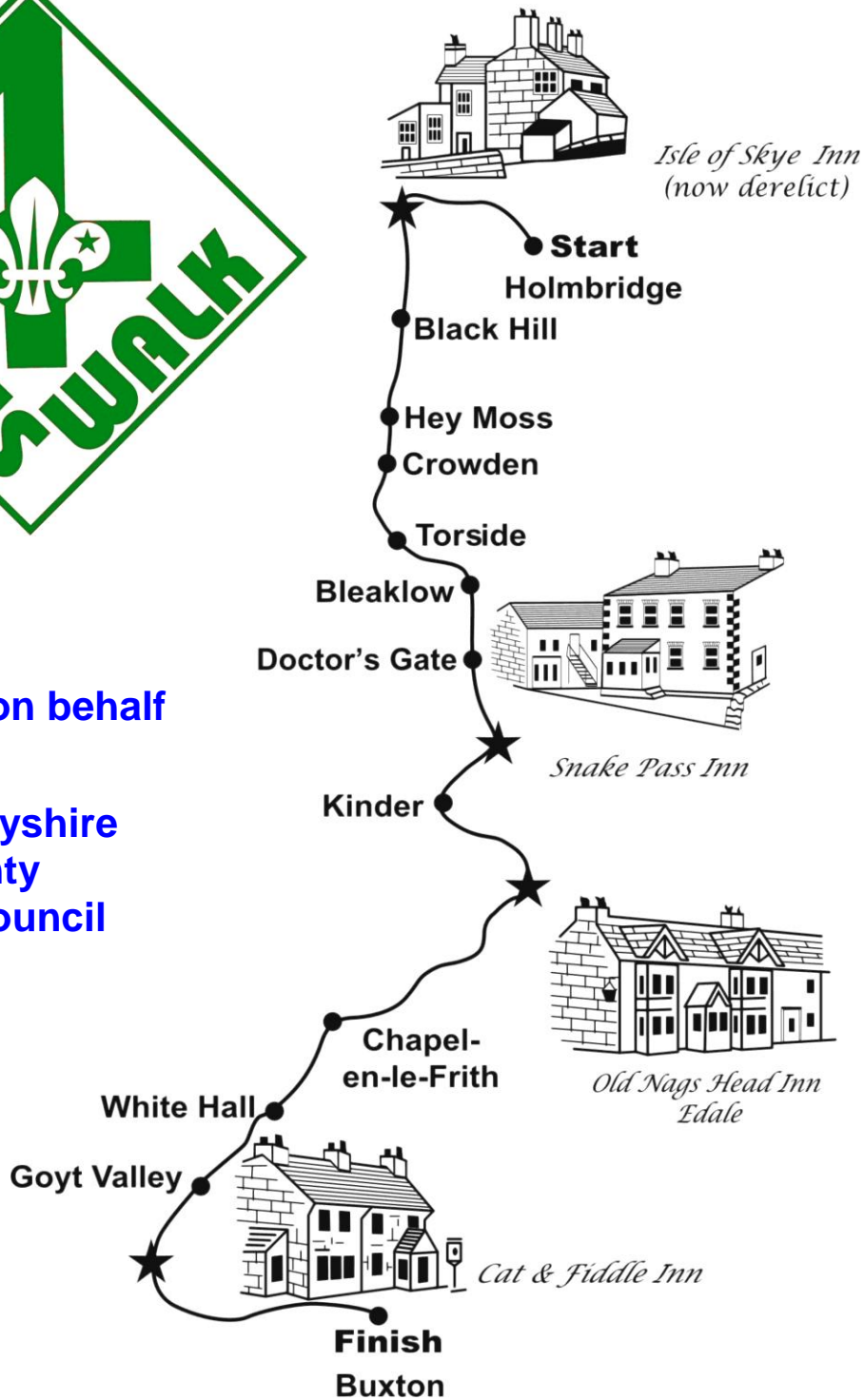


Walkers' Information Handbook

31st March 2012



Organised on behalf
of
The Derbyshire
County
Scout Council



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Changes for 2012

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CENTRAL CONTROL EMERGENCY TELEPHONE NUMBER 01298 212150

THE FOUR INNS WALK – Saturday 31st March 2012

The Four Inns is a tough competitive walk in the Peak District, organised by The Scout Association in Derbyshire. It is approximately 65 km (40 miles) long, over some of the roughest moorland in Britain. The Walk takes its name from the four inns along its route – The Isle of Skye (site of), Snake Pass Inn, Nags Head, and Cat & Fiddle.

