



## Cambridge University Scout & Guide Club (CUSAGC)

# Marathon Challenge 2025

This entry pack includes event details, a team entry form, medical/contact forms, kit lists and rules. Please do contact us if you have any queries.

**Date:** Saturday 15<sup>th</sup> November 2025.

**Location:** Start and end at West Wickham Village Hall, CB21 4SB.

**Timing:** The first teams will depart at around 10:00 and the last around 11:30. Check-in time will be specified but is normally 15 or 30 minutes before the start time and we will not check in teams before this time! The arrival, start and finish times for your team(s) will be confirmed once all entries have been received. Teams travelling from further afield (45 minutes or more) should let us know so that we can assign them a later start. Trophies will be awarded around 21:15 however there is no obligation to stay once you have completed the walk.

**Event details:** Marathon is an incident hike based on 26 six-figure grid references within a 5km radius of HQ. Teams plan a route between these bases, starting and ending at HQ, with the objective to score as many points as possible within the allotted time. On some of these bases, teams can score additional points by participating in a challenge. There is a 9-hour time limit and separate trophies for Scout, Guide and Adult teams.

**Cost:** £14 per person, payable by cheque (to 'CUSAGC - SERVICE') and returned with entry forms, or by bank transfer to Account Number 45810054 Sort Code 23-05-80. This includes hot drinks for participants at the manned bases and a hot meal at the end of the day, as well as a badge for their camp blanket. We do not provide lunch.

**Entry:** Complete the online entry form at <https://forms.gle/v7wqSgpxHp1Eyibz6>, along with payment, by **Saturday 25<sup>th</sup> October**. However, note that entries are first come, first served and places are limited. If you require a physical entry form, please email [marathon@cusagc.org.uk](mailto:marathon@cusagc.org.uk) and we will send you one.

**Medical/Emergency Contact Forms:** These **must** be completed and returned to us for **all** team members by the 8th November, however are not required at the same time as entry forms. Dietary requirements are listed on the entry form. The link to the online form is <https://forms.gle/KRrh5daNQmMKEnM28> and physical health forms can be requested by emailing [marathon@cusagc.org.uk](mailto:marathon@cusagc.org.uk). **We will no longer accept any health forms on the day. Any participant without a medical/contact form will not be allowed to take part.**

**Rules and Kit Lists:** Are attached. Please ensure you and your teams have read, understood and adhere to the rules. We reserve the right to disqualify or penalise any teams which break rules or do not have the necessary kit.

**Registration and Health/Consent Forms:** New for 2025, we are now accepting digital registration and health/consent forms in order to reduce our environmental impact and keep all event data more secure. The registration form can be found at <https://forms.gle/v7wqSgpxHp1Eyibz6> and the health/consent form for each participant can be found at <https://forms.gle/KRrh5daNQmMKEnM28>. Anyone requiring physical forms as we have done in previous years should email [marathon@cusagc.org.uk](mailto:marathon@cusagc.org.uk) asking for a copy of the entry and health/consent forms.

**Changes to teams:** Team members may be changed as long as we are informed and all forms are returned, up to and including on the day. Teams of fewer than 4 will not be allowed to compete. In the event of a team pulling out completely, a full refund will be made if we are informed before Saturday 25<sup>th</sup> October and a 50% refund if we are informed by Monday 10<sup>th</sup> November. We have decided, based on past experience, that this is the fairest way as we have to cover our large fixed costs and make it fair for teams who miss out on places.

**Results:** Trophies will be awarded around 21:15 once all teams have returned and scores have been calculated, there is no obligation to stay for this and trophies will be delivered should you have to leave early.

**Safety and Procedures:** Please contact us if you have any questions; we would be happy to show you the event protocols. The event is fully risk assessed and insured through Unity (the rules are part of this, which is why they are taken seriously).

**Contact Numbers on the Day:** HQ 07939 510585; Filip 07378 205562. Please note these down but do not use the HQ phone before the day as it will not be active.

Thank you for your interest; we look forward to receiving your entry in the near future. If you, or any member of your leadership team, would like to help with running the event, please do get in touch - we would welcome all offers! If you have any further queries then please do not hesitate to contact us!

Yours in Scouting and Guiding,

Isabella Topley  
Filip Lehota

CUSAGC Marathon Organisers 2025



## Marathon Challenge FAQs

### **Am I able to enter a mixed team of over and under 18s?**

We would prefer that teams were separated but understand there are situations in which it may be necessary for a team to be accompanied by an adult, for instance to accommodate a medical need of a child. We require evidence of a DBS check as part of our safeguarding policy for any mixed teams.

### **One of my Explorers is under 14, can they enter?**

We understand in Scouting groups have up to a year of moving on period and with both Scouting and Guiding having different age ranges and groups having different moving on policies it's very difficult to set a fixed age for the event. This means there could be an explorer who is only 13½. We allow those just under 14 to enter as part of a team as long as leaders are comfortable with their ability to do so and the majority of the team is over 14.

### **I'm a Scout/Guide leader, can I enter a team of older Scouts/Guides?**

Guides are able to move up to Rangers from the age of 14, but may stay until they are ready to move on. Scouts generally move on at the age of 14. This means it's possible these could enter a team of over 14s, and we do accept entries from such teams. However, we would encourage groups to run this as part of a moving on programme with the group they plan on moving too. We will also be more strict on under 14s in this case. If you are looking for an event for this age group, we run the Forward Challenge in February/March.

