

Chiltern 20 Challenge 2024

[The Event](#)

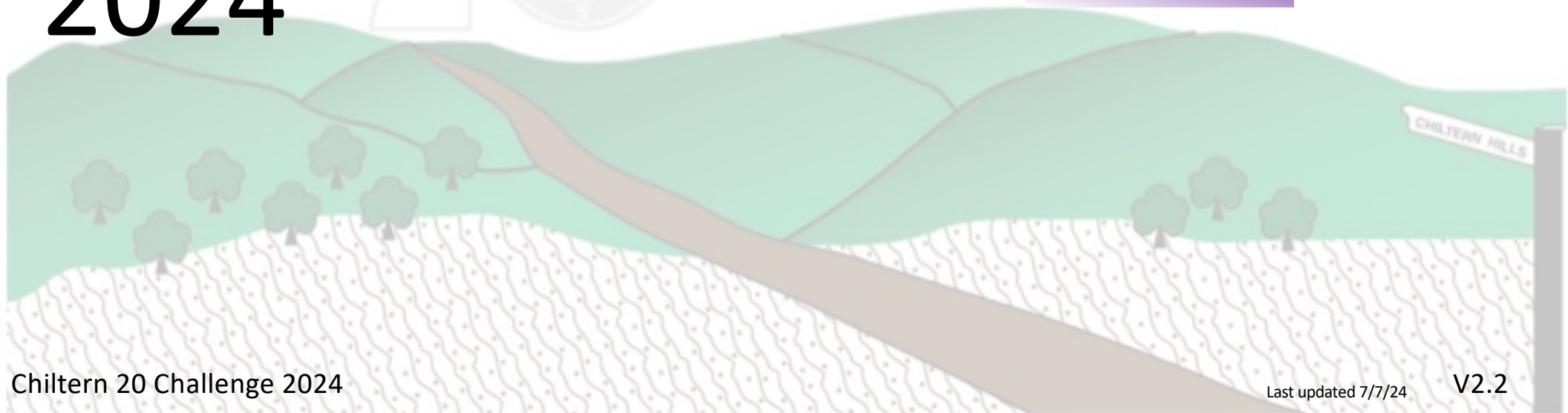
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The Event

This year's Chiltern 20 Challenge Hike will be on Saturday 12th October 2024. Once again, we are managing four events:

- A Senior event of about 20kms where teams of 3-5 members participate without being accompanied by an adult;
- A Senior event of about 20kms where teams of 3-5 members are accompanied by one or two adult Scout members with a current DBS for safety purposes;
- A Junior event for younger and/or inexperienced participants of about 13.5kms where teams of 3-5 members are accompanied by one or two adult Scout members with a current DBS for safety purposes;
- An alternative event, for any team which is unable to attend on the Saturday due to work or religious reasons, where teams can choose one of several pre-selected routes. One or two accompanying adult Scout members with a current DBS, must accompany the team.

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Sunday Event



The Sunday Event

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Saturday Event

The Sunday event is for teams who are unable to attend on the Saturday due to work or religious reasons and will be available on Sunday 13th, Sunday 20th or Sunday 27th October.

- One or two accompanying adult Scout members with a current DBS, **must** walk with the team.
- There is no other supervision provided by us, so you need to do your own risk assessment and provide any safeguards that you consider necessary for the activity. **It is recommended that TWO adults walk with the team to provide the most secure conditions.**
- There will be a small choice of routes that we will offer you of varying lengths. Each route will start and finish at a railway station allowing you to park your vehicle (or travel by train) and do a circular walk. All walks in our catalogue have been walked and assessed, but you are advised to study our “leader notes” to confirm that the route is appropriate for the team participants before arriving at the start point.
- We will provide you with route cards and other useful information sheets so that you can walk with your team of youngsters. We provide a leader’s kit list with suggestions of “extras” that a team should have with them, as well as a walker kit list.
- There is no minimum or maximum size of your team, but we would recommend no more than five youngsters with two adult leaders.
- Certificates will be posted to the leader following confirmation of a satisfactory conclusion to your walk.
- To request an entry you should email: chiltern20secretary@gmail.com

The Event

The online entry database will open on 5th July 2024 and will close at 10pm on Saturday 28th September.

WHERE?

Details of the venue will be announced two weeks before the event.

EMERGENCY TELEPHONE NUMBER

The emergency number for Central Control is 07960 282626. Please ensure that your Home Contact has this phone number which will be operational from 07:00 on Saturday 12th October. The alternative contact number is the event secretary 07889 804726.

ARRIVAL

Team managers will be sent team numbers and start times by email. We will also send a “checking in time” to help control the flow of teams through the registration process. Please follow the C20 signs to the venue and registration.

REGISTRATION

Please check in as a complete team on arrival. You will be issued with your identity wristbands, containing your team number and individual team letter, emergency contact and a bar code for scanning at checkpoints.