You will be aiming for the satisfaction of completing a tough moorland walk and earning a Finisher's Certificate, and perhaps winning one of the trophies.

WEBSITE: www.fourinnswalk.org

Further information including the organisation and history of the event available on this site.

HOW MUCH WILL IT COST?

The entry fee will be £25.00 per person (+ £2.50 each if you require accommodation on the Friday night*) for entries received by 4th March. Late entries received and accepted after that date, will be subject to a £2.50 surcharge per head.

Refunds cannot be given unless a replacement team entry is received and not in any case after 5th March. All cancellations will carry a £5.00 administration charge.

* This is a new procedure to ensure we book only the required accommodation necessary, thus being prudent in how we spend your money. In the past we have booked buildings which based on the numbers actually staying, were not needed.

MAPS OF THE ROUTE

The route is covered by O.S. 1:25000 maps, Explorer ref. OL 1 & OL 24.

CHECKPOINTS

Checkpoint	Leader	Location	Grid Ref	Refreshments
START	Dave MacAlister	Holmbridge Parish Hall	SE 121 067	Breakfast
Isle of Sky	John Walley	Vehicle opposite road junction	SE 077 073	-
Hey Moss	Chris Lucas	Tent near Trig. point	SE 080 004	-
Crowden	Val Pye	Youth Hostel/Outdoor Centre	SK 069 995	Yes
Torside	Brian Hancher	Vehicle on roadside	SK 058 980	-
Doctor's Gate	Dave Wood	Tow-a-Van in lay-by	SK 096 929	Yes
Snake Pass Inn	Dave Mitchell	Left hand side of Inn	SK 112 905	Yes
Edale	Carl Bateman	Community Centre	SK 124 853	Yes
Chapel	Gordon Davies	1 st Chapel Scout H.Q.	SK 059 807	Yes
White Hall	Dave Marvin	Mess tent at top of track	SK 032 765	Yes
Cat & Fiddle Inn	Graeme Slater	Barn at rear of Inn	SK 001 719	Yes
FINISH	Nigel Tattersall	Buxton community School	SK 052 726	Evening meal

Food at most Checkpoints consists of sandwiches and biscuits; you may wish to supplement this for yourselves.

ELIGIBILITY

1. Entry must be in teams of three or four people – at least two to be over 17 years of age, the other(s) must be 16 years or over.
2. The President's and George Keeling trophies are open to all non Scout teams, the Four Inns Cup, Freda Thompson, Kim Gale & Derbyshire Plate only for members of the Scout Association; the remaining trophies all being "open".

TROPHY CATEGORIES

Trophy	Category	2011 Winners & Time	Event Record & Time **
Four Inns Cup*	Scout team	Thrust 8 hours 8 minutes	Viking VSU 'A' 7 hrs 9 minutes (1989)
President's Trophy	Non Scout team	Hungry Eskimos 6 hours 50 minutes	Flipper's Gang 6 hrs 45 minutes (2010)
Eric Thompson Memorial	Mixed team (Open)	White Peak 'B' 8 hours 59 minutes	Carnethy Hill 7 hrs 48 minutes (2008)
The Kim Gale Trophy	Novice Scout team	5 th Bournemouth Scouts 13 hours 36 minutes	Aquila E S U 10 hours 25 minutes (2010)
George Keeling	Novice team (non Scout)	Foxy Fell Chicks 11 hours 11 minutes	Dicky's Dream Team 8 hrs 35 minutes (2010)
The Innsman	Team with all members over 40 years (Open)	Carnethy H R C 8 hours 1 minute	Macclesfield Harriers 7 hrs 19 minutes (2005)
The Freda Thompson*	Scout team with all members under 25 years	Phoenix Network 9 hours 11 minutes	Viking VSU 'B' 8 hrs 9 minutes (1983)
The Derbyshire Plate*	Scout team from outside Derbyshire	Thrust 8 hours 8 minutes	Thrust 8 hours 8 minutes (2011)
The Falcon	All female team (Open)	Jucama Girls 9 hours 56 minutes	Run Like a Girl 9 hrs 28 minutes (2009)

* Membership of the Scout Association is a prerequisite for these trophies.