### **How far will I have to walk?**

Teams plan their own route and should factor into this process how far they think they are able to (or want to) walk. We estimate that teams walk an average distance of 30km over the 9 hours, but there's no minimum requirement. Visiting all checkpoints on the most efficient route is around 26 miles, but it is very rare that teams manage this: one for the more competitive adult teams!

## **What am I required to do as section leader?**

We don't require leaders to do anything for the event other than coordinate your group's forms. We require all paperwork to be completed in advance. You're welcome to enter the challenge yourself with a team of adults, or if you would like to help with the running of the event we would be very grateful if you emailed [marathon@cusagc.org.uk](mailto:marathon@cusagc.org.uk).

## **Can I enter a team of 3?**

We have a minimum of 4 people per team to allow teams to deal with casualty situations.

## **Can I bring my dog?**

Yes, however this event does involve a large amount of walking so please be confident your dog is able to cope. Depending on the venue it may not be possible to bring the dog inside at the beginning and end of the event. Please also note this on the entry form as it will affect what transport we send.

# Marathon Challenge – Kit List

**NO TEAM WILL LEAVE WITHOUT A KIT CHECK  
INDIVIDUALS WITHOUT APPROPRIATE KIT WILL NOT BE ALLOWED TO TAKE PART**

Each TEAM must carry:

1. Silva-type compass.
2. O.S. Explorer maps 209 and 210; or O.S. Landranger map 154; or a suitable OS printout of a minimum 8km radius of 616 495 (West Wickham). We can provide map printouts at HQ, but only if you have previously indicated this on the entry form.
3. Waterproof map case (if maps are not waterproof, particularly if using printouts).
4. At least 2 watches.
5. At least 2 Basic First Aid kits containing equipment the group know how to use (there will be more substantial first aid kits at each of the manned checkpoints and HQ).
6. Survival bag.
7. Charged and credited mobile phone with the CUSAGC telephone number (07939 510585) to contact HQ in case of emergency. The number for this phone must be given to HQ event staff to be used to contact teams as necessary throughout the day.
8. At least 2 bin bags and some means of labelling them (masking tape with team name on etc) for muddy boots when you return to HQ.

Each INDIVIDUAL will need:

1. Rucksack – with a waterproof liner e.g. a strong refuse sack
2. Food, including a packed lunch and snacks – sufficient for 9 hours of walking
3. Full water bottle – at least 1 litre
4. Unbreakable mug, knife, fork and spoon
5. Container or bowl for eating your evening meal from. We recommend using your packed lunch box. Please note that washing up facilities might be limited, so we suggest bringing a plastic bag for taking dirty items home.
6. Emergency rations e.g. Mars Bars for use in an emergency only and not included in lunch or snacks.
7. Troop/Unit necker if applicable – no other uniform is required
8. Walking boots – ankle support is needed (be aware that the route could be muddy)
9. Sensible trousers for walking in e.g. tracksuit bottoms (NOT JEANS!)
10. Warm clothing
11. Hat and Gloves
12. Waterproof Jacket (waterproof trousers advised)
13. Whistle
14. Notepad and a pen/pencil
15. Torch and spare batteries
16. Reflective clothing e.g. fluorescent vest, arm/ankle bands etc.

# Marathon Challenge – Event Rules

## Objective

Plan a route between as many of the 26 checkpoints as you think you can reach in 9 hours, starting and ending at HQ. You will be penalised for exceeding the time limit, so bear this in mind when you plan your route.

You will then set off and spend up to 9 hours out and about.

Points are awarded for each checkpoint reached, and for participation in challenges at certain bases. Trophies will be awarded to the team with the highest points after any penalties are applied. In the event of a tie, the return time and penalty points deducted will be taken into account.

## Rules

### Teams must:

- Follow any instructions given to them by a member of event staff.
- Telephone HQ with their grid reference if they have not visited a manned checkpoint for more than 3 hours for adult teams, or 2 hours for under-18 teams.
- Behave in a manner befitting members of their organisation.
- Carry all items on the kit list.
- Keep to public rights of way.
- Obey the country code.
- Remain together at all times except in an emergency.

### Teams must not:

- Arrive back at HQ more than 30 minutes after their finish time.
- Consume their emergency rations during the event except in a genuine emergency.
- Blow their whistles except if necessary in a genuine emergency.
- Attempt to interfere with other teams in any way, including moving unmanned checkpoints.
- Use items in their first aid kit unless necessary.

- Attempt to cross the railway or dual carriageway (M11 or others), other than at designated bridges and underpasses. They are further from HQ than any base so there should be no reason for any team to cross them.

These rules are important for the safety of everyone.

Sanctions for breaking rules are at the discretion of the event coordinators (whose decision is final), and may include:

- deduction of points,
- disqualification from the competition,
- immediate return to HQ, or
- banning from future events.

Serious matters may be referred to an individual's organisation.

During the day, teams will be unsupervised for periods of time but must still follow the rules. Event staff will be travelling around the course and monitoring teams from a distance. Any teams suspected of breaking the rules will be reported to HQ. Local landowners and residents will have contact details for HQ and any complaints from them will be treated seriously.

The kit list will be checked as each team starts to ensure they have followed the rules.

Teams must contact HQ if they have not visited a checkpoint or been in contact with HQ for

- 3 hours, if they are an adult team, or
- 2 hours, if they are an under-18 team.

This is to help us keep track of their progress. If teams do not contact us, we will contact them using the telephone number provided. HQ should be the first point of contact, do not attempt to contact teams themselves during the event.

All teams will be given a copy of the rules at the beginning of the event.

**Not knowing the rules is not an excuse for breaking them.**