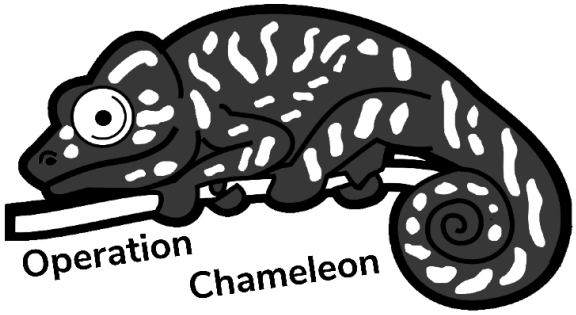


Full Rule Book 2025

GROUP/TEAM REGISTRATION

Each group will need to register all their participants on ScoutsForms.uk by the advertised deadline. It is the leader's responsibility to make sure that every group member has a completed health form and a valid Scout Association DBS, First Response Training, Safety & Safeguarding plus the County Navigation Skills Assessment. Catcher Teams should be added to ScoutsForms.uk as separate teams. Prompt payment is required.

One leader from each Scout Group is required to attend a pre-registration event at Solihull Scout County HQ at Hobbs Moat on Tuesday 18th November between 7.30pm and 9.00pm. At this session groups and teams will be able to collect their wristbands and team check-in sheets. Your group representative does not need to attend the full session, it is more of a drop-in session, if there's no queue it'll only be a 5-minute stop!

All Health Forms MUST be completed 7 days prior to the event, as this ensures we can arrange the appropriate catering and ensure we are aware of all health issues, ensuring that everyone is looked after and enjoys the event.

Kit Check times will be issued in advance of the event. Please do not muster too early before the check in time to avoid people being bored and cold. We have hired toilet facilities which will be available after kit check. There will also be hot and cold drinks available after Kit Check but please remember your mug!

Scout Teams (10 - 14½) comprise four to six persons including one adult unless special exemptions have been applied i.e., special needs supporting additional adult etc.

Explorer Teams (14 – 18) comprise four to six persons with no adult accompaniment.

Catcher Teams (18+) comprises two adults. All walking adults must match the requirements stated in the first paragraph.

If team numbers fall below the minimum due to a member having to retire, the whole team must retire.

EQUIPMENT

Every participant Walking Team and Catcher Team will have to go through a kit check before boarding the coaches. There are no exceptions to this.

It is the responsibility of the Team that each team member carries the essential items highlighted in the Event Kit List including the Team Kit required. Everyone involved in the event is to wear a scouting neckerchief throughout the whole event.

Teams must be self-sufficient for the full day in food and drink. However, you will be notified of any water stations available for part of the day. A compulsory checkpoint must be visited where a hot snack and drinks will also be available. Please refer to your Event Map provided on the day for full details.

An emergency telephone number is provided on your event wristband 0121 280 0589. This 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 by Teams 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.

WALKING BOOTS MUST HAVE ANKLE SUPPORT. Any competitor who turns up with footwear without ankle support will not be allowed to start the event.

Teams may receive random kit checks through the course of the day to make sure Teams are carrying the appropriate kit. These will be carried out by the organisers of the event. Rucksacks must be carried at all times.

At least 2 fully charged mobile phones are required per team, plus external battery pack with relevant leads to suit mobiles. We ask that 2 apps are pre-loaded onto mobiles:

> OS Maps App. You can download the basic version for free and OS Locate to give Mission Control (phone number on wristband) grid reference should you need help or minibus to collect you.
>
> Operation Chameleon App. Needed on day for ALL teams and catchers to record waypoints and catches. Links on kit list.

The Field Rules need to be printed off for each team and is part of the Kit List. Please ensure each member reads and fully understands all the rules. The summary is designed to be referred to throughout the day of the event.

TEAMS

During the event, Team Members can retire, providing that the Team strength does not fall below four, and the retiring members have been safely picked up by the organisers or Safety Marshals. In the event of retirement, the Team MUST notify the Operation Chameleon organisers at Mission Control, by using the emergency number provided on everyone's wristband.

Each Team Member MUST display the Operation Chameleon Wristband.

All Teams will be provided with a tracking device. This needs to be placed into the rucksack of anyone in the Team and forgotten about until the end of the day. This allows Mission Control to track your exact location throughout the day. While the device is robust, it is not indestructible so please respect this device, it has been hired in and any damage or misplaced devices will cost £120 to replace which will be invoiced back to the group.

THE OPERATION CHAMELEON APP – FOR ALL TEAMS & CATCHERS

New for 2025! Works on both Android and Apple.

All Scout, Explorer & Catcher Teams will need to use the Operation Chameleon App. It is advised for the App to be downloaded onto 2 mobile phones only and NOT the whole team (link on Kit list)

At morning check-in, there will be a station where each team will activate team number ready for start of play.

To record a waypoint, one person from team simply clicks the camera icon on App and scans the waypoint QR code.

To record a catch, the Scout & Explorer Teams need to present their Team QR code on App, and Catchers scan the QR Code.

As with the previous events only Catcher Teams will need to record all catches. If a Scout or Explorer Team is caught, they MUST present their 'Team QR Code' to the Catcher Team for them to scan. All catchers must be recorded even if the Scout or Explorer Team was caught within a catch free time or have just been caught.

At the end of the day all members with scans on their App MUST proceed to Mission Control before boarding the transport.

CATCHING RULES

A Team is caught when the rucksack of a Team Member is tagged (Teams under no circumstances are 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.

Leaders/adults accompanying Scout Teams CANNOT be caught. A successful catch is when any young person in that team is caught.

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 when any member is wearing a hi-vis.

There will be a catch free time 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.

HIKING

Operation Chameleon is a hike across country using public footpaths and common ground only. Remember to always follow the Countryside Code: https://gov.uk/government/publications/the-countryside-code/the-countryside-code

3 keys points of the Countryside Code which every Scout member must adhere to:

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.

There may be occasions where additional safety and environmental signage is visible or indicated on the event map. These must be followed.

Do not trespass on private land. Any Team or Catcher 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. Red flashing rear marker light will be issued at morning check-in.

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 or 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 swum.

On the day of the event, the Mission Control emergency phone number can be found on the Event Map and on everyone's wristbands. Adults and Explorer Teams to report, at the earlier opportunity, any accidents or near misses to Mission Control.

WAYPOINTS - SCOUTS

Six waypoints will be situated across the playing area. On your waypoint there will be a QR code which you must scan using the Operation Chameleon App.

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

All 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.

At the end of the day all members with scans on their App MUST proceed to Mission Control before boarding the transport. Make sure you keep your mobile phones charged throughout the event.

WAYPOINTS - EXPLORERS

Seven waypoints will be situated across the playing area. 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.

All 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.

At the end of the day all members with scans on their App MUST proceed to Mission Control before boarding the transport. Make sure you keep your mobile phones charged throughout the event.

WAYPOINTS – CATCHERS

Six waypoints will be situated across the playing area. On your waypoint will be a QR code which you need to scan using the App.

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

All 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.

At the end of the day all members with scans on their App MUST proceed to Mission Control before boarding the transport. Make sure you keep your mobile phones charged throughout the event.

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.

Teams will board the transport immediately and depart once loaded.

Arrival time back to the Solihull Drop Off Point is usually around 2100hrs, however this may change for unforeseeable reasons, please ask parents keep an eye on social media channels and emails for a more up to date arrival time on the day. On arrival there will be a short results and trophy presentation once all

vehicles have returned. As soon as this presentation has finished, young members to be collected and to depart the car park in a safe and orderly manner.

WALKING TEAM 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 catches 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 live. If you visit all waypoints, you will earn an extra 10 lives.

The winning Team will be the Team that finishes with the most lives. In the event of a tie, the winner will be decided by the following sequence:

- The Team finding the most waypoints.
- The Team evading first capture for the longest time.
- The Team to reach their first waypoint quickest

CATCHER TEAM SCORING

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 winning Team will be the Team that finishes with the most points. In the event of a tie, the winner will be decided by the following sequence:

- The Team finding the most waypoints.
- The Team making their first capture the quickest.
- The Team to reach their first waypoint quickest.

TROPHIES

Trophies will be awarded as follows:

- Winning Scout Team
- Winning Explorer Team
- Best Catcher Team

The winners will be announced when all vehicles have returned to the Solihull Drop Off Point. The full results will be communicated soon after the event.

TECHNOLOGY

Technology is not 100% fool proof, there are sometimes errors and discrepancies which we work hard to eliminate. We try our hardest to make sure the final results are calculated properly, and discussions will not be held on the day or post event about things that 'could have been'.

FINAL SAY

Interpretations of the rules is the responsibility of the event leader and operations manager. Their decision is final and binding.