** A full list of previous winners is available on the website.

WHAT DO WE GET FOR OUR MONEY?

- Overnight accommodation on Saturday. (Friday night accommodation available @ £2.50 each)
- Camping available on the Friday evening.
- Meals on Saturday morning & evening, and on Sunday morning.
- Refreshments at most Checkpoints.
- Transport on retirement to accommodation at the Finish.
- Transport of kit from Holmbridge to Buxton.
- First Aid and shower facilities at Buxton.
- Full set of results (available on website).
- Finishing Certificates (providing you finish!)

HOW DO WE ENTER?

By completing and returning the Booking Form at the back of this booklet together with your fee to the address below before 5th March. You are advised to book your entry early, if you particularly want an early start time. On receipt of this you will be sent your Team Entry Form with your Team Number and Starting time; this will also confirm acceptance of your entry. The Entry Form must be completed **prior to the event** and presented to the "Booking in" desk on your arrival at Holmbridge.

As it costs in the region of £10,000 to run the event, it is of great help to know how many entries we have as soon as possible. Budgets are all very well but "real numbers" make allocation of resources much more meaningful. Early entries therefore are most welcome.

Entries to:

Mr T P Rogers, "Penylan", Monyash Road, Bakewell, Derbyshire DE45 1FG
Telephone: 01629 813336

THE RULES

1) Entries

- a) Entry to the event must be in teams of three or four.
- b) A Team Leader must be elected and sign the Team Entry Form to this effect.
- c) At least two members must be aged over 17 years – the other(s) must be aged 16 years or over on the day of the event.
- d) Organisation Approval/Parental Consent.
 - i) Teams representing “Organisations/Clubs” including Scout or Guide Groups must ensure the adult leader signs the Leader’s Declaration on the Team Entry Form.
 - ii) POR Rule 9.1 Activity Rules applies to all entrants from the Scout Association.
 - iii) Competitors under 18 years of age on the day of the event must ensure a Parent or Guardian signs the Team Entry Form.
- 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:

- a) Thermal base layer top, not cotton or poly-cotton, (short or long sleeved).
- b) Warm mid layer top, fleece or similar (long sleeved).
- c) Warm outer layer top, fleece or similar (long sleeved).
- d) Waterproof top with hood and taped seams (not just wind proof/shower proof).
- e) Thermal base layer underwear (short or long legged)
- f) Long trousers (below knee) made of warm, quick drying material, not jeans.
- g) Shorts may be allowed if weather conditions are considered suitable, decision made on day by Start Committee (Long trousers must be carried).
- h) Waterproof over trousers with taped seams (Not just wind proof/shower proof).
- i) Balaclava or hat which covers the ears.
- j) Mitts or gloves (not fingerless type).
- k) Footwear that has been specifically designed for hiking or specialist fell running shoes.

3) Personal equipment – carried by each competitor:

- a) Drink for consumption en route.
- b) Emergency food in a sealed container/polythene bag suitable for twelve hours.
- c) Map - Ordnance Survey OL 1, Dark Peak (new version that includes the section above Black Hill). It must be complete and photocopies are not permissible.
- d) Whistle.
- e) Silva type compass.
- f) Torch that is suitable to see by when walking in the dark (Minimum life of 8 hours).
- g) Reflective Disc (issued at the Start) to be affixed in a prominent position on the back of the rucksack.
- h) Survival/Bivi Bag that is body length, made from heavy duty 500 gauge polyethylene or other suitable material which is waterproof and able to withstand gale force winds. Thin polyethylene bags or aluminium foil blankets are not acceptable.
- i) Mug.
- j) Pencil and paper.

