

Starting soon...



Day Prowl 2025 Leader's Brief

Please use the chat or Q&A functions to ask questions.

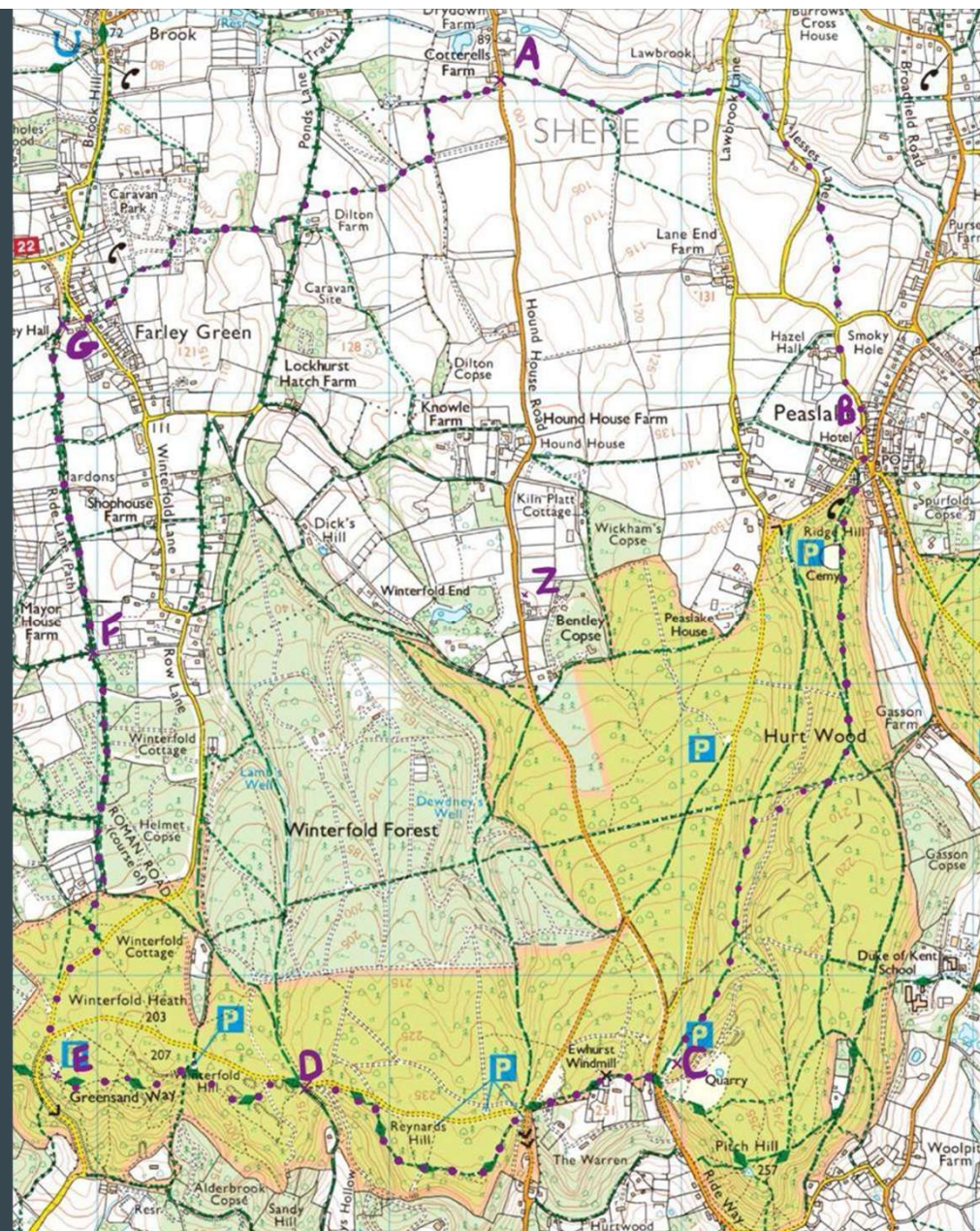
Day Prowl 2025

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Bentley Copse // Surrey Hills

