

# Evasion 2019 Rules

May 29, 2019

Evasion will take place in right-to-roam areas of the New Forest, together with other public rights of way. Competitors must be 18 years or over. All participants are responsible for their own safety and that of their team.

## 1 Timings

The event will begin at 10:30 on Saturday and finish by 14:30 on Sunday. Teams will not be expected to walk throughout the night, camping is provided at Wilverley Scout Campsite, which is also the start and end point of the event.

## 2 Preparation

Participants should be adequately prepared and trained for a demanding weekend of walking in the rough terrain of the New Forest. Teams should ensure they have adequate experience in walking and map reading, along with other skills which may be required.

## 3 Checkpoints

Evading teams navigate between checkpoints, the grid-reference of which is given at the previous checkpoint. Manned checkpoints, together with the start and end, have opening and closing times between which evading teams must sign the card at the checkpoint, in order to avoid a penalty for lateness as detailed in rule 4.4.

Checkpoints have safe zones, within which catchers may not catch evading teams, as detailed below:

1. Unmanned and optional checkpoints have a safe zone of 100m radius (200m diameter) from closing time of the start checkpoint on the day they are part of the route until the closing of the end checkpoint on the day they are part of the route.
2. Manned checkpoints have no safe zone before they are open. When they open they have a safe zone of 250m radius (500m diameter), which remains after they close until the closing of the end checkpoint on the day they are part of the route.
3. The finish point on both days shall have no safe zone before it is open. When it is open it shall have a safe zone of 250m radius (500m diameter). On day one it's safe zone will remain open until the start point closes on day two. On day two it's safe zone will remain open until the end of the event.

4. The start point at the start on both days shall have a safe zone of 250m radius (500m diameter) until it closes. Thereafter it shall have no safe zone.
5. The campsite shall have a safe zone of 250m radius (500m diameter) from the time of closing of the finish checkpoint on day one until the start point closes on day two. Thereafter it shall have no safe zone.
6. Evading teams that have finished day one of the event shall be safe within a 1km radius (2km diameter) of a straight line drawn between the finish point and the campsite. This safe area will be valid once a team has finished the route on day one and will disappear at 23:59 on day one.

## 4 Evading Teams

1. Evaders must navigate between given checkpoints on foot.
2. All manned and unmanned checkpoints are compulsory for evaders. Teams must either sign a sheet or check in with an organiser at these points, and punch their control card.
3. Optional checkpoints are optional. At these points teams must punch their control card and sign a sheet.
4. Manned checkpoints have opening and closing times, as indicated on evading teams control cards. Teams failing to make it to these checkpoints before the closing time shall be docked one life in accordance with rule 4.8a and should contact the organisers at the first opportunity using the phone number on the control card. For the purposes of this rule the finish on both days shall count as a manned checkpoint.
5. Evading teams start the event with 10 lives.
6. Evading teams may be physically caught by a catcher any time they are not in a safe area (as detailed in rule 3) if the team has not been caught (under rule this rule), or had a life docked for lateness (under rule 4.8a), in the previous 30 minutes.
7. If one member of an evading team is caught the whole team shall be considered caught.
8. Evading teams may have lives removed at any time for the following reasons:
  - (a) Teams late for a manned checkpoint will have one life removed.
  - (b) Teams failing to punch their card at any manned or unmanned checkpoint will have five lives removed.
  - (c) Teams not remaining within sight of each other will have two lives removed.
  - (d) Teams not remaining within 200m of each other will have two lives removed.
  - (e) Teams walking along roads which are blue, red, pink or green on an ordnance survey 1:25000 map will have two lives removed.
  - (f) Teams trespassing onto private land will have two lives removed.
9. Teams may attend optional checkpoints in order to gain one life. If teams plan to go to an optional checkpoint they must indicate this on the previous checkpoint's card.

## 5 Catching Teams

1. Catching teams may be formed of any number of people. Organisers reserve the right to dictate the size of catching teams if they deem it appropriate.
2. Catchers may use any form of transport.
3. Catching teams score points by catching evading teams, as detailed in rule 4.6.
4. Catchers must sign the caught team's control card, detailing the time that the team were caught, and by whom.
5. Catchers may remove evading teams lives as detailed in rule 4.8, but do not get points for these catches.
6. Catchers or organisers removing team's lives under rule 4.8 must sign the team's score card wherever possible. If this is not possible they must notify the organisers at the earliest opportunity who will deduct lives at the next checkpoint.
7. Evading teams must sign catching team's score cards when caught under rule 4.6.

## 6 Scoring

1. The Evading team with the most lives remaining at the end of the event shall win the evaders trophy.
2. In the event of a tie for any place, the team which arrives at the finish point first will win that place.
3. The Catching team having caught the most teams according to rule 4.6 the end of the event shall win some haribo.

## 7 Disqualification

Any team or participant may be disqualified in the following circumstances:

1. In the event they cross the A31 road surface on foot or by bicycle (using a bridge or tunnel is permitted).
2. In the event they cross any railway track not at a bridge, tunnel, or level crossing, or otherwise trespass on the railway.
3. In the event they fail go to a manned checkpoint.
4. Risk their own or any other person's safety unduly.
5. Any other reason at the organisers discretion.

## 8 Organisation

1. Organisers will wear yellow high visibility jackets when operating in their organising capacity. At all other times they should be considered to be catchers.
2. Organisers discretion to interpret the rules, remove lives and disqualify teams is final.