4) Team equipment:

- a) One sleeping bag – minimum of 2 seasons/8 Tog rating (Adult size).
- b) One emergency shelter large enough to accommodate all the team. Must be waterproof and designed to withstand gale force winds.
- c) Map - Ordnance Survey OL 24, White Peak. It must be complete and photocopies are not permissible.
- d) First Aid kit consisting of 2 large triangular bandages, 1 crepe bandage, 1 medium sterile dressing, adhesive tape, assorted plasters and a pair of protective gloves in a waterproof bag or box.
- e) Mobile phone – switched on and operational, with Central Control Number programmed in.
- f) Chemi light (issued at the Start)

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 Buxton (either by Four Inns 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 Four Inns 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 en route, the remaining members of the team must wait at the nearest Checkpoint until they can make up a "scratch" team of not less than three or more than seven members. If this is not possible, they too must then retire and will be transported back to Buxton 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) The Organisers have the right to retire any competitor at any point during the walk.
- e) Competitors must have left the Checkpoint at Chapel-en-le-Frith by 21.15 hours otherwise they will be retired.
- f) The Organisers retain the right to compulsorily retire any team which is extremely late at subsequent Checkpoints.

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, "Pace-makers" 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.
- d) Failing to adhere to the compulsory elements of the route detailed in the Walking Instructions.
- e) Failing to comply with the Countryside Code
- f) 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) Teams must adhere strictly to the starting times allocated.
- b) In the event of an outbreak of Foot and Mouth, or any other animal disease in the area, the Walk 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.
- c) In the event of the Start Committee considering that weather conditions are unsuitable for competitive walking over open country, the Walk 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.
- d) Dogs are not permitted to accompany teams on the walk.
- e) The Organisers accept no responsibility whatsoever for any loss, injury or loss of life incurred by competitors.
- f) **Suitability of equipment listed in Rules 2, 3 & 4 will be entirely at the discretion of the Inspection Teams. If in doubt, bring alternatives.**

WALKING INSTRUCTIONS

All Team members should read the information in this handbook and understand the rules governing the event. It should be appreciated that this walk passes through "Potentially Hazardous Country" and should only be undertaken by those who are physically and mentally prepared. Teams must keep together as a unit and when on roads without a pavement, keep to the right hand side in single file.

Any walker who has had any acute illness (e.g. tonsillitis, influenza, 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.

On leaving the Start, **TURN RIGHT, CROSS THE ROAD, TURN LEFT UP THE STEPS, TURN LEFT AND FOLLOW THE ROAD FOR 500 METRES. TURN RIGHT UP ROODS LANE TO THE 'T' JUNCTION AT FLUSH HOUSE. TURN LEFT ONTO FLUSH HOUSE LANE, OVER THE CROSSROADS ONTO ACRES LANE. TAKE THE TRACK AT Grid Ref SE 111 074 (WHITE WALLS LANE) UP TO GREAVES HEAD AND ONTO NETHER LANE. FOLLOW PATH UP TO CHECKPOINT AT Grid Ref SE 077 073 ON THE A635 ROAD.**

FROM THE ISLE OF SKYE, FOLLOW THE FOOTPATH OVER BLACK HILL, PASSING TO THE WEST OF WHITE LOW (Grid Ref SE 087 023) EAST OF BLACK HILL END (Grid Ref SE 081 018) NOTING THE FENCE RUNNING EAST TO WEST (USE THE STILES) OVER HEY MOSS TO THE CHECKPOINT AT HEY EDGE (Grid Ref SE 080 004) – A TENT NEAR THE PILLAR AT SPOT HEIGHT 424M. PROCEED TO CROWDEN VIA THE NORTH AND WEST OF THE QUARRY AT Grid Ref SK 075 998. THE CHECKPOINT IS LOCATED AT THE NEW CROWDEN YOUTH HOSTEL/OUTDOOR ACTIVITY CENTRE (Grid Ref SK 069 995).

ON LEAVING THE CHECKPOINT, RETRACE YOUR STEPS BACK TO THE GATE, TURN RIGHT TO JOIN THE TRACK AND ON TO THE PENNINE WAY TO WHERE IT MEETS THE A628. CROSS THE ROAD AND TAKE THE FOOTPATH OPPOSITE (MARKED CONCESSIONARY FOOTPATH) CROSS THE DAM BETWEEN TORSIDE AND RHODESWOOD RESERVOIRS, WALK UP THE TRACK TO THE ROAD, TO THE CHECKPOINT IN A VEHICLE ON THE ROAD SIDE.