Overview

- Distances vary between 12km - 14.5km
- More challenging navigation than 2024, but shorter routes
- Poor phone signal in parts of the course
 - Tracking, leader comms, scorekeeping will be more challenging
- Requires walking on some roads, will not be possible to have leaders for all road segments
- Same event format as 2024 - groups walk the loop, then meet in the middle for winner announcement and dispersal.
- Toilets at CP Z only



Before the day

Teams

- Register team details online (link to be e-mailed after this presentation)
 - Complete your In-touch details for your team members
 - Confirm with your team members how they will travel to their start points
 - Prepare your risk assessment for travel to the departure points and from the pick up point
 - Ensure map-reading skills are up to date, including things like using route cards, following bearings etc.
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- Develop your activity and let District Team know what it is (to avoid duplication)

Bases

Each Base must provide:

- Water (enough for groups to have bottle refills at your base)/cups
- Activity (should take 5 mins max)
- First aider and first aid kit
- Smartphone / tablet - make sure it will stay charged all day (might need a power bank)
- Pens

You might also like to have:

- Shelter (if space permitting)
- Stuff for brekkie/lunch (no open fires)
- Table/chairs

District will provide:

- Radio
- Signage
- Team packs for teams starting from each base - map, route card, team card, tracker, instructions for emergencies
- Base pack - backup scoresheets, maps of route to Base Z, instructions for emergencies

To be collected the evening before event from District Hub

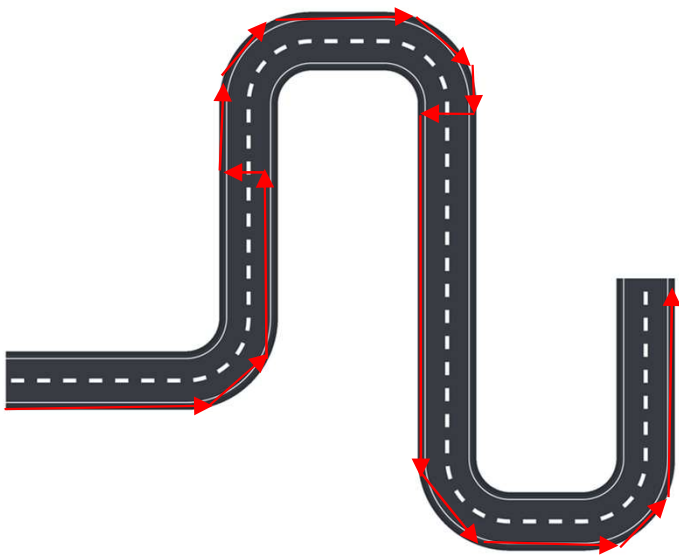
Start of the day

- Bases must be setup and staffed from 10:00 until the last team passes you
- Bases are responsible for checking and briefing all teams starting from their checkpoint are correctly equipped
- Teams do not complete the activity for the Base where they are starting, so you only need to record their departure time (on their Team card, and online).
- Teams will be allocated departure times and direction from their 1st base (so that all teams arrive at Base Z in a 15:30-16:00 window)
 - *Please send them in the right direction at the right time*

Participant briefing

- Safely walking on roads (from Highway Code)
 - *If there is no pavement*, keep to the right-hand side of the road so that you can see oncoming traffic. You should take extra care and
 - ~~be prepared to~~ walk in single file, especially on narrow roads or in poor light
 - keep close to the side of the road.
 - It may be safer to cross the road well before a sharp right-hand bend so that oncoming traffic has a better chance of seeing you. Cross back after the bend.
- Teamwork, and supporting each other
- What to do in an emergency

Walking on Roads



- Group is walking on the right around all the left hand bends, and straight roads.
- Where they come to a sharp right, they cross over to the left to maximise visibility.
- Once they have good visibility again, they cross back to the right, and continue walking.

When groups arrive a your checkpoint

- Take in their score card, and write their arrival time on the card.
- Log their arrival time on the online scoring system
- Check on the group (you may also want to talk about the next hike leg, as simple things like pointing out that their next leg should be flat/uphill/downhill could be enough to stop them going the wrong way)
- Have the group complete the activity for your checkpoint
- Score the activity (max of 30 points per checkpoint - recommend 20 for the activity and 10 for teamwork)
- Record their scores online and on their score card
- Ensure that there is a sufficient gap between the previous group
- Record their departure time on their score card and online, then return their score card.

