder>
<https://www.facebook.com/TheKinder>



INDEX

<u>Page</u>	<u>Contents</u>
2.	Costings Maps & Checkpoints
3.	Eligibility and Trophy Categories Entry Details Date of next year's event
4.	Rules
8.	Route instructions & Starting procedure
9.	Route – Kinder Extreme
10.	Route – Kinder Challenge Safety Teams
11.	Leaders' Responsibilities Programme
12.	Training for the event. Lost Property Souvenir 'T' Shirts Data Protection Rik Assessments.
13.	Acknowledgements

Changes for 2026

<u>Page</u>	<u>Change</u>
- 3	Leader eligibility
- 5	Clarification of personal equipment
11	Leaders' responsibilities



Contact email: kinder@derbyshirescouts.org



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CENTRAL CONTROL EMERGENCY TELEPHONE
01298 813852 (Chapel) or 07812 333812

THE KINDER – Sunday 11th October 2026

The Kinder Extreme is a challenging hike in the Peak District aimed at older Scouts, Explorer Scouts, Network, and Leaders. The event, which takes place on part of Kinder Scout, is approximately 30 km.

The Kinder Challenge is a circular route from Chapel Scout H.Q. of around 16 Km. This is intended as an introduction to walking competitions in the Peak for younger members. Nb. Items specific to the Challenge appear in blue.

COST OF ENTRY

Kinder Extreme £10.00 per person (same price for the Leader)

Kinder Challenge £10.00 per person (same price for the Leader)

Entry fees are non-refundable after 24th September.

STATEMENT OF INTENT

Our financial budget for the event is to “break even”; in the event of any surplus funds accrued, such profits will be used for the benefit of Scouting within Derbyshire in agreement with the Derbyshire Scouts Trustee Board.

MAPS OF THE ROUTE

The routes are covered by O.S.1:25000 map Explorer ref OL 1

CHECKPOINTS – Kinder Extreme

Checkpoint	Location	Grid Ref	Leader	Drinks
START	1 st Chapel Scout HQ	060 806	Dave Mitchell	
Sheffield Road	Car in lay-by	091 824	Shona Stockton	Yes
Jacob's Ladder	Near to path junction	080 861	Phil Leivers	
Kinder Downfall	Near to the Downfall	083 889	Jon Rice	
William Clough	Near to path junction	064 900	Simon Birchall	
White Brow	Near to the pathway	050 883	Richard Poyser	
Hayfield	Scout H Q Swallow House Ln	035 872	Tom Stoddart	Yes
Throstle Bank	Car near start of track	029 831	Ralph Shephard	Yes
FINISH	1 st Chapel Scout H.Q.	060 806	Debbie Steeples	Yes

CHECKPOINTS – Kinder Challenge

Checkpoint	Location	Grid Ref	Leader	Drinks
START	1 st Chapel Scout H.Q.	060 806	Dave Mitchell	
Throstle Bank	Car near start of track	029 831	Ralph Shepard	Yes
Peep O Day	Car on track before road junction	048 850	Dawn Wheeldon	Yes
Shake Holes	Land Rover	066 842	Debs Bywater	
Slackhall	Car on triangle on Sheffield Road	075 819	Shona Stockton	Yes
FINISH	1 st Chapel Scout H.Q.	060 806	Dave Mitchell	Yes

WHO CAN ENTER?

Members of the Scout Association subject to the Eligibility and Trophy Categories listed on Page 2. The team composition must meet the criteria outlined in the Eligibility & Trophy Categories on page 3.

RESULTS

Available on the website: www.derbyshirescouts.org/kinder. During the event, progress of teams will be shown on the website which will be periodically updated.

