# CLOTHING AND EQUIPMENT GUIDANCE TEN TORS CHALLENGE 2016

#### **Updated September 2015**

- 1. **General**. The Ten Tors Clothing and Equipment Guidance is based on *Hillwalking* by Steve Long, however it is accepted that modern textiles and waterproofing techniques continue to develop every year. This list should be used only as a GUIDE and interpreted as conditions dictