



Ashdown 30

A Fun, day-hike on the South Downs for
all scout sections aged from 4-17 years


Scouts
1st Buxted
(O'Brien's Own)


Scouts
Ashdown

Classifications

A3

Ages: 4-6

Team Size: 4

Distance: 3km

Tasks/Incidents: 3

Time Allocation: 4hrs

DBS-Checked Adults: 2

Squirrels

A5

Ages: 6-8

Team Size: 4-6

Distance: 5km

Tasks/Incidents: 3

Time Allocation: 4hrs

DBS-Checked Adults: 1-2

BEAVERS

A10

Ages: 8-10½

Team Size: 4-6

Distance: 10km

Tasks/Incidents: 3

Time Allocation: 6hrs

DBS-Checked Adults: 1-2

CUBS

A15

Ages: 10-12½

Team Size: 4

Distance: 15km

Tasks/Incidents: 4

Time Allocation: 8hrs

DBS-Checked Adults: 1

CUBS

SCOUTS

A25

Ages: 12-14½

Team Size: 4

Distance: 25km

Tasks/Incidents: 5

Time Allocation: 10hrs

DBS-Checked Adults: 0

SCOUTS

A30

Ages: 14-18

Team Size: 4

Distance: 30km

Tasks/Incidents: 5

Time Allocation: 10hrs

DBS-Checked Adults: 0

SCOUTS

EXPLORERS

A15_{NC}

EXPLORERS ONLY - NON COMPETITIVE

Ages: EXPLORERS

Team Size: 4-6

Distance: 15km

Tasks/Incidents: 4

Time Allocation: 10hrs

DBS-Checked Adults: 0

EXPLORERS

NON COMPETITIVE

How To Enter

Entry is by completing and submitting the online Entry Form ([Found Here](#)) and making payment of £20 per team. Entries will not be accepted until a completed Entry Form and payment are received.

The entry fee may be made by BACS:

Account name: **1st Buxted (O'Briens Own) Scout group**

Account Number: **36989060**

Sort code: **30-65-37**

Reference: **(Team Name)**

Closing date for all entries: **[1st May 2026](#)**

Entry costs are non-refundable after this date.

Adult Support / Volunteers

PLEASE NOTE

NO DOGS ARE ALLOWED AT THE START LOCATION, NOT EVEN IN CARS.

For every team entered, we will need a DBS-checked volunteer to assist with Checkpoint staffing, Kit Check, Map Check, Support Teams, etc. (All volunteers will be fed and watered throughout the day!)

The Scout Association rules mean that any adult helping with the running of the event **MUST** have a valid Scout-issued disclosure check. **Is yours up to date?**

Teams with Scouts under age 12 will need an Adult (rather than a leader) to shadow.

Accountability for this rests with Leaders in Charge of teams, and we will ask you to declare that all adults assisting your group are registered as at least a **'Non member - Needs Disclosure'** (On the new Digital Tools System) and have a valid Scout-issued disclosure check. Please act NOW to ensure that you can attend and help with this event. **Please contact us to organise your Scouting issued DBS. You can find out more information [HERE](#).**

Kit Check

All equipment, with the exception of maps, compasses and neckerchiefs, should be packed in a rucksack with a waterproof liner.

The maximum total weight of team kit, inclusive of rucksacks, is not to exceed:

10kg for Beaver team (adult can help with carrying equipment),

20kg for Cub team,

25kg for Scout teams,

30kg for Explorer teams.

Failure to have all the equipment on the kit list at check-in may result in the team being withdrawn from the event, unless the issue can be resolved to the satisfaction of the organisers. There may be additional kit checks throughout the hike to ensure that all required equipment is being carried.

The Start

Check In: Team numbers, start time and an exact start location will be sent to the Leaders a minimum of one week before the event. This will include a **W3W location** for where you will need to check-in. You will find an event shelter at this location. **All teams are to go the same check-in point, unlike previous years.**

Teams will be given an individual check-in time between 07:30 and 11:30 on the event date. Please ensure your team checks in on time. Please try to avoid arriving too early, as parking is limited.

At your allocated time, each team will need to check in as a whole team. Team members should be wearing the clothes they will start the hike in.

One leader per team will be required to accompany each team through check-in. The leader will need to hand in the completed medical forms.

Checkpoints, Hike Points & Incidents

Checkpoints - All checkpoints will be staffed by Ashdown District Scouters, all of whom will have a current DBS certificate. **Water and access to First Aid is available at all checkpoints.**

Incidents - At each checkpoint, there will be an Incident task that will need to be completed. These will be based around scouting skills. There are 20 points available for completing the incident at each checkpoint.

Hike Points - There are 10 points available for hiking between each checkpoint.