ELIGIBILITY AND TROPHY CATEGORIES – Kinder Extreme

Trophy	Category	2025 Winners & Time	Event Record & Time
Derby Ram Trophy	Fastest Overall time – team of 4 to 6 eligible for at least one of the other categories.	2CV Explorers 4 hrs 55 mins	Quantum 'A' 4 hrs 54 mins (2024)
Kinder Trophy	Scout/Explorer team of 4 to 6 under 18 yrs, 2 of whom to be 16 or over, other member(s) 13 or over.	2CV Explorers 4 hrs 55 mins	Endurance Explorers 4 hrs 27 mins (2018)
Pennine Shield	Scout & Leader* team of 3 to 5 Scouts or Explorers aged between 13 & 18 with one Leader (*Leader aged over 18)	Apocalypse ESU 9 hrs 33 mins	12 th Halifax Expl. 'L' 5 hrs 3 mins (2023)
Ron Anderson Trophy	Team of 4 to 6 members aged over 13, 2 of whom to be over 18.	73 rd Derby Leaders 5 hrs 27 mins	Grey Hares 5 hrs 2 mins (2022)

ELIGIBILITY AND TROPHY CATEGORIES – Kinder Challenge

Trophy	Category	2025 Winners & Time	Event Record & Time
Kinder Challenge	Team of 4 to 6 Explorer Scouts members aged 14 and under 18	Boyz N The Hood 2 hrs 53 mins	12 th Halifax Explorers 'Z' 2 hrs 35 mins (2022)
Blagreaves Boot	Scout & Leader* team of 3 to 5 Scouts aged between 10½ and 14½ with one Leader. (*Leader aged over 18)	1 st Buxton 'A' 2 hrs 38 mins	1 st Chapel-en-le-Frith 2 hrs 5 mins (2014)

*** The Leader must be an appointed leader having completed their relevant training. All adult team leaders must have completed their Safety, Safeguarding and First Response training.**

HOW DO WE ENTER? - & Free 'T' Shirt Offer!

By completing the **Booking Form** on the Kinder Walk website – The Next Event/Enter/Now - one form per team, together with the applicable fee, payable on-line (refer to the Booking Form) Teams are limited to 45 in the Challenge and 35 in the Extreme, so it is first come, first served.

For entries (and payment) received by 17th September, a complimentary 'T' shirt will be provided. All you have to do is get your entry and chosen shirt sizes in by that date, to receive a FREE 'T' SHIRT FOR EACH COMPETITOR.

On receipt of payment, you will be sent your **Team Entry Form**, which confirms acceptance of your entry. This should be completed on-line prior to the event and be presented to the booking-in desk on your arrival at Chapel. **Please ensure this is fully completed BEFORE you arrive.**

2027 EVENT

Date for next year's event is Sunday 10th October. The Handbook will be available after July 1st and may be downloaded from the website or requested by email via kinder@derbyshirescouts.org

THE RULES (applicable to both events)

1. Entries

- a) The event is open to all members of the Scouts in accordance with the ages specified in the relevant categories. Ages applicable on the day of the event.
- b) The Team Leader, who must have completed their relevant training, must be elected and sign the Team Entry Form to this effect.
- c) The **Section Leader** must sign the section of the Entry Form concerning capabilities of team members. Particular attention is drawn to Scout P.O.R. Chapter 9 Activities.
- d) **Leaders are reminded to check their team's kit before inspection.**
- e) Acceptance of all entries will be at the discretion of the Organising Committee, and on signing the Entry Form all competitors agree to accept these Rules and Conditions governing the event.
- f) The Organising Committee's decision will be final in any dispute.

2. Clothing – to be worn or carried.

ITEM	DESCRIPTION	GUIDANCE
Rucksack	To have a waterproof lining/ plastic bag inside	Up to 35 litres capacity
Thermal base layer Top	Wicking base layer, non- cotton, or Merino Wool	This is a thin layer, worn next to the skin: Its purpose is to draw water away from the body.
Warm mid layer Top	Mid layer – long sleeved shirt, non-cotton sweatshirt, or micro fleece.	It's all about keeping you warm and moving moisture out from the base layer.
Warm Outer Layer top	Outer layer, long sleeved non- cotton sweatshirt, or micro fleece	It's all about keeping warm and moving moisture out from the mid layer.
Long trousers	Below the knee, less than 20% cotton	Made of warm quick drying material (not Jeans)
Shorts	May be allowed if weather conditions are considered suitable on the day.	Decision made on the day by Start Committee. (long trousers must be carried- just in case)
Waterproof outer garment	Outer layer- waterproof Jacket with hood, (taped seams)	It protects you from the elements. This means it keeps out the wind, rain, hail, and snow. It needs to be breathable - allowing moisture to escape.
Waterproof over trousers	Waterproof over trousers (taped seams) that protects you from the elements	They keep out the wind, rain, hail, and snow. It also needs to be breathable - allowing moisture to escape.
Hat or balaclava	Which covers the ears	Made from various fabrics.
ITEM	DESCRIPTION	GUIDANCE
Mitts or gloves	To keep the hands warm, not fingerless type	These can be made from various materials of choice.
Footwear	Specifically designed for hiking or special fell running shoes	Make sure that footwear & socks are a good fit and have a good tread that give you good grip on slippery surfaces

