2025 Field Rule Book

Oct 2025 v1

Teams: Scout & Explorer Scouts: 4-6 (scout teams including an adult); Catcher teams: 2 adults. If numbers fall below these, teams will need to retire. Everyone must wear their wristband throughout event.

Personal & Team Kit: All teams including Catchers must comply with personal and team kit to participate. Any team found without the full kit during the event is disqualified. This includes not wearing neckerchief.

Waypoints: There will be waypoints situated across the playing area – separate ones for Scouts, Explorers and Catchers

For Scouts and Catchers – there are six to find. To record a waypoint, one person from your team simply clicks the camera icon on Operation Chameleon App and scans the waypoint QR code.

For Explorers – there are seven waypoints in total. Six waypoints will have a single digit on them and QR Code. Scan QR code using the Operation Chameleon App and write down number. These numbers in the correct order reveal the grid reference for the 7th waypoint

Waypoints will start to be removed by Mission Control at the time stated on the Event Map.

Compulsory Lunch Stop and Checkpoint: ALL Scout/Explorer/Catcher Teams MUST visit the food stop between the times indicated on the Event Map. Failure to check in at the food stop means a point will be deducted and you cannot win the game. It also may result in disqualification. Hot snack/drinks available.

Catch Free Time: Will be across the ENTIRE playing area during the compulsory Food stop. This catch free time will be indicated in the briefing and printed on the event map. However, ALL catches still need to be recorded, as the software at the end of the day disregards any non-valid catches.

A Catch: Leaders/adults accompanying Scout Teams CANNOT be caught. A successful catch is when any young person in that team is caught by tagging their rucksack. Under no circumstances no-one to be rugby tackled or handled in any nature of this sort. The Team MUST present the 'Team QR Code' immediately to the Catcher Team or they will be disqualified and will be the end of play for the whole team.

The Catcher Team will record the capture on the App by scanning the 'Team QR Code'. All catches MUST be recorded on the App, even if the Scout or Explorer Team was caught within a catch free time or have just been caught. The software at the end of the day disregards any non-valid catches.

Teams can be caught ANYWHERE safely within the game area. This includes when walking on roads, however we ask for this to be avoided as much as possible.

CATCHERS must take EXTRA care and consideration MUST be taken to ensure everyone is safe. SCOUTS & EXPLORERS, you MUST NOT run onto the road at any point! Catches are still valid if wearing a hi-vis.

Requesting Support/Retiring: An emergency telephone number is provided on your event wristband 0121 280 0589. This number goes to Mission Control. You must call if a member needs medical assistance or needs to retire. Or if you feel unsafe at any point, need support or at end of play if you are not going to make it back to Finish in allocated time. Misuse of the emergency number will lead to immediate disqualification.

Should Support need to locate you, please use OS Locate via OS Maps App to give your grid reference to Mission Control. Be aware that Mission Control may get in contact with you during the day for safety reasons. Please ensure at least one mobile is always switched on.

General Hiking rules: Operation Chameleon is a hike across country using public footpaths and common ground only. Remember to always follow the Countryside Code.

Protect the environment	• take your litter home – leave no trace of your visit.
	• care for nature – do not cause damage or disturbance.
Respect everyone	• leave gates and property as you find them.

Do not trespass on private land. Any Team found trespassing will be disqualified. If you get lost and stray onto private land, you must move off immediately. If challenged, the utmost courtesy and diplomacy is essential. Remember, you are members of the Scout Association, and should therefore act appropriately, particularly if meeting members of the public who may be worried by your presence near their property.

Event boundaries and any out of bound areas will be clearly shown on the Event map. Any Team crossing these boundaries will be disqualified.

Teams should plan their routes to avoid roads.

When walking on or near roads hi-vis vests are MANDATORY at all times. Safety overrules the game! If walking on road with no pavement, always walk towards oncoming traffic in single file. At night, you must shine a head-torch to the ground at the front, and an event issued red flashing rear marker at the rear to warn motorists. Do not shine torches at drivers. Never run down or across roads.

Any Teams accepting lifts or entering private property will be disqualified. Teams must be totally self-sufficient and not receive any external help for the length of the event. Any Team or member of a team will be disqualified if they are caught entering or leaving Shop/Chip Shops/Takeaways/Petrol Stations etc.

As soon as the sun sets (time on Event map) hi-vis vests/rucksack covers are MANDATORY for all participants ANYWHERE within the play area (including off road). Catches are all still valid.

Railways, rivers, canals, and motorways must be crossed using recognized crossing places only. Rivers and canals may not be waded or swam.

SCORING: Each Scout & Explorer Team will start the day with 10 lives. When the Team is caught, they will lose a life. Once caught, any catch within the next 15 minutes will not be scored. However, ALL catches must be recorded. The software at the end of the day disregards any non-valid catches. Each valid waypoint is worth 1 extra life. If you visit all waypoints, you will earn an extra 10 lives.

Catcher Teams - each validated catch is worth 2 points. ALL catches must be recorded. The software disregards any non-valid catches. Waypoints recorded are worth 5 points. Visit all 6 waypoints to earn an additional 20 points.

The Finish: The game finishes at the time stated on the Event map, this is when catching ceases. You have 30 minutes to be at the finish point after the game has finished. Teams should make their way in an orderly manner. If you are late to the finish point, a point will be deducted and means you cannot win the game.

Only Scout & Explorer members who have scanned waypoints using the App plus both members of the Catcher Teams must report to Mission Control to hand in tracker, red rear marker light and download their App. The rest of the team can board the coach.

If Teams need to be collected by our support vehicles after the finish time, a point will be deducted and means you cannot win the game.

You must board the same coach. There will be a drink, chocolate bar and event badge ready for you.