EXPEDITION ROUTE CARD

GROUP No. / NAME & MEMBERS

GROUP ID
1
2
3
4
5
6
7

Enter your group number and school. You can add a group name if you want.

Enter each group members full name.

EMERGENCY CARD

GRID REF OF LOCATION	
LOCATION DESCRIPTION	
NUMBER IN GROUP	
TIME OF INCIDENT	
DESCRIPTION OF INCIDEN	

This section is to be filled out only in an emergency during the expedition. It does not need to be completed in advance.

ETA = estimated time of arrival

ETD = Estimated Time of Departure

LOCATION	Enter map / sheet number, eg OL12
MAP	Enter date of expedition, eg 22-24 June 2016
DATE	
DAY	Enter Day of expedition. Eg Day 2 of 3

EMERGENCY CONTACT / SUPERVISOR CONTACTS:

NAME	Enter your supervisors contact name. You will be given this at the time of your expedition.
MOBILE	
MOBILE (2)	Enter supervisors landline number. You will be given this number at the time of your expedition.

You will be given this number at the time of your expedition.

Enter the grid reference of your start point.

GRID REF	CHECKPOINT DESCRIPTION	DISTANCE (km)	HEIGHT (m)	MAG BEARING	NOTES ON ROUTE	TIMINGS DIST	HEIGHT	TOTAL	ETA	REST / PROJECT	ETD
START REF	START LOCATION								START TIME :		9:00 AM
						0			AM		M
									AM		M
						0	0	0	9:00 AM		M
											M
											M
											M
											M
											M
						0	0	0	9:00 AM		
						0			9:00 AM		
						0			9:00 AM		
						0			9:00 AM		9:00 AM
						0	0	0	FINISH : 9:00 AM		
	TOTAL DISTANCE	0			© School Camp Ltd. 2013				TOTAL TIME (H:M) :		00:00

Enter the grid reference of the checkpoint that you are walking to.

Enter the description / name of the checkpoint that you are walking to.

Enter the height climbed in to the closest 10 meters. Only count contors that are going uphill! Remember to check if your map has 5m or 10m contor spacing.

New forest = 5m
Brecon Beacons = 10m

Enter the name / description of your start point.

Enter the time it takes your group to walk 1km in minutes. This time should exclude planned breaks and project work, but include navigation, adjusting bags etc.
Eg

20 = 3km / hour
24 = 2.5km / hour
15 = 4km / hour

This column will automatically adjust to show the time for horizontal walking distance

Enter the start time for your day. This is the time you start walking along your route

This column will automatically adjust to show the time for height climbed

Enter your start time in 24h this format. You must use a colon between hours and minutes. eg
09:13 or 14:00

Enter the time that you will spend resting and any time completing your expedition purpose. Enter this in minutes only eg 10 or 70

Project times should match the project plan. You must be able to tell the assessor what you are doing in this time. (it is not an extra rest!)

This column will automatically add up the height climed and the walking time to give you the journey time for this leg.

Bronze - Enter the general direction that you will set off in. Eg N = North, SE = South East.

Silver - Enter the direction that you will set off on as a magnetic bearing. Eg 73 deg

Enter the distance to be traveled in this leg (stage) of the journey. Enter distance in kilometres (km). eg
1 (km)
1.3 (km)
.9 (km)
NB do not enter the (km) label, just the number.
Remember 1000m is 1km so..
1600m = 1.6
400m = 0.4

Enter a description that will help you to navigate on route. Enter this in note format.
Eg. take footpath NE to wood, follow wood edge east to stream, cross, footpath east to road.

SILVER and GOLD
You should include an emergency escape destination. This is the location that you will head to if you need help and you phone does not work.
Eg. take footpath NE to wood, follow wood edge east to stream, cross, footpath east to road. Emergency escape: park farm (456,667)

GOLD
If you route is high, remote or in a area that might we water logged then you should include a possible alternative route for poor weather.
Eg. Head uphill on 567deg, follow ridge to trig, follow wood edge downhill to stream and path junction. Emergency escape: road (678,071). Poor weather: contour around base of hill following fence line.