3. Personal equipment – carried by each competitor:

ITEM	DESCRIPTION	GUIDANCE
Torch	Preferably L.E.D.	This should be capable of giving a good beam to be able to walk on. It must last for 8 hours. <u>Not</u> a mobile phone or wind-up type.
Drink for consumption en route	In a suitable bottle/container that can be replenished, as necessary.	Minimum 1 litre capacity
Mug		For use at Checkpoints & the Finish
Food for consumption en route	Light snack such as sandwiches, cake or energy type sweets.	(Drinks and biscuits will be provided at some Checkpoints)
Emergency food	Glucose, nuts (if you can), raisins, sweets or chocolate. Suitable for 12 hours survival.	In sealed container or polythene bag
O.S. Map of the route	Scale 1:25,000 of entire route.	O.S. Explorer OL 1 is best. Photocopies are not acceptable. Nb. For the Challenge, 2 maps per Team are acceptable – with printouts for the other team members. (must show Grid Line numbers)
Whistle		Loud enough to be heard over a good distance.
Compass	Silva type with baseplate	Not micro or key ring type
Survival/Bivi Bag	Body length made from heavy duty 500-gauge polyethylene or similar material.	<u>Waterproof</u> and able to stand gale force winds. Thin polythene bags or aluminium foil blankets are not suitable.
Pencil and paper		For making notes in case of emergency.
Personal medication	If required	Ensure Team Leader is aware of any medication required for any member

4. Team equipment:

ITEM	DESCRIPTION	GUIDANCE
Sleeping bag	Minimum of 2 seasons	Full size to suit biggest member of the Team

Emergency shelter Recommended for the Challenge but not compulsory.	“Bothy” type shelter large enough to accommodate 4 people.	Must be waterproof and designed to withstand gale force winds. Open ended tube tents made from foil or polythene are not acceptable.
Vacuum flask	Containing a hot drink.	No more than 0.45 litres.
First Aid kit	Consisting of 2 large triangular bandages, 1 crepe bandage, 1 medium sterile dressing, adhesive tape, assorted plasters and protective gloves.	Contained in a waterproof container or bag.
Mobile phone with ‘WHAT3WORDS’ programmed in.	Switched on and fully charged and sufficient credit	Central Control Number programmed in. (01298 813852)
Watch	Wristwatch type	Not just on your phone.

5. Route Cards and Tally (Dog Tag)

- a) Each competitor will be issued with a Tally (dog tag) and a set of Route Cards at the Start. The dog tag must be worn around the neck.
- b) At each Checkpoint, the appropriate section of the Route Card is detached and retained by the Checkpoint staff.
- c) In the event of a competitor retiring, the remaining sections of the Route Cards will be retained at the Checkpoint at which he/she retires.
- d) The retired competitor will be transported to the Finish at Chapel (either by Kinder transport or if preferred, their own supporters) and their dog tag must be handed in at the Finish Checkpoint by the competitor personally.
- e) In the event of the competitor being transported direct to hospital upon retirement then Kinder Walk staff will make arrangements for the dog tag to be returned to the Finish Checkpoint.