Checkpoint Zulu (Control)

Two options:

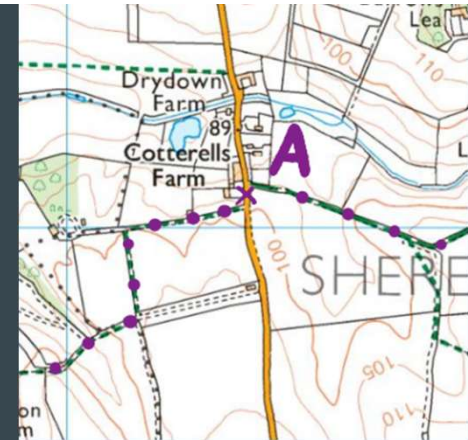
- Small heated room, would fit around 5 people. Includes TV which would aid monitoring. Limited wifi, and a path between building and space for starlink.
- Marquee with wifi, power and significant tables & chairs. Easy to run networking.

Booked marquee.



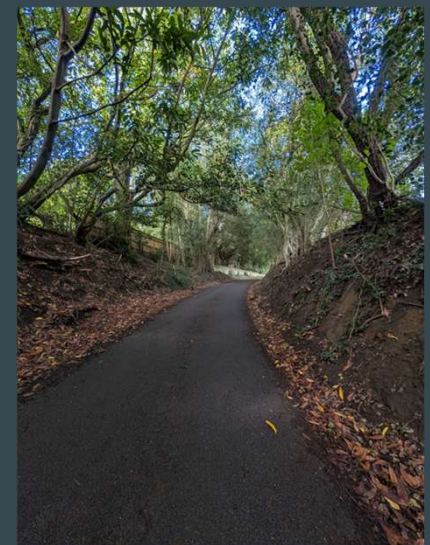
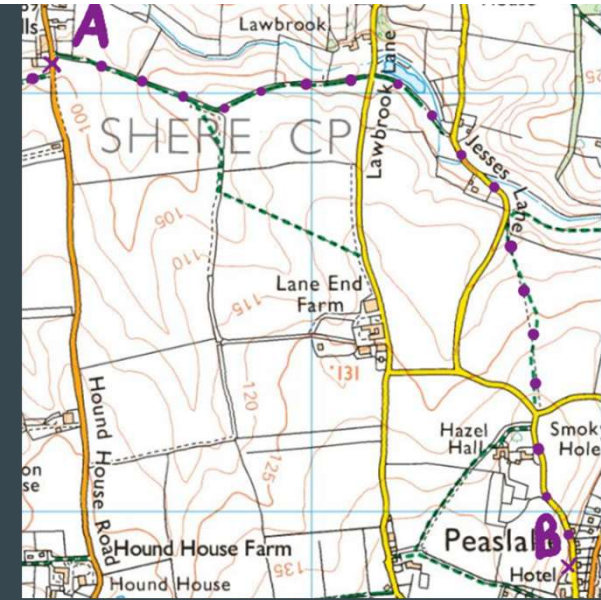
Checkpoint Alpha

- Very limited space
- No parking (drop and go, or hike in)
- Speaking to previous event team, can only fit a table, no gazebo etc
- On high speed road, will need to manage groups crossing, and ensuring they are not too close to road completing activity



Hike between A and B

- Involves crossing Lawbrook Lane, walking along Jesses Lane, and walking along road into Peaslake.
- Roads are low speed, so groups will not need an escort - must be briefed to walk on outside of bends, and must have a high vis at the front and back of each group whilst on the roads.
- Field with horses on footpath, brief groups to leave the horses alone and walk well clear.



Checkpoint Bravo

- Car park on edge of Peaslake (Pond Lane car park)
- Was busy during recce (passed around 13:00). Expecting it to be quieter early, and since event is later in the year also likelier to be quieter as fewer mountain bikers.
- Need to manage groups on the road which the checkpoint is on, and through the village.