Follow the track towards "Reaps", then follow Torside Clough to Torside Castle. Then to Bleaklow Head and via Doctor's Gate footpath to the Checkpoint near the culvert on the Snake Pass road. Walk down the A57 to the next Checkpoint at the Snake Pass Inn. From there, cross Kinder Scout (Edale Moor) to the next Checkpoint at Edale.

CROSS BACK OVER THE ROAD TO THE RAIL STATION, TAKE THE CONCESSIONARY FOOTPATH ALONGSIDE THE RAILWAY LINE. CROSS THE BRIDGE AND FORK LEFT TO JOIN THE FOOTPATH TO BARBER BOOTH (Grid Ref SK 114 848) AND THEN TAKE THE FOOTPATH AT Grid Ref SK 111 847 LEADING ON TO THE CHAPEL GATE TRACK. AT THE TOP, FOLLOW THE PATH TO THE SUNKEN TRACK (DO NOT CUT DIAGONALLY ACROSS THE FIELDS) AND ON TO THE A625 ROAD. CONTINUE ALONG THE ROAD TOWARDS CHAPEL-EN-LE-FRITH FOR APPROX. 600 METRES, TAKE THE FOOTPATH (Grid Ref SK 089 823) ON THE SOUTH SIDE OF THE ROAD AND CONTINUE ONTO THE TRACK WHICH RUNS PARALLEL TO THE A625 UNTIL IT MEETS A MINOR ROAD. TURN NORTH ALONG THIS ROAD UNTIL YOU REJOIN THE A625 AT SLACKHALL (THE CHESTNUT CENTRE). Walk along the A625 into Chapel using the pavement provided. The Checkpoint is situated at the 1st Chapel Scout Group HQ in Thornbrook Road just after the Medical Centre – turn left off Market Street.

The next Checkpoint is situated at White Hall in a mess tent at the top of the track. Continue via the Goyt Valley (after dark there will be a “Four Inns” vehicle parked at Shooters Clough Bridge (Grid Ref SK 012 747) - where assistance will be available) and up to the Cat & Fiddle Inn on the A537 road.

FROM THE “CAT”, PROCEED DOWN THE A537 TURNING LEFT DOWN THE GOYT VALLEY ROAD TO WHERE IT TURNS NORTHWARDS NEAR THE INFORMATION CENTRE. CONTINUE STRAIGHT ALONG THE UNMETALLED TRACK TOWARDS BURBAGE FOR APPROXIMATELY 2.5 Km. UNTIL IT LEADS ON TO THE MACCLESFIELD OLD ROAD. CARRY ON TO ITS JUNCTION WITH THE A53 LEEK ROAD. CROSS THE ROAD (at the traffic lights) and take the road opposite, Green Lane. After you have passed Temple Road on the left and the entrance to “Poole’s Cavern” opposite, continue for another 150 metres; after the school sign, take the path by the railings (marked) on your left down to The Buxton Community School, College Road, (GR SK 052 726)

RESCUE SERVICES

Mountain Resue Teams will be in the area throughout the period of the event. If any competitor is unable to continue when in open country, the remaining members of the team should bivouac and advise 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 in distress MUST help by assisting to erect an emergency shelter or tent and by seeing that those in distress are comfortably installed. They should ascertain the correct location and advise the nearest Checkpoint. This action will be in addition 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 that will be used by teams in difficulties:

<u>Message</u>	<u>Lamp or whistle</u>
Help wanted	6 flashes/blasts in quick succession followed by 1 minute silence.
Acknowledgement	3 flashes/blasts in succession followed by 1 minute silence.

Teams bivouacking should use these procedures and all competitors should keep a sharp lookout for such signals from other teams. Reports of any incidents should be made to Checkpoints on arrival. Mountain Rescue Teams can be called from any Checkpoint or via the Central Control Emergency Number.

SAFETY TEAMS

Safety teams will be operating throughout the event, their terms of reference are broadly as follows:-

- Inspection of personal and team equipment of every competitor prior to starting.
- Random spot checks of some or all of the personal/team equipment at or between Checkpoints. Nb. time taken for these inspections will be credited.
- Observation of Teams for any infringement of the Rules.