6. Retirement

- a) Competitors may retire at any point on the route, but it is desirable to retire at a Checkpoint if possible. If a Checkpoint cannot be reached, then a message must be sent to the nearest Checkpoint, or to Central Control.
- b) In case of any team members retiring, the remaining members of the team must wait at the nearest Checkpoint until they can make up a "scratch" team of not more than eight members. The constitution in terms of numbers and ages must be agreed with the Checkpoint staff. If this is not possible, they too must then retire and will be transported back to Chapel to hand in their dog tag.
- c) The combined team must elect a new leader who will check that the Team have the full team equipment as per Rule 4 and will sign the Scratch Team document held by the Checkpoint staff to confirm this.
- d) Teams must have left the Checkpoint at Hayfield by 14.00 hours and by 15.30 at Throstle Bank in the Extreme and [Peep O Day by 12.30 hours in the Challenge](#) - otherwise they will be retired.

- e) The Organisers have the right to retire any competitor at any point during the walk.
- f) The Organisers retain the right to compulsorily retire any team which is extremely late at the back end of the route.

7. Competitors may be disqualified for:

- a) Failing to wear or carry the clothing and equipment specified in Rules 2, 3 & 4 at all times.
- b) Receiving assistance of any kind, including the use of "Support" vehicles, "Pacemakers" and replacement of equipment.
- c) Failing to walk as a team at all times. Each member of the team must be within sight and sound of all members of the team. Failure to do so will result in disqualification of the whole team.
- d) Failing to adhere to the route detailed in the Route Instructions.
- e) Failing to comply with the rules to the satisfaction of the Organisers.

8. Trophies

- a) Teams must finish as a complete team (i.e., the same members that started) to be eligible for trophies.
- b) In the event of an original team forming part of a "scratch" team, then that team will still be eligible for trophies.
- c) Trophies will be held by the winning teams for a period of twelve months. In the event of a tie, each team will hold the trophy concerned for six months by mutual agreement.
- d) It is the responsibility of the holding teams to safeguard and return the trophies to the Organisers prior to the following year's event. Your team name as appropriate should be affixed to the trophy.

9. General

- a) In the event of any agricultural virus that restricts travel to the area, the event will be cancelled. If the area has been declared free from infection it may be necessary to ban competitors travelling from any other district in which the disease is prevalent. In either case, the Organisers cannot accept liability for any expense incurred by competitors. However, every effort will be made to reimburse the entry fee if circumstances permit.
- b) In the event of the Start Committee considering that weather conditions are unsuitable for competitive walking over open country, the event will be cancelled. The Organisers cannot accept any liability for any expense incurred by competitors. However, every effort will be made to reimburse the entry fee if circumstances permit.
- c) Dogs are not permitted to accompany teams on the event.
- d) Outdoor activities carry an inherent level of risk. The organisers cannot be held responsible for any occurrence that arises through failure to follow the guidance in this Handbook, other event documentation or verbal instruction given by the event staff. The organisers will take no responsibility for loss or damage to personal possessions.
- e) Suitability of equipment listed in Rules 2, 3 & 4 will be entirely at the discretion of the Inspection Teams. If in doubt, bring alternatives.
- f) Although the Challenge does not go over the same terrain as the Extreme, the weather conditions can be just as challenging and hence the equipment specified is applicable to both events.
- g) It would be advisable to bring along a spare set of clothes to change into after completion of the walk –just in case! You may leave this at Chapel – clearly marked with your name and Team Number.

- h) Light Refreshments will be provided at the Finish. We are attempting to reduce the use of plastic wherever possible so please use your own mug for drinks at the Finish.

ROUTE INSTRUCTIONS

All Team Members should read the information in this Handbook and understand the rules governing this event. It should be appreciated that this walk passes through “Potentially Hazardous Country” and should be undertaken only by those who are physically and mentally prepared.

Any competitor who has had any acute illness (e.g., Tonsillitis, viral infection, Chest infection, etc.) in the four weeks prior to the event should consult a doctor before competing.

All sections of the route printed in BLOCK CAPITALS are compulsory – this is in place for your safety.

STARTING PROCEDURE

Team number and inspection time will be advised on the Team Entry form. Teams must book in at Chapel Scout HQ prior to the advised Inspection Time. Teams will start progressively once inspected.