Hike between B and C

- Popular area for mountain bikers
- Generally mountain bikers are on the small trails around the main paths, when on main paths they were travelling slowly.
- Requires walking on roads through Peaslake



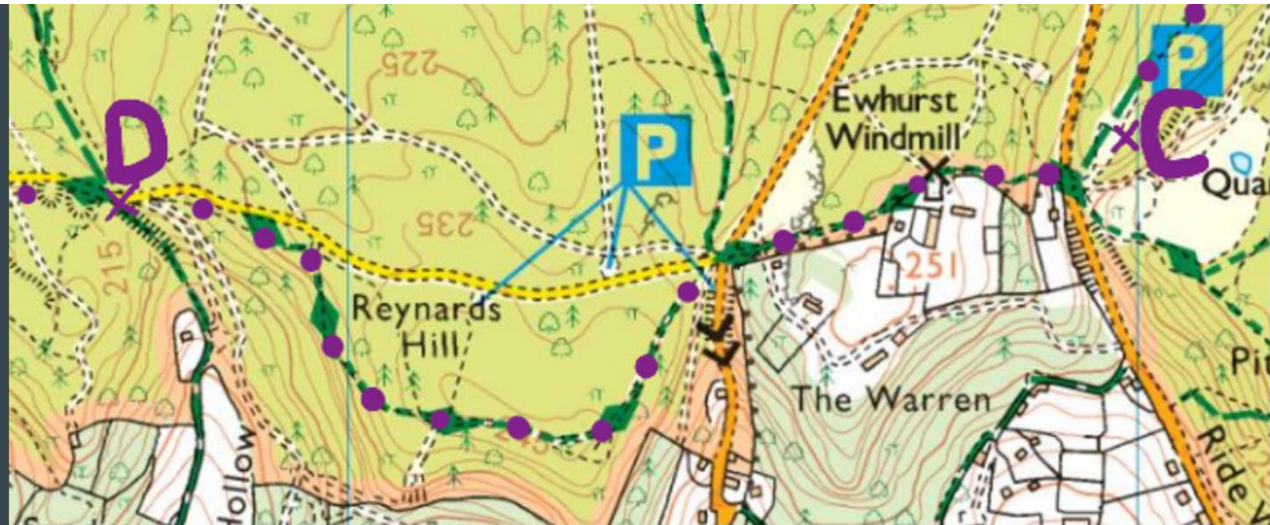
Checkpoint Charlie

- Large car park, space at all times it has been visited
- Phone signal available a few hundred metres towards checkpoint B, but not at checkpoint.
 - Leaders at this checkpoint will need to select 'available offline' for the scoring sheet, which will update the main copy as soon as they get internet
- Radios may not work - mixed success on recce
- Need to supervise groups across the road, and across the road west of Ewhurst Windmill

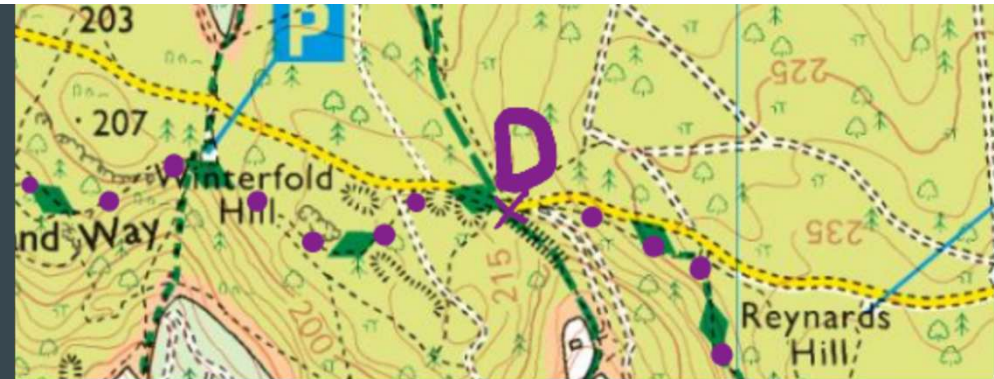


Hike between C and D

- Crossing 500m past checkpoint C may need to be manned due to potential speed of vehicles on that road.
- Other than one crossing, route is not on roads.
- Boots are a must - very likely to twist an ankle
- Very nice viewpoint 🤩