THE CHALLENGE

All teams will be briefed on basic navigation awareness before they start. Teams will start in numerical order from 08:00 hrs onwards, with two teams departing every three minutes. Teams participating in the senior event will leave first, followed by teams participating in the junior event. Teams will be provided with a set of six figure map references at the start. These map references correspond to checkpoints, which teams need to visit in order. There is no designated lunch break, and participants can decide when they eat their own packed lunch. Checkpoints will provide cold drinks but no food.



The Event

Supporters can collect a list of checkpoints from the Information Desk after the last team has departed. Supporters will be unable to visit some of the checkpoints as they will be situated along narrow tracks.

SUPPORTERS

MEALS

A snack meal will be provided to all participants in the form of a jacket baked potato with a variety of fillings plus a can of drink from 17:00. Team managers will need to provide details of any allergies and medical conditions.

PRESENTATION

The announcement of results and presentation of trophies will commence at the venue by about 18:00. Individual and team certificates will be posted to each team manager as soon as possible.

SAFETY ON SITE

For your safety and the future of the event please observe the following whilst within the School premises:

- No smoking anywhere in the School or anywhere on site
- Fire Exits must be kept clear
- Do not obstruct doors or gangways
- Do not obstruct or tamper with fire fighting equipment

The Chiltern 20 organisers will patrol the School and take charge in the event of a fire. Please follow any instructions they give.

FURTHER INFORMATION

Email the event secretary: chiltern20secretary@gmail.com



The Rules

These rules are for the safety of all participants.
They are also to ensure fairness for all teams.

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[Click here for the rules](#)



The Rules (part)

1. This event is open to any member of the Scout section or Girlguiding aged between 10 and 14½ years old.
2. Teams entering the Senior event must comprise of three, four or five participants with or without one or two accompanying adults. It is not permitted for an adult or adults accompanying a team to be substituted with another adult or adults at any point along the route.
3. Teams entering the Junior event must comprise of three, four or five participants with one or two accompanying adults. It is not permitted for an adult or adults accompanying a team to be substituted with another adult or adults at any point along the route.
4. Identification wrist bands will be issued at registration and MUST be worn at ALL times and shown when asked. Tracker bands will be issued at the start and collected at the finish and must be worn by all walkers throughout the walk.
5. The kit list comprises a part of these rules.
6. Participants wishing to retire should do so only at a checkpoint where the checkpoint manager will make the necessary arrangements.
7. If a participant retires, the remaining participants may continue as long as at least three participants are still walking. If not, those wishing to continue must join up with other participants. Any incomplete team will not qualify for a trophy; the complete team that started must finish together to qualify for a trophy. Only finishing teams that consist of the same participants that started will receive a finishing time and place. Incomplete teams will receive a finishing time but not a placing.
8. Checkpoints must be reached in the order given. It is the individual participant's responsibility to make sure they scan their wristband at the start, at each checkpoint and at the finish. All participants must keep together throughout the walk. The time of the last participant in each team is the one that will be recorded.
9. Time spent at each checkpoint will be included in the official finishing time.
10. Teams using any support or assistance (external or internal) by whatever means may be disqualified.
11. All adults accompanying a team must be current members of The Scout Association or Girlguiding and have a valid DBS certificate. They must supply their membership number when teams are registered. Any adult walking with a team is honour bound not to take the lead. This role is purely to ensure the safety of the young people.



The Rules (continued)

12. All adults supporting the event must declare seven days before the event evidence of Scout Association or Girlguiding membership and DBS clearance.
13. When walking across country, obey the Country Code and have respect for people's property. Teams will be subject to disqualification if they are found to have dropped litter.
14. All participants are required to have a head torch. This must be worn, and switched on when darkness falls when walking on, or beside a road.
15. When walking on roads, teams should be on a footpath or pavement if there is one, or walk in single file on the right facing the oncoming traffic. See [The Highway Code - Rules for pedestrians \(1 to 35\) - Guidance - GOV.UK \(www.gov.uk\)](https://www.gov.uk/guidance/the-highway-code-rules-for-pedestrians-1-to-35)
16. All participants including all accompanying adults are required to wear hi-vis and reflective jackets (with or without sleeves) as the outer most layer of clothing and be visible from the rear at all times.
17. Teams will not be allowed to carry on walking when darkness falls. Teams will need to arrive at a certain checkpoint by a pre-determined deadline time.
18. DO NOT cross or walk along any "A" and "B" class roads except in an emergency, or where instructed to do so.
19. Teams MUST phone the emergency number if they do not reach the next checkpoint after two hours walking from the previous checkpoint.
20. The organisers and officials have the right to stop the event and/or participants from continuing at their discretion. A participant will be withdrawn from the event and not be allowed to continue if in the opinion of an event official they are deemed unfit to continue or making unsatisfactory progress.
21. No team or participant can be withdrawn during the event without permission from Central Control or event official.
22. The decision of the organising committee is final and they will adjust the rules and route if they consider necessary. They cannot be held personally responsible for any mishap or injury, however caused, during the event.



Kit List

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The kit list comprises part of the rules of the event.

It is important that all participants are adequately prepared for the activity, and every item on the kit list should be regarded as essential.