RESCUE SERVICES

Mountain Rescue Teams will be in the area throughout the event. If any competitor is unable to continue when in open country, the remaining members of the team should alert the rescue organisation through any Checkpoint or Central Control; there will always be a Checkpoint open in front of and behind each team. It is essential that at least ONE person stays with the casualty. Any team finding another team in distress **MUST** help. They should ascertain the correct location and advise Central Control or the nearest Checkpoint. This action will be additional to any information already passed by members of the team in distress. Suitable time allowance for such action will be made at the discretion of the Organising Committee.

Rescue Signals: Teams should note the following signals, which would be used by teams in difficulties.

MESSAGE	Lamp or Whistle
Help Wanted	6 flashes/blasts in quick succession followed by 1-minute silence
Acknowledgement	3 flashes/blasts in quick succession followed by 1-minute silence

TEXTING –When you cannot make a voice call due to low signal, you can text 07812 333812 from your mobile phone giving Grid Ref of your location and briefly your situation.

You can also REGISTER to make a 999/112 emergency text call by first texting the word ‘register’ to 999 or 112. You will then get a message back for you to agree to use the service. In an emergency you can then text Police-Mountain Rescue and give your location and why you need help.

Kinder Extreme Route

START to SHEFFIELD ROAD

Leaving the Chapel H.Q. proceed back along Thornbrook Road to the 'T' junction. Turn right down Market. Street take the left hand fork up Sheffield Road, under the bypass. Cross the road to walk on the pavement on the right-hand side up towards Slackhall and the Chestnut Centre. TAKE THE MINOR ROAD OPPOSITE THIS AND THEN FOLLOW THE TRACK IN A NORTH EASTERLY DIRECTION UP TO Grid Ref 089 823 where it meets the Sheffield Road again. The Checkpoint is situated on the side of this road at Grid Ref 091 824.

SHEFFIELD ROAD to JACOB'S LADDER

Continue up the road to the take the Chapel Gate track, then bear left on the path over Brown Knoll. After the stile at Grid Ref 081 853, take the path in a northerly direction to the next checkpoint at JACOB'S LADDER Grid Ref 080 861.

JACOB'S LADDER to KINDER DOWNFALL

Continue in a northerly direction on to the Pennine Way, via Kinder Low and on to KINDER DOWNFALL. The checkpoint is at Grid Ref 083 889.

KINDER DOWNFALL to WILLIAM CLOUGH

Follow the Edge Path in a westerly direction, past Sandy Heys then left down the steps to WILLIAM CLOUGH checkpoint at Grid Ref 064 900

WILLIAM CLOUGH to WHITE BROW

Continue down William Clough until about 100 metres before the edge of the reservoir. The path then climbs up to the right over Nab Brow and along to WHITE BROW checkpoint at Grid Ref 050 883

WHITE BROW to HAYFIELD

Follow the Snake Path towards Hayfield, turning right down the road into the Village. At the main road (Market Street) turn right and then left on to Swallowhouse Lane, under the bypass to the checkpoint at HAYFIELD Scout HQ Grid Ref 035 872 (latest leaving time 14.00 hrs)

HAYFIELD to THROSTLE BANK

Continue back up Swallow House Lane and right on to Market Steet, bearing right on to Church Street. At the cross roads turn left onto Valley Road then right onto Highgate Road. TAKE MARKED PUBLIC FOOTPATH ON THE RIGHT AND CROSS THE A624 ROAD, follow this via Phoside Farm. On approaching the farm buildings turn right and then go between the first barn and the house; continue through the gate and head up the hill towards Foxholes Clough, spot point 426 and on to the next checkpoint at THROSTLE BANK Grid Ref 029 831. (latest leaving time 15.30 hrs)

THROSTLE BANK to the FINISH

Continue down Over Hill Road onto Stubbins Lane; take the footpath down through the picnic area and over the railway bridge to Leaden Knowl. Turn right on to Lower Lane (B6062) then turn left down the road at Grid Ref 034 823 and follow the old tramway track, crossing one minor road until it meets Charley Lane. Turn right under the by-pass. Take the path at Grid Ref 049 814 in a south easterly direction on the left-hand side of the hedge via "The Courses" over two fields to meet the track, turning left and under the railway tunnel. Follow this path up to the church and then down Church Brow to the High Street. Follow this down to Thornbrook Road and back to the Chapel Scout HQ just after the Medical Centre at Grid Ref 060 806.