Checkpoint Delta



- Clearing on open access land
- Checkpoint staff to supervise groups between checkpoint and turning onto bridleway to the west



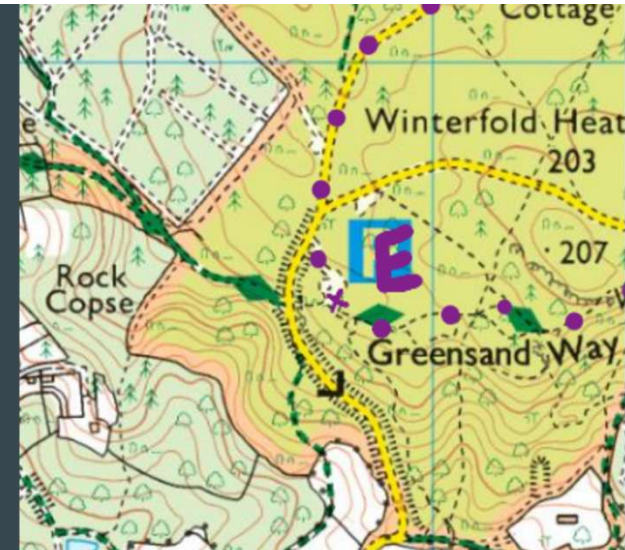
Hike between D and E

- Potentially the hardest leg navigationally
- Mountain bikes popular in this area
- Very short distance
- Paths are all on top of each other, very easy to make a mistake
- District will have leaders around this area to help lost groups as needed



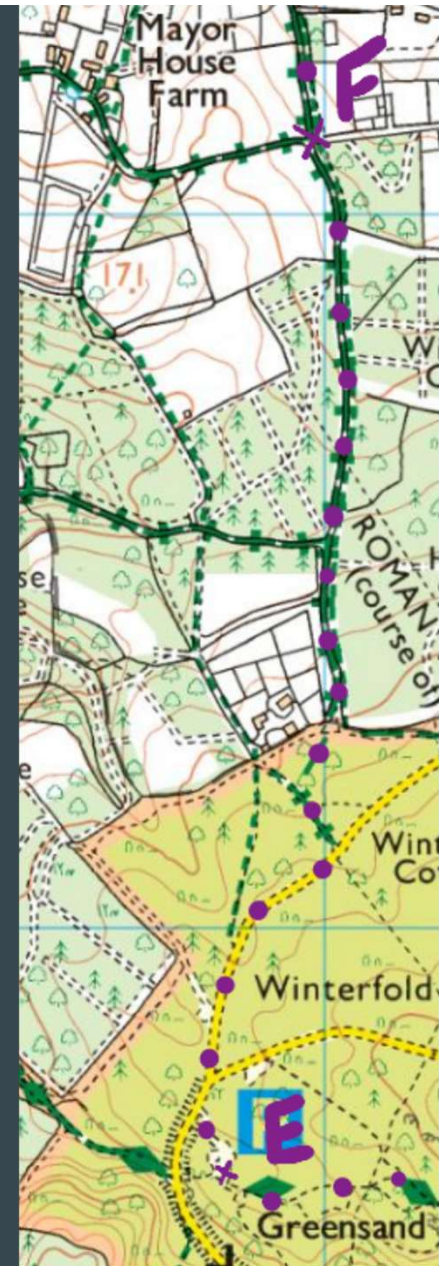
Checkpoint Echo

- Hurtwood car park 6 (Radar station)
- Completely empty on Recce
- Large concrete area
- Groups will be using high speed road next to the checkpoint
- Checkpoint staff must supervise groups arriving/leaving to the north



Hike between E and F

- Involves walking along a road near E.
- Investigating reducing amount of road walking to use earlier track/path, intended path was overgrown on recce.
- Path that checkpoint is along allows motorised vehicles, but nothing larger than an ATV. Will need monitoring, as during recce no risks observed as a result of this.
- Looks like it could get muddy in poor weather