Participants not suitably equipped will not be able to take part.

A kit check is made before teams report to the start

Chiltern 20 Challenge 2024

[Click here for the kit list](#)



Personal Kit List

All participants must wear **walking boots** or **robust shoes** with a gripped sole (no trainers).
Participants will not be permitted to walk if they are not wearing walking boots or robust shoes.

All participants must wear or carry:

- Suitable clothing for weather conditions (no denim clothing) which must include each of the following items:
- Waterproof jacket with hood and waterproof over-trousers
- Jumper or fleece
- Walking boots or robust shoes with a gripped sole (no trainers)
- Reflective Hi-vis jacket (with or without sleeves)
- Head torch
- Identification wristband (issued to each participant when teams register)
- Tracker wristband (issued at the start of the event and collected at the finish)
- **Day sack containing:**
 - Gloves
 - Hat
 - Lunch
 - Water in a suitable container
 - Emergency rations
 - Mug
- There will be no food available at check points. All participants must make sure that they have sufficient provisions to sustain them for a whole day's walking.



Team Kit List

Map required for teams entering the Chiltern 20 route:

- OS Explorer Map 181 - Chiltern Hills North

All teams must carry:

- Two OS maps of the area OS Explorer Map 181 - Chiltern Hills North. Maps must either be waterproof or in a map case.
- Two compasses (Silva or similar)
- Compact basic First Aid Kit
- Watch
- At least two mobile phones which must be fully charged at the start of the event and must be switched on throughout the event so that the event organisers can contact teams at any time. The mobile phone numbers must be given to the member of staff at registration.
- All participants must have a head torch. In addition, each team must have at least ONE torch which has a red coloured light. This is for the back marker to wear, or show on the back of their day sack, when walking along a road during the hours of darkness should this become necessary.



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CHILTERN HILLS

Navigation Hints and Tips – part one

Switch on!

Navigation is all about gathering evidence to prove where you are and having a strategy for getting to where you want to go. Being 'switched on' means checking your position regularly and is the most important tool in navigation.

Have the right kit

A compass with a long baseplate and a romer is best. Silva type 4 is a good example, although cheaper versions are ok. If possible use a laminated map with a permanent marker – this saves having to fold the map into the confines of a map case.

Practice plotting grid references

At the start of the event you get two minutes to plot the checkpoints using six figure grid references. Practice this with your groups beforehand; making it into a competition can help create some pressure, which you will definitely feel on the day of the event!

Know how to take a compass bearing

Keep checking you're going in the right direction with a quick bearing. It only takes 10 seconds and is good evidence that you're on the right track. County Mountaineering team events are a great place to learn how to do this.

Use tick off features

As you go along, keep asking yourself 'what will I pass next?' For example, if you think you should be in a wood and you're not- stop and recheck!

Have a method of measuring distances

There are various methods of doing this. A simple one is to work out roughly how fast you walk (a practice hike is a good time to do this). For example, if you walk at 4km an hour and you need to go 1km until a checkpoint, then if you can't see the checkpoint after 15 minutes, stop and recheck.



Navigation Hints and Tips – part two

Have a reliable Timing Device

This could be a phone – so long as its battery will last the whole day – better still a watch. Keep checking on time – because it's no good knowing what speed you walk at if you don't know when you started.

Know what map symbols mean

This is easy to do as they are shown in the key on OS maps. The OS website is also a good resource for all things to do with navigation.

Don't spend ages at checkpoints

This is a simple way to really cut your finish time. Spending ten minutes at six checkpoints will add an extra hour to your time. That could be the difference between coming 1st or 21st!!

Summary

From the above, think about each navigational 'leg' in terms of "The 3 D's":

- Description (What are you going to see)
- Distance (How long will it take)
- Direction (What is the basic direction of travel).

The County Activities Team run navigation events specifically designed for the Chiltern 20/ Southern 50. Contact us at asa.kitchiner@gmail.com or see our ads in North Circular.