Kinder Challenge Route

START to THROSTLE BANK

Leaving the Chapel H.Q. proceed back along Thornbrook Road to the 'T' junction. Turn left up the High Street to "The August Moon"; turn right up Church Brow to near the church on the Market Place; take path straight ahead (Church Lane) follow path down and under the railway tunnel. After 70 metres turn right through stile by gate (marked) and follow path uphill on left hand side of wall. After two fields, to the left of the farm buildings, continue in a north westerly direction to the stile in corner of field and follow footpath on the right-hand side of hedge until it meets the road. Turn right down Charley Lane and under the by-pass, taking the left-hand old tramway track in the direction of Chinley. Follow tramway, crossing one minor road, past White Hall Mill. Leave the track and turn right up the metalled road up to Leaden Knowl. Turn right at 'T' junction (B6062 Lower Lane). After 200 metres take the bridge over railway on your left, follow this up the path to meet Stubbins Lane. Turn left and follow Over Hill Road up to THROSTLE BANK Checkpoint at Grid Ref 029 831

THROSTLE BANK to PEEP O DAY

After the Checkpoint, take right hand fork up the track (northwards) up to spot height 426, just after this through the gate/style turning right (east) and past Hills Farm to PEEP O DAY Checkpoint at Grid Ref 048 850 near the junction with the A624.

PEEP O DAY to SHAKE HOLES

After the Checkpoint turn left onto the A624, continue for 100 metres then take right hand footpath (marked) past disused quarry. Continue along the path until the junction with a track. Turn right (South) and follow public bridle way (marked "PBW") towards South Head and on to SHAKE HOLES Checkpoint at Grid Ref 066 842. (latest leaving time 12.30 hrs)

SHAKE HOLES to SLACKHALL

Follow the track for another 300 metres and then leave the track onto the footpath at Grid Ref 071 837 (Do not follow the track). Follow the footpath to Shireoaks; approaching the farm gate, turn left and follow wall to the east of the farm and follow the path downhill to the railway bridge. Proceed across the bridge and up the path to join the road towards Malcoff, turn left onto the road up the hill past Malcoff Farm. Continue along the road to Slack Hall, passing Ford Hall on the left to SLACKHALL checkpoint on the triangle on Sheffield Road at Grid Ref 075 819.

SLACKHALL to the FINISH

Follow on down the Sheffield Road to Chapel-en-le-Frith going under the bypass to the junction with the B5470 Market Street. Continue westerly along the road and then turn left just after the Morrison's island into Thornbrook Road. The Checkpoint is situated at the 1st Chapel Scout Group HQ just after the Medical Centre.

SAFETY TEAMS

Safety Teams will be operating throughout the event. Their terms of reference are broadly noted as follows:

- Inspection of personal and team equipment of every participant prior to starting.
- Random spot checks of some, or all, of the personal and/or team equipment at or between checkpoints throughout the whole of the event. (Note: time taken for these checks will be credited and a team may be stopped more than once.)
- Observation of teams for any infringement of the rules, especially of "support" cars and pace-making by non-competing walkers.

The rules are designed to ensure the safety and welfare of the competitors during the event. Any infringement may lead to disqualification of the individual or the team at the Safety Team's discretion.

LEADERS' RESPONSIBILITIES

Leaders are reminded of the 'InTouch' procedure for communication to their team members – see <https://www.scouts.org.uk/volunteers/running-your-section/intouch/> for details.

.All communications on the event must be via Central Control.

- Team Kit – we get a number of teams turning up at Inspection without the right equipment (specified in the Rules) Please make sure your teams are fully aware of the rules and equipment required and then **check** they have it all! We would hate to have to stop them walking but their safety is our main concern – the rules are there for a purpose.
- Navigation – **training in map reading and navigation skills is a must.**
- Risk Assessment – The person entering the team is responsible for carrying out a Risk Assessment prior to the event.
- Water-proofs, you **MUST** make sure waterproofs are adequate.

COUNTRYSIDE CODE

Competitors are reminded to keep to the Countryside Code at all times. The Team Leader is responsible for ensuring any gates are securely closed.