The Rules are designed to ensure the safety and welfare of the competitors during the event. Any infringement may lead to disqualification of the Team at the Safety Team’s discretion.

BAD WEATHER

In the event of seriously bad weather causing the closure of the Snake Pass road, thus delaying the Checkpoint staff, the following action would be required if the Checkpoint was not manned.

- Heymoss Checkpoint – Proceed to Crowden Youth Hostel and wait for further instructions.
- Doctor’s Gate Checkpoint – Proceed down the road to the Snake Pass Inn and await further instructions.

Teams would be able to get shelter and food at both Checkpoints in the event of really bad weather conditions.

CAR PARKING – SUPPORTERS

Problems have arisen in the past with supporters’ vehicles blocking the car parks at the Checkpoints situated at The Snake Pass Inn, Cat & Fiddle and White Hall. We do rely on the generosity of the landlords and owners for

the use of their buildings. Please ensure that your supporters are made aware of possible problems and do not obstruct the legitimate users of the car parks.

COUNTRYSIDE CODE

Competitors are reminded to keep to the Countryside Code at all times.

PROGRAMME

Friday	18.00 hours	Teams may arrive at Holmbridge. Teams are directed to their accommodation - for those having pre-booked.
Saturday	04.30 hours onwards	Teams breakfast in order of starting.
	05.00 hours	Teams to inspection tables for scrutiny of kit in order of starting.
	06.00 hours	Start of Walk (2 teams start at 2 minute intervals).
	14.00 hours	Teams commence to arrive at Buxton.
	17.00 hours onwards	Evening meal
Sunday	07.30-09.00 hours	Breakfast.
	09.30 hours	Presentations - All welcome.
	10.00 hours	All competitors and equipment to be clear of the school.
	10.30 hours	Bus leaves for Holmbridge.

GENERAL ARRANGEMENTS

Teams arriving at Holmbridge during Friday night should go direct to the Parish Hall (SE GR 121 068) after 18.00 hours, where they will be directed to their sleeping accommodation (there will be various locations within the local area – for those who have pre-booked this option). Accommodation and facilities are limited and, for this reason, only one supporter per team can be offered accommodation.* - you will of course require your own sleeping bags; carry-mats could be useful as our floors tend to be very hard!

Teams should return to the Parish Hall on the Saturday morning at the time advised (by the Booking In staff) for breakfast and kit inspection.

Meal tickets will be allocated at the Booking In table, meals at both the Start and Finish will only be issued upon receipt of the appropriate ticket. Disposable plates, cups and cutlery will be provided. No meals will be provided on Friday evening but meals are served at the Bridge Tavern in Holmbridge and also at The Fleece Inn at Holme. Sandwiches and biscuits plus hot and cold drinks will be available at most Checkpoints – carry your own mug!

The forecourt of the Parish Hall must NOT be used for parking. Cars must not be parked overnight in the Bridge Tavern car park.

Soft shoes must be worn in the buildings at the Start and Finish. Available space will not allow the use of camp beds.

*Supporters' Meals & Accommodation - may be purchased at the Start or the Sales Table at the Finish.

- Breakfast and overnight at Holmbridge £2.50
- Evening meal at Buxton £3.00
- Breakfast and overnight at Buxton £2.50
- **Voucher covering whole event £8.00**

BUS TO HOLMBRIDGE – SUNDAY

A bus will transport walkers to Holmbridge and will leave Buxton after the closing ceremony. Fare £8.00

To ensure spaces are available you are advised to book in advance on the booking form.

Overnight kit i.e. sleeping bags, etc, should be packed in a holdall and left at Holmbridge for conveyance to Buxton during Saturday morning by lorry. The labels provided should be **securely tied** on all kit.

TRAINING FOR THE EVENT

Competitors are reminded of the importance of the safety rules and their selection of equipment whilst training. Adherence to these rules is just as important during training as on the walk itself. Remember the weather prior to the event can be even more unpredictable in this area and less help is on hand in the event of any emergency.

2013 EVENT Provisional date for next year's event is 6th April.

RESULTS

Available on the website – www.fourinnswalk.org

During the event, progress of teams will be shown on the website which will be periodically updated.