To achieve the maximum points on a section, the team will need to walk at an average speed of: **3mph for Scout and Explorer teams, 2mph for Cub and Beaver teams, slower for Squirrels.** When teams leave the Start, they will be issued a hike card to record hike points and times in and out of checkpoints. This must be handed in at the end of the hike. Look after it, as there will be a penalty incurred for lost hike cards.

A15NC Teams do not score points as it is a non-competitive class

InTouch

Teams are required to set up an InTouch system for the duration of the hike. The Leader in Charge of each Team must be present and contactable at all times during the hike. If a landline is not available, then 2 mobile numbers will be required.

Should a team withdraw, the Organisers will contact this person in the first instance. It is the responsibility of this person to follow the InTouch system put in place and to arrange for the collection of a withdrawn team once informed by the Organisers.

The InTouch must not be related to a member of the team.

GDPR

As part of the safe and efficient running of the Ashdown 30, we will collect and process personal data relating to team members. This information will be stored securely using Google Drive and associated Google Workspace services, with access restricted to authorised event organisers. The data will be used only for purposes connected with the administration, safety, and operation of the event, and will be handled in accordance with applicable data protection law.

If a parent/guardian wishes to see the data held on their child, please contact [**Ashdown30@buxtedscouts.co.uk**](mailto:Ashdown30@buxtedscouts.co.uk)

- The data will be collected by your son/daughter's leader using the Hiker Information Form.
- The data will not be shared outside of Scouting.
- The data stored electronically is the same as the data shared on the 'Hiker Information Form' that parents /guardians must complete for their son/daughter to take part in the Ashdown 30 Hike.
- The electronic data, as well as any paper copies, will be deleted after the event has taken place, or in the case of event cancellation, immediately after this decision is made.

Entry Forms, Consent and Medical

You can download the Information & Rules, Entry Forms, Medical Consent and Kit Lists from our event website: [**Ashdown30.co.uk**](http://Ashdown30.co.uk)

If you have any questions or need any advice, please don't hesitate to get in touch. For further information and entry queries, please contact us: [**Ashdown30@buxtedscouts.co.uk**](mailto:Ashdown30@buxtedscouts.co.uk)

[Please see below for Rules](#)

Ashdown 30 Hike Rules

1. Who Can Enter

The Ashdown 30 is open to all Scouts aged 4-17 years. Teams should be made up as follows:

- Squirrels: 4 members
- Beavers: 4-6 members
- Cubs: 4-6 members
- Scouts: 4 members
- Explorers: 4 members (4-6 Members for A15NC)

2. Adult Supervision Requirements

- Squirrels: Must be accompanied by at least 2 DBS-checked adults.
- Beavers & Cubs: Must be accompanied by at least 1 responsible adult.
- Scouts: Young or inexperienced teams can be shadowed by leaders - this is encouraged for their development.

Important: All adults assisting must be, at minimum, registered as an occasional helper and hold a current DBS check. It is the Leader in Charge's responsibility to ensure this is in place.

3. Medical & Consent Forms

- Must be completed for every team member and all adults attending.
- Forms will be securely held by organisers and only used in an emergency.
- All forms must be submitted in advance and brought in plastic wallets.
- Teams cannot start without all completed forms.

4. Competition Rules & Safety

- All teams must follow the official rules. Failure to do so could lead to disqualification.
- A Leader in Charge for each group taking part must be present at the event in case any YP cannot complete the hike and needs to be returned to their leaders.
- A25 Scout teams and A30 Explorer teams must be entirely self-sufficient.
- A15 teams can be shadowed, but adults must encourage independence.
- Hike duration: 4-10 hours, depending on team class. Teams must finish within their respective window.
- To complete the competition, all team members must finish the hike.
- In the event of a tie, teams will share the placing.

5. Inclusion & Accessibility

- Young people with additional needs are welcome. Leaders must contact organisers before applying if entering such a team.

6. Conduct & Kit

- No running - teams seen running will lose points for that section.
- Leaders must carry out a full kit check before arrival and complete a kit-check confirming compliance.
- Water and First Aid are available at all checkpoints.
- The only equipment provided will be for checkpoint incidents.
- Teams must follow the route using the provided grid references in order.
- Missing a checkpoint may lead to disqualification.
- Missing a Via Point means reduced/no points for that section.

7. Navigation & Emergencies

- GPS devices are not allowed - the event tests map and compass skills.
- Teams may retrace their route if a checkpoint is missed, subject to organiser approval.
- Teams may be withdrawn if organisers have safety concerns.
- Only the 2 mobile phones listed on the kit list may be carried. No extras.
- Teams are issued with sealed emergency instructions. If opened (along with the emergency phone), the team may be disqualified.
- All members must understand how to use the Scout Emergency Card.
- All teams must sign out at the finish, even if collected mid-hike.

The Organisers' Decision Is Final



Ashdown30.co.uk