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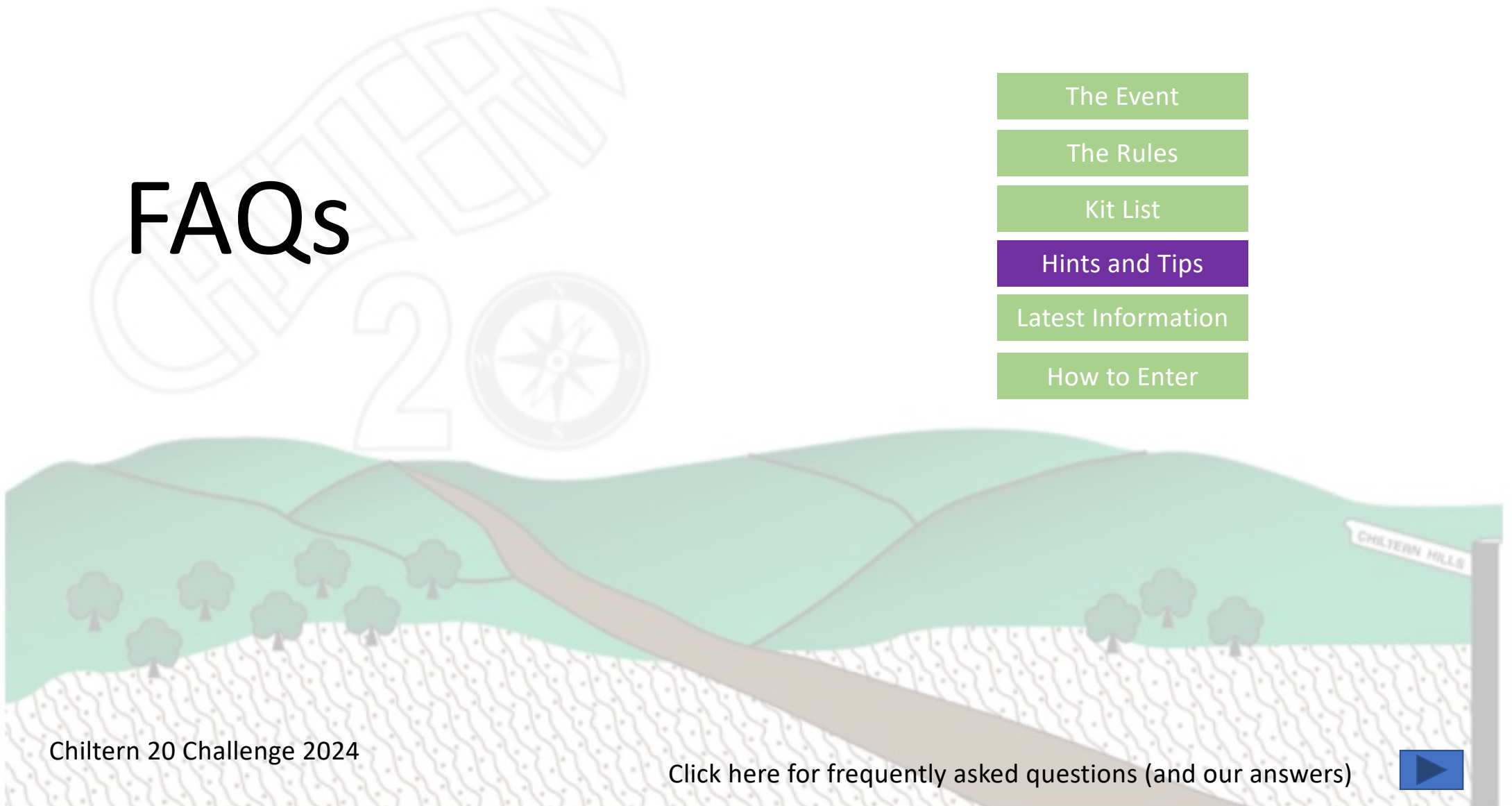
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[Click here for frequently asked questions \(and our answers\)](#)



FAQs

What do we do with litter?

There is no excuse for dropping litter.

You have pockets so please hang on to your rubbish until you pass someone's bin or give it to the staff at the next checkpoint. Please keep the countryside tidy, you are representing Scouting. The locals know this is a Scout event. Litter gives us all bad publicity. Teams will be subject to disqualification if they are found to have dropped litter.

What are Scratch teams?

Should one member of a team wish to retire, the remaining walkers may continue as long as at least three Scouts are still walking. If not, those wishing to continue must join up with other walkers to form a scratch team. Any incomplete team will not qualify for a trophy; the complete team that started must finish together to qualify for a trophy.

Can we bring mobile phones?

All teams must carry at least two mobile phones as it allows walk officials to call you if you are overdue at a checkpoint and find you if you are lost or in need of help.

You need to give us your mobile numbers at checking in when you arrive. Please don't give us other family member's mobile numbers as they may get worried if we give them a call to find out if you are lost and where you are!

Teams using mobile phones for support or assistance from team supporters will be disqualified.



FAQs

Can we use GPS?

We do not ban the use of GPS. But why would you feel the need for one? Hopefully you have entered the event to test your navigation skills and endurance against nature. If you use additional aids you are only really cheating yourself.

We don't believe that a GPS will make a lot of difference to a good team, it may help a hopelessly lost team, but you've still got to be able to transfer the GPS data to the map to find out which way you need to go!

What about our team name?

You can enter with whatever team name you wish. However, two things to bear in mind:

If you win a trophy would you rather have your Group or District name on it for posterity or something less meaningful like "Four Chaps in Yellow Coats"? It's up to you.

If the name is inappropriate we will censor it in any publications. We will check names for inappropriate foreign translations as well.

Do we need to bring food?

You should bring with you and carry, your packed lunch and maybe a few chocolate or energy bars. Water and/or squash is provided at most checkpoints.

There is no fixed time or place for lunch, and time is not allowed for any stop you may make.



FAQs

When should we enter?

Try to place your entry on-line well before the closing date to avoid disappointment – the event is so popular that we do have to turn late team entries away.

What about map reading skills?