CHAPEL SCOUT HEADQUARTERS

Parking is available in the Car Park in Thornbrook Road - just before the Scout Headquarters. Pedestrian entry to the Headquarters is through a gate at the rear of this car park.

MOBILE PHONES

Mobile phones must be fully charged and operational i.e., switched on and sufficient battery life and credit (where applicable) available. Central Control (01298 813852) should be programmed in before you start.

Whar3Words

Download the app on to your phone. The world is divided up into 3 metre squares. If you need assistance, all you need to do is open the app, the 3 words will then identify your exact position.

[For the Challenge, we would recommend that an emergency shelter such as a "Bothy" or similar shelter is provided for each team. It must be waterproof and designed to withstand gale force winds, large enough to accommodate all the members of the team.](#)

PROGRAMME

- 06.30 Booking in commences for **Kinder Extreme**.
- 06.30 Kit inspection starts for the Extreme.
- 07.00 onwards Start of **Kinder Extreme** – progressively after inspection.
- 08.00 [Booking in commences for **Kinder Challenge**. Please do not arrive before 8.00 so that we have chance to get the Extreme under way first.](#)
- 08.30 [Kit inspection starts for Challenge.](#)
- 08.30 onwards [Start of **Kinder Challenge** – progressively after inspection.](#)
- 11.00 Teams begin to arrive at the Finish. Certificates will be presented as teams finish during the day – as soon as placings can be established. Light refreshments are served as teams finish.
- 17.00 Chapel Scout H.Q. to be vacated. (**Teams need to be back by this time at the latest**)

TRAINING FOR THE EVENT

Attention is drawn to P.O.R. Rule 9.7 - Adventurous Activities Permit Scheme, which is applicable for training walks prior to the event. (NB. The Challenge is designated Terrain Zero and the Extreme is Terrain 1) Competitors are reminded of the importance of the safety rules and their selection of equipment whilst training as well as on the event itself. Adherence to these rules is just as important during training as on the walk itself. Remember, the weather is unpredictable in this area and less help is on hand in the event of an emergency.

LOST PROPERTY

Any item of lost property should be handed in to the Finish Table at Chapel Scout H.Q. After the event any queries should be addressed to the Competitors' Secretary:
Mr A M MacAlister - 5 Nottingham Road, Belper, Derbyshire DE56 1JG Tel: 01773 821986
Email : kinder@derbyshirescouts.org

SOUVENIR 'T' SHIRTS

Available for entries received and paid for **before** 17th September. A limited number will also be available for sale at the event.

PHOTOGRAPHY

We expect all competitors to be respectful of others to receive consent from anyone before taking their photograph; however, as an organisation we cannot guarantee that anyone who should not be photographed will not be on a photograph that could be circulated on social media or Scouting publications. It is therefore the parental responsibility holder of the young person to consider this potential risk before taking part in the event.

DATA PROTECTION (GDPR)

Team information and emergency contact details that are collected on the Entry Form is stored securely; password protected. This personal information is only used for the purposes of the event and is essential for the safety of all competitors. This information is destroyed 2 months after the event. Contact details of Leaders submitting applications are retained for promotion of this event for the subsequent year only.

Risk Assessment

You are to conduct your own Risk assessment; the Kinder R.A. is available on the website.



The Wilmot Wander Sunday 31st January 2027



Organised by 27th Derby (Chaddesden) Scout Group, the walk is a 50km circular route around Derby in open countryside.

Open to anybody over 14½ - in teams or as individuals.

Individual entrants to be aged over 18 years.

Further information can be found on our website 27thderbyscouts.co.uk
or by email: wilmotwander@gmail.com

Acknowledgements:

Accommodation

- 1st Chapel-en-le-Frith Scout Group
- 1st Hayfield Scout Group

Access

- Landowners and tenants
- New House Farm
- Gamekeepers
- National Trust
- Peak Park Authority

First Aid and Rescue Services

- Derby Mountain Rescue Team

Various

- Boston Promotions
- All those manning Checkpoints and all other helpers on the event

Without all this help, the event just could not take place.

A sincere thank you!