Checkpoint Foxtrot

- At clearing on junction of byways.
- Track to the right is currently marked as 'Private Driveway'.
 - No right of way to public at time of recce (early September), but was being reviewed over summer.
 - DW/RC/CP584 - may have made changes by time of event.
- No parking, groups will need to hike in.
- Byway is not suitable for any vehicles larger than a motorbike



Hike between F and G

- Straight walk, fairly hard to get lost
- Possibility of motor vehicles on this path
- Can get muddy (even in fairly dry weather)



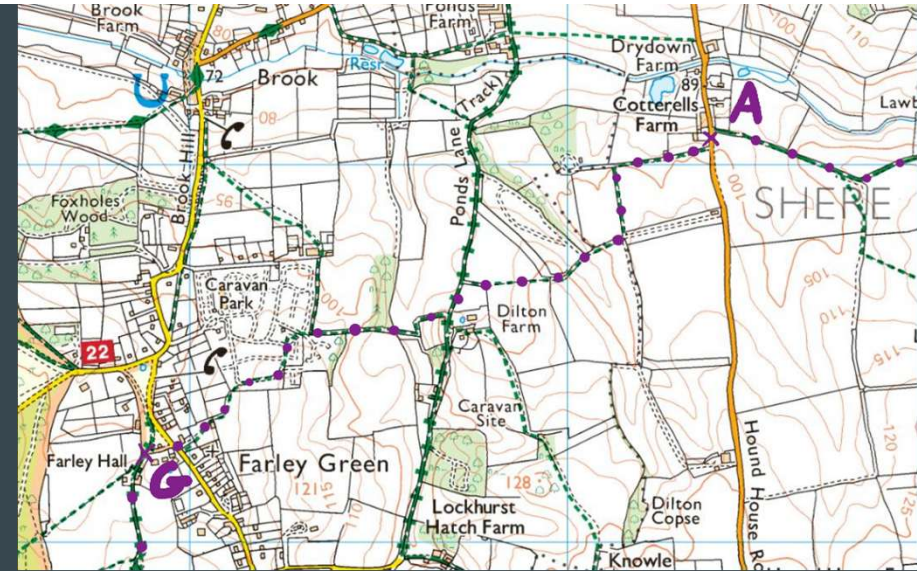
Checkpoint Golf

- Farley Green
- No clear parking, although next to a road so very easy drop off
- Dirt track is a byway, and is used for access to farms just south of the checkpoint
- Need to supervise groups crossing the road east of the checkpoint



Hike between G and A

- Involves walking through a caravan park
 - Lots of options for paths, but there are route markers for the public footpath
- Crosses a byway next to Dilton Farm, accessible by normal cars as is used for vehicles to the farm
- Can get muddy



Phone Signal

	Vodafone	EE	O2	Three
Alpha	85% (-64dBm)	85% (-64dBm)	92% (-57dBm)	88% (-61dBm)
Bravo	69% (-78dBm)	62% (-84dBm)	64% (-82dBm)	66% (-81dBm)
Charlie	21% (-100dBm)	58% (-88dBm)	N/A	53% (-92dBm)
Delta	73% (-74dBm)	70% (-77dBm)	N/A	68% (-79dBm)
Echo	54% GSM (-80dBm)	69% (-78dBm)	79% (-69dBm)	72% (-75dBm)
Foxtrot	82% (-66dBm)	79% (-69dBm)	80% (-66dBm)	76% (-72dBm)
Golf	82% (-66dBm)	88% (-61dBm)	80% (-68dBm)	95% (-55dBm)

Managing parking

- Risk of overloading Bentley Copse with number of vehicles - they have required us to implement a traffic management system.
- Groups will have a set arrival time for parents picking up at the end of the event (staggered between 15:30 and 16:00) to be at Bentley Copse, to ease traffic.
- Leaders **helping run event** can arrive when needed.
- Vehicles will be required to arrive from the North, and depart to the South, using the respective entrances and exits to Bentley Copse Activity Centre.
- Bentley Copse occasionally has events that take 4 hours to disperse due to impact on local roads - following this guidance will allow everyone to get home quickly.

Questions?