Spend some time brushing up on your mapping skills.

To be sure you are not missing anything important you need to know about map symbols, scale, direction and distance. Knowing about these will help you unlock the secrets of maps. Map Reading Made Easy Peasey is a leaflet from Ordnance Survey which explains the main things you need to understand, especially when using Ordnance Survey Explorer maps at 1:25000 scale. The County Mountaineering Team is offering navigation training so please make use of this facility.

What equipment do we need?

Boots or strong shoes. In the past we used to be very prescriptive and specified leather walking boots. Technology has changed and has introduced lighter materials. Please use common sense, the boots must be waterproof and designed for walking.

There is a thorough kit check at the start and we will not allow you to take part in the event if your footwear is no good. NO Trainers, “designer” shoes or boots and avoid steel toe capped boots or you’ll get big blisters. Do not try breaking in new boots or shoes on the event. It will hurt – a lot.



FAQs

What do we need to bring?

Read the kit list well in advance and make sure all of your team is properly equipped. Check all kit well before; when you enter would be a good idea.

Do we need to train for the event?

Training for the event should involve some map reading and walking. Ideally this should be in the countryside but if this is not possible try navigating around your HQ, local park and neighbourhood. If you do not train it does not mean that you will not finish but it might mean that you get lost and end up walking twice as far as everyone else. The County Mountaineering Team is offering navigation training. As this is a navigation exercise it would help if all of the team could use a compass and understand a map.

How much time do we have to complete the walk?

To avoid teams walking in the dark, there will be a cut-off time. If a team does not arrive at a particular check point by the time announced, the check point marshal will arrange for the team to be transported back to the start/finish. The time and location will be clearly marked on the team route card. It is the team's responsibility to make sure that they arrive at that point before the deadline.

If you have any other questions, please email chiltern20secretary@gmail.com



Training

Chiltern 20 Navigation Training sessions 2024

With the Chiltern 20 approaching, The County Activities Team is running a number of practical workshops to help teams improve their navigation skills.

The sessions are designed for a team leader and an adult.

Workshops will be held at various venues. The sessions are free, all you need to do is make contact with the leader of the workshop and book a place.

Cost: Free

What should we bring? Waterproofs, outdoor clothes, outdoor footwear, snacks, drinks and a compass.

Who is it for? Chiltern 20 team navigators with an adult leader.

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[Click here for locations, dates and times of sessions](#)



[Click here to return to Hints and Tips](#)



Training

Training schedule Update

We have already hosted a training session at Scout Park and it was very well attended by leaders and team managers.

We will be offering further sessions during the summer and will distribute venues and times as soon as these have been confirmed.

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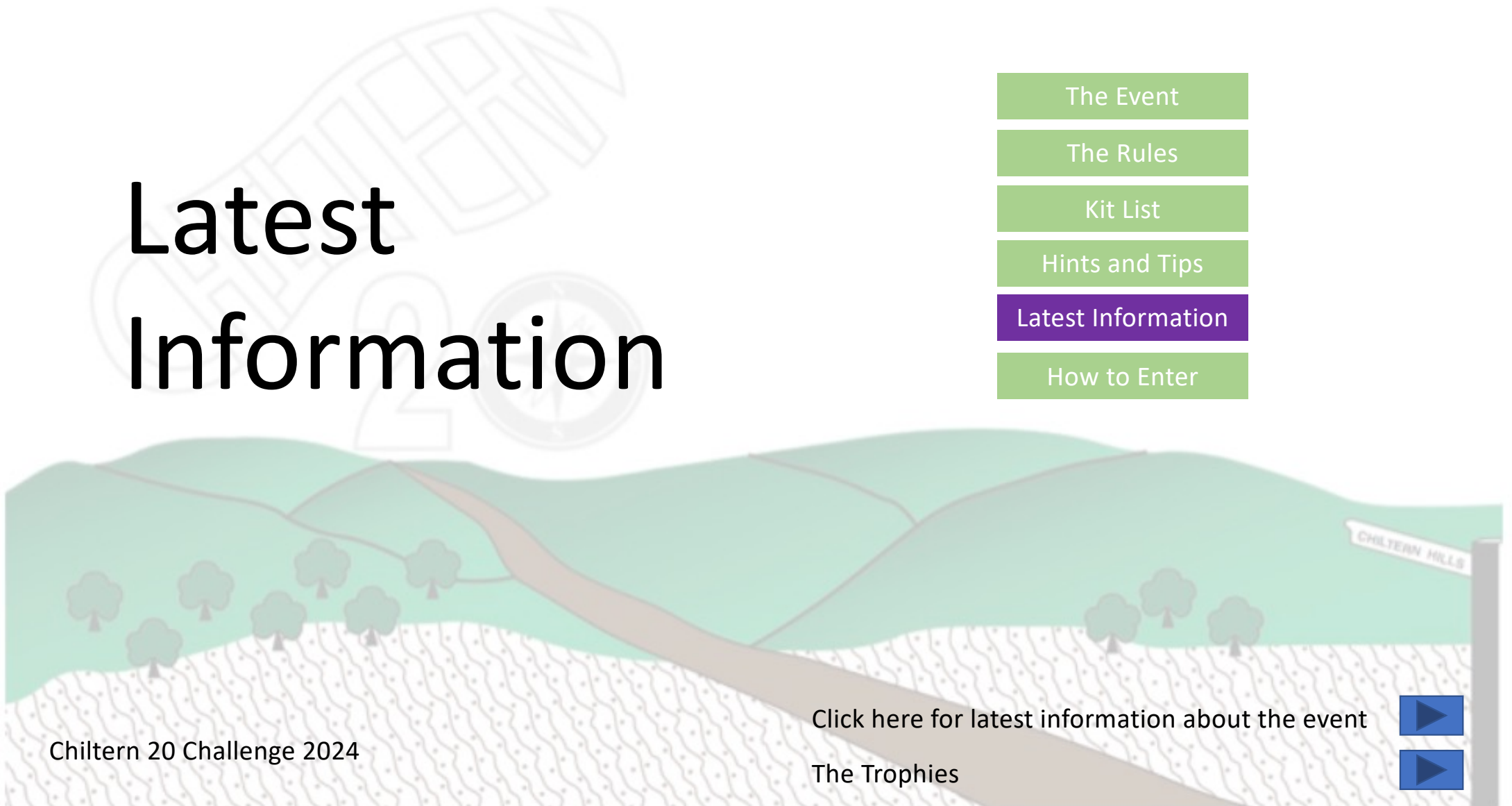
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[Click here for latest information about the event](#)