For details and information regarding Scouting within Derbyshire,
please contact us via our website:
www.derbyshirescouts.org

Or by e-mail: info@derbyshirescouts.org

18-25 years old?
Enjoy the outdoors?
Join the adventure.....

Web: www.derbyshirenetwork.org.uk
Email: csnc@derbyshirenetwork.org.uk
Facebook: 'Derbyshire Scout Network'



Kinder Walk & Kinder Challenge 2012 Sunday 30th September

This 28km competitive walk is open to members of the Scout and Guide Associations aged over 13 years. (see website or Handbook for categories and ages) The Walk starts at Edale, over Kinder Scout to Hayfield and finishes at Chapel-en-le-Frith.

Kinder Challenge - a 16 km circular walk from Chapel-en-le-Frith, open to all ages from the Scout, Guide and Explorer sections.

Please refer to our website www.kinderwalk.derbyshirescouts.org
Or e-mail: kinderwalk@derbyshirescouts.org for further details.

FOUR INNS WALK 2012 BOOKING FORM



Please complete this form and forward to the address below, together with the relevant entry fee per team. (Late entries accepted will be subject to a £2.50 surcharge per member.) This will reserve an entry in the event and your "Team Entry Form" will be sent to confirm acceptance as well as your Start and Inspection times.

PLEASE PRINT IN BLOCK CAPITALS

Please reserve our place for one team in the Four Inns Walk.

Number in team:

Signed:

On behalf of: Unit/Team

Organisation:

Name and Address for all correspondence (**Block letters**)

Name			
e-mail address			
Address			
Post Code		Tel No	

Do you have a preference for start time? (tick as appropriate) *	Early		Late	
--	-------	--	------	--

Nb. Entry Form will be sent by e-mail wherever possible – please write legibly.

* **You are advised to book early if you particularly want an early start time.**

Anticipated numbers requiring overnight accommodation at **Holmbridge**: * * (£2.50 per head)

How did you hear about the event?

	Qty	Price per head	£
Entry fees (team of 3 or 4)		£25.00	
Friday Night Accommodation**		£2.50	
Bus tickets		£8.00	
Late entry fee (if applicable)		£2.50	
		Total payable	£

Nb. No further charge for the Saturday night accommodation.

I enclose cheque for £.....(payable to Derbyshire County Scout Council- Four Inns A/C)

Forward to:

**Mr T P Rogers, "Penylan", Monyash Rd, Bakewell, Derbyshire, DE45 1FG
Telephone: 01629 813336**

Acknowledgements:

Accommodation

- The Vicar and PCC of St. David's Church, Holmbridge
- Holme Silver Band
- Holme Sunday School
- Choppards Mission
- 1st Chapel-en-le-Frith Scout Group
- Holmfirth Scout Group
- The Warden, Crowden Youth Hostel
- The Snake Pass Inn
- Cat & Fiddle Inn
- Buxton Community School

Access

- Landowners and tenants
- Gamekeepers
- Peak Park Authority
- National Trust

Catering

- Chapel-en-le-Frith W.I.
- Ilkeston Scout Active Support Unit
- High Peak Scout Active Support Unit

First Aid & Rescue Services

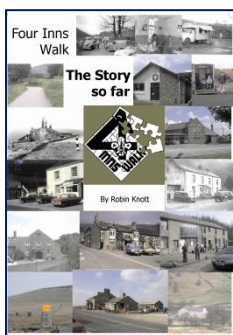
- British Red Cross
- Derby Mountain Rescue Team

Various

- All those manning checkpoints, communications and all other helpers on the event.

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

A sincere thank you!



Robin's book, "The Story so far", giving a complete history of the Four Inns from 1957 to 2007 is now available to purchase. It is essential reading for anyone involved with "The Four Inns" over the years!

Books may be purchased at the Start and Finish or ordered by completing the form below and sending your cheque as appropriate.

.....
To: Mr D R MacAlister, 11 Sherwood Avenue, Chaddesden, Derby DE21 6NP

Please supply Qty..... "The Story so Far" @ £11.25 each (incl. P&P) for which I enclose a cheque for £..... Payable to "Four Inns" and A4 addressed envelope.

Name.....Address.....
.....