

**TEN TORS 2021 PINK CARD
RULES FOR PARTICIPANTS
DRAFT UNTIL CONFIRMED ON 1 MAY 21**

These Rules must be carried by the Team / Walking Leader and Deputy and followed by all participants.

Ignoring them may disqualify your Team or Establishment from this or future Ten Tors.

Ten Tors Challenge Specific Rules

Jubilee Challenge Specific Rules

Emergency procedures

If you are lost:

- Check your compass bearing and map and if possible back-track to a known location.
- Consider following a stream down, or if near the edge of the Moor walking on a fixed bearing, until you can identify your position. In extremis call for assistance recognising that you risk being crashed out.
- Head for the Okehampton Loop Road.

If you need assistance:

- Stay together; if you cannot then ensure nobody is alone.
- Put on hi viz vests and, at night, flash a light. If a helicopter approaches stand still with your arms out.
- Press the tracker's red button and send a text. If there is no reply within 10 minutes use your phone.
- Call [NUMBERS TBC] .
- If you cannot get through call the Police on 999 and quote Storm Log Number [TBC].
- If required move to higher ground and/or the nearest manned location taking the phone and tracker.
- To attract attention make 6 short signals (eg. whistles or flashes) repeated every minute; if heard / seen this should be acknowledged with 3 signals repeated every minute.

If you have a casualty:

- Treat the casualty and stay with them until they are properly handed over and you are cleared to proceed.
- Non-urgent and walking casualties should be taken to a Safety Control.
- For other casualties call for assistance as above. Provide the following information:
 - **Who** is the casualty (Participant Number) _____
 - **Where** is the casualty (Grid reference and description) _____
 - **When** did the casualty occur (Time) _____
 - **What** is wrong (Injury or Symptoms) _____

Moorland hazards

Water crossings.

- Only cross where permitted by the River State, if the water is no more than knee-deep, and if you are confident it is safe to do so. If in doubt use a bridge or other designated safe crossing.
- Ensure you follow the methods you have been taught in training.

Unexploded Ordnance.

- Unexploded ordnance surfaces occasionally; it may be dangerous so **DO NOT TOUCH**.
- Mark the area and give a grid reference and description of the object to the next manned location.

Adders.

- Adders quickly move away if near people. A bite may be painful but it is **extremely unlikely** to be fatal.
- If bitten reassure the casualty and get them to lie down and keep still; immobilise the affected limb and check breathing and heartbeat for shock. Request assistance.

Ticks. Keep legs covered, especially if walking through long vegetation. Remove ticks carefully as taught.

Lightning strike. Avoid by sitting on rucksack in the open with no part of the body touching the ground.

Climatic injury symptoms and treatment

Cold Injury (Hypothermia).

- Extreme cold, violent shivering, stiffness, tiredness, increased heart rate and irrational behaviour.
- Stop, get under cover, replace wet clothing, rewarm slowly, add extra layers, give warm sweet drink or energy food; do **not** try to warm by rubbing limbs.

Non-freezing cold injury.

- Hands and feet suffer pins and needles and / or feel numb.
- Dry hands and feet, change socks and gloves, use foot powder, wriggle limbs and exercise.

Freezing cold injury.

- Cold, painful, tingling followed by numbness (including if moved) and mottled white and pink skin.
- Get into shelter; do **not** re-warm.

Heat illness (Hyperthermia).

- Nausea, vomiting, cramps, disturbed vision, agitation, dizziness and confusion.
- Stop, lie casualty in the shade, remove appropriate layers of clothing, and apply wet cloth to limbs and head. If conscious give water and elevate feet; if unconscious place in the recovery position.

In all cases of climatic injury request assistance immediately and be aware that others are also likely to be at risk.

General rules

Procedures.

- Ensure you all know of any pre-existing medical conditions / allergies and the location of any medicine.
- High visibility vests must be worn in emergencies or when crossing or using roads.
- Trackers are to be stowed clear of metal objects inside the top of the Team Leader's rucksack.
- Mobile phones are to be switched off and stowed inside the top of the Deputy Team Leader's rucksack.
- Upon reaching a manned location get the Control Card stamped and activate your tracker.
- Fall out. If an individual or team do not wish to continue they may only fall out at an SC.
- Crash out. Individuals or Teams will be directed to leave the Challenge if:
 - In the opinion of a Ten Tors official it would be dangerous for them to continue.
 - They are disqualified.
 - They are unlikely to be able to reach the finish by **Sat 1800** / **Sun 1700**hrs, probably as they are behind a crash time. If delayed for reasons beyond their control crash times will be amended.
 - **The team drops below 4 members.**
- Ensure you take any Team Equipment from fall outs, crash outs and casualties before they go.

Act responsibly by remembering the Green Card you have followed in training.

- Respect property rights and stay within PROWs, access or common land.
- Respect the Moor and its other users, their property and livelihoods.
- Prevent wildfires by using cooking stoves carefully and being sensible near flammable areas.
- Protect plants and animals and if you see an animal in distress report it to the next manned location.

Out Of Bounds Areas.

- Metalled roads and an area 200m either side unless designated as in bounds.
- Rivers (as per the River State) and Out Of Bounds Areas as shown on Annex A to the Rules.

Camping.

- Tents must be pitched at least 1m from each other and from any naked flames.
- 35 mile teams must camp at a manned location where you are to activate your tracker, hand in your Control Card and display your marker panels on your tents. Alert the location staff ASAP if you have a casualty overnight. On Sun morning all team members are to report to the location staff before departing.
- 45 and 55 mile teams must camp in an area where wild camping is permitted and at least 100m from any road or building and 500m from any manned location.