[The Trophies](#)



Trophies



The Colin Ballard Memorial Trophy
is presented to the winner of the Senior Event for the first unaccompanied team.



The Jeanne Smith Cup
Presented to the first placed accompanied team in the Senior Event



The Boot Trophy
This trophy is presented to the winner of the Junior Event

The Wilson Boyd Trophy

The Wilson Boyd Trophy is presented to the runners up of the Senior Event for the second placed unaccompanied team.



The County Commissioners Trophy

Presented to the second placed accompanied team in the Senior Event



The Unnamed Trophy

This trophy is presented to the runners up of the Junior Event



Chiltern 20 Challenge 2024

[Click here for latest information about the event](#)



Latest Information including Rule Changes for the 2024 Saturday event

We have introduced some new feature rules into the Saturday event to enhance the safety aspect. These rules are:

- No walking when it is dark. Teams entering the senior event will need to arrive at a certain checkpoint by a pre-determined deadline time;
- Hi-vis jackets worn by participants should be not only hi-vis but also reflective;
- We are extending our rules about not crossing or walking along "A" Class roads except in an emergency or where instructed to do so, to "A" and "B" Class roads.
- We will be using the Felltrack wristband tracking system this year to enhance our safety procedures concerning the location and welfare of all participants. This requires all participants to wear a tracker band throughout the walk.

The online entry database run by a company called ResultsBase will be open as from 5th July.

The cost of the event will be £54 per team, plus an extra 5% ResultsBase fee of £2-70.



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You are strongly advised to read the following pages if you have not used the **ResultsBase** system before. [Click here](#) to do so.

[Click Here to Enter your Team](#)

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How to Enter

Please read this before using the ResultsBase Entry System

This year we are using the entry system offered by a company called ResultsBase, based in the UK, who organise the registration of participants on numerous walking and running events. This has been successfully used twice by our sister event, the Southern 50 Challenge, and used by us last year on the Chiltern 20 Challenge 2023.

ResultsBase charge a small administrative fee which is 5% of the event price (£2.70 this year) and is added to the entry fee. **You should be aware from the outset that this fee is non-refundable. Withdrawal for whatever reason will result in the forfeit of that administrative fee.**

Entry fees (and admin fee) are paid at the point of entry. You need to be prepared to pay by card at the time you place your entry and enter the team details.

[ResultsBase Team Manager Profile](#)

[How to Pay for your Entry](#)

[What you need to Register a Team](#)

[Managing Registered Teams](#)

[Registration of Teams](#)

[To add/edit/delete teams/walkers](#)

There follows instructions for using the ResultsBase system. Click on a button to the left to go direct to a particular section. You are advised to read through all of these instructions prior to accessing the system online



How to Enter

ResultsBase team manager profile

To register and manage team entries, a **Team Manager must first set up a Profile** if you do not already have an existing Profile with Results Base for other events. This is your “account” where you can see events that you have entered, entries and orders for future events. Once you have a Profile you are ready to register teams and manage any that you register. **If you entered a team last year using the ResultsBase system, you will already have a Profile with them. All you need to do is log in using the password you previously set up.**

What information you need to register a team

- Distance, team size and name of team.
- Participant name, gender and date of birth.
- Scout Group and Scout County.
- Dietary, medical conditions, allergies or medication required.
- Scout Association Membership Number if 18 or over.

At this point you need to be sure of whether the team are confident enough to walk without adult company. Please make sure that you check the updated rules for this event and your responsibilities as the team manager.



How to Enter

Registration of teams

During the registration process you can register more than one team, each registered team appearing in your order, and a summary is shown on the right. You can register new teams at any time by starting a **new order**.

1. **Select distance**

- Senior route with no accompanying adult(s) (3,4 or 5 Scouts only)
- Senior route with accompanying adult(s) (3,4 or 5 Scouts with 1 or 2 adults)
- Junior route with accompanying adult(s) (3,4 or 5 Scouts with 1 or 2 adults)

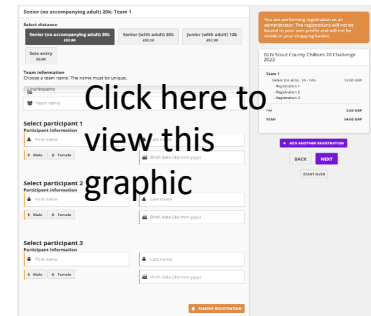
2. **Select number of walkers**

Depending on your route choice, select team size 3, 4, 5, 6 or 7 participants. You can add, move or remove a participant later if necessary although it is easier to enter the correct number at this point.

3. **Enter team name**

Each team name must be unique.

It is best to use your Scout Group name followed by an identifying letter or number (for example: 1st Scilly Isles A).



How to Enter

Select the event

Select the number of walkers

Type in a Team Name

Enter Each Walker name, gender and Date of Birth

You must enter at least three walkers.

If there are adult walkers enter them at the end of the list

Senior (no accompanying adult) 20k: Team 1

Select distance

Senior (no accompanying adult) 20k £52.00 Senior (with adult) 20k £52.00 Junior (with adult) 12k £52.00

Solo entry £0.00

Team information
Choose a team name. The name must be unique.

3 Participants

Team name

Select participant 1
Participant information

First name Last name

Male Female

Birth date (dd-mm-yyyy)

Select participant 2
Participant information

First name Last name

Male Female

Birth date (dd-mm-yyyy)

Select participant 3
Participant information

First name Last name

Male Female

Birth date (dd-mm-yyyy)

REMOVE REGISTRATION

You are performing registration as an administrator. The registrations will not be bound to your own profile and will not be visible in your shopping basket.

GLN Scout County Chiltern 20 Challenge 2023

Team 1	
Senior (no acco., 10 - 14k)	52.00 GBP
- Registration 1	
- Registration 2	
- Registration 3	
Fee	2.60 GBP
Total	54.60 GBP

+ ADD ANOTHER REGISTRATION

BACK NEXT

START OVER

This section reviews your team entry

Click here when you have entered all walker names

This graphic is a representation of what you will see. Some of the screen colours and positions of icons may show differently when you use the ResultsBase system



How to Enter

4. Specify team members

The first name you enter should be the leading Scout walker. This person will be assigned the walker's letter A. The next names should also be Scouts B,C (and D,E if included). The last walker name(s) should be the adult(s) in the team if adult(s) are walking with the team. They will be assigned letters F and G. Remember that walkers F and G must be **over 18 years of age and you must include their Scout Association Membership Numbers.**

The basic personal information collected here is retained by ResultsBase (name, gender and DOB). Any dietary, allergy and medical details that you may enter are automatically erased by ResultsBase a short period after the event has ended. You may wish to read their terms and conditions and GDPR information on their website <https://resultsbase.net/privacy>

We ask for allergy information and the details of any medical conditions that we need to be aware of during the course of the event. This information is only made available to authorised personnel (First Aid team, central control and check point managers) and is safely deleted after the event.

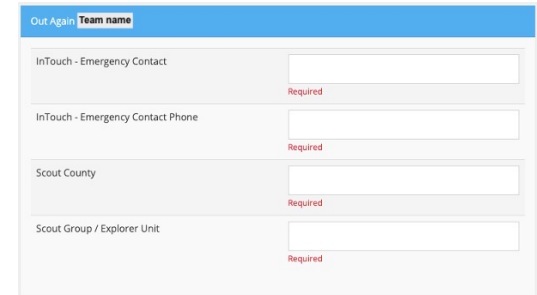
We will collect mobile phone numbers on the day of the event of walkers actually carrying a phone on the event. This is so that we can make contact with them during the walk. This information is retained by authorised personnel at central control and is deleted after the event. It is collected from the individuals at check-in and is **not recorded as part of the ResultsBase registration process.**



How to Enter

5. InTouch

Once you have registered all the team(s) for this order, select “NEXT” to continue. This takes you to the screen requesting InTouch information. Complete the InTouch Team contact information for each team registered.



The screenshot shows a web form titled "Out Again Team name". It contains four input fields, each with a "Required" label in red text below it:

- InTouch - Emergency Contact
- InTouch - Emergency Contact Phone
- Scout County
- Scout Group / Explorer Unit

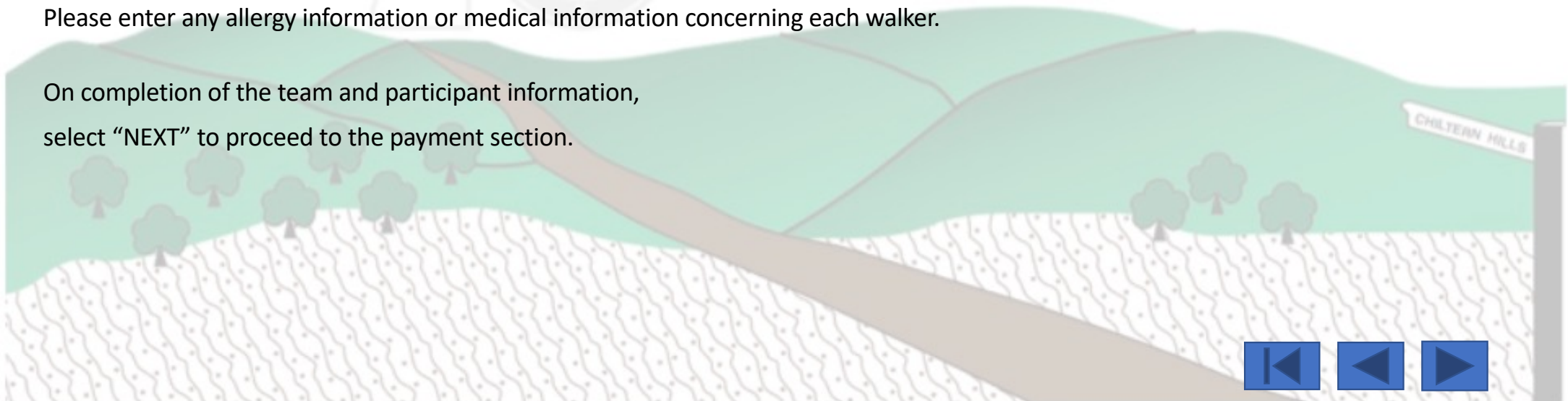
6. Walker Details

Complete the participant additional information for each of the walkers in the team.

The evening meal for all participants will comprise a baked jacket potato. There will be a selection of fillings available which we hope will cater for everyone's tastes and dietary requirements.

Please enter any allergy information or medical information concerning each walker.

On completion of the team and participant information, select “NEXT” to proceed to the payment section.



How to Enter

How to pay for your entry

Check your order summary and confirm the Terms of Trade and Billing Address. By default the address appearing here is the first member of the team. Make sure this shows **your** details here (profile billing address).

Select “TO PAYMENT” to proceed to the STRIPE payment page where you can enter your payment details.

Please do not be concerned about the text appearing here in red regarding an extra transaction fee. This will be handled by the C20 committee. You pay only the team entry fee of £54 and the booking fee of £2.70. As noted above, the booking fee is not refundable should the team withdraw at any point after payment has been made.

Once the payment has been taken, you will be passed back to the ResultsBase Online Entry Registration system and a receipt will be emailed to the Team Manager.

The receipt shows details of the order placed with the teams that have been registered. The receipt contains two special links:

Order Edit Code this link will take you to a summary of your order and the **Edit Code** (one for each team you register) will take you to the team summary.

Managing registered teams

All orders and team entries can be managed through your Profile, click on the “My Area” in the top menu bar, select “Tickets” to view your registered teams. From here you can view the receipt and make changes to the team and participant information. They can also be managed via the “Edit Code” on the receipt.



How to Enter

Adding an additional participant to an existing team

If you have already registered a team into the event and the team size selected was 3 or 4 and you now need to add an additional participant, please contact us at marktc20registrar@gmail.com

and we will provide you by email a link to allow you to create a solo participant, that we can then add to the team for you.

Once complete you will be able to manage the extended team as normal. **There are no additional payments for this process.**

When you receive the link, paste it into your browser and logon using your Team Manager Profile to create this solo participant. The distance will already be selected as SoloEntry.

Enter the participant details as you would for any other participant.

Select "REGISTER" to continue and complete the participant additional information. You will need to know any allergy and medical information.

On completion of the new participant information, select "NEXT" to proceed to the payment section.

Check your order summary and confirm the Terms of Trade and Billing Address.

Select "CONFIRM" to complete the process. **There is no payment to make.**

A receipt will be emailed to the Team Manager Profile Account.

When you have completed this process, **please contact us by reply to the email we sent you.** Provide us with the name of the new participant you have registered and the Team Name to which you want this new participant to be added. We will confirm by email once this has been completed, you will then be able to manage this team as normal.



How to Enter

Removing or moving a participant from an existing team

If you need to remove a participant from an existing team or move a participant from an existing team to another team that you have registered, please contact us at. marktc20registrar@gmail.com

- Provide us with the participant to be removed or moved,
- the Team Name that the participant currently belongs to and
- if you are moving the participant the team name that they need to be moved to.

We will confirm by email when this has been completed.

Please do not attempt to delete a walker yourself and do not add a duplicate entry for the same walker. This will not be registered with your team(s) and cause us a lot of extra work and inconvenience. Thank you.

[Click Here to Enter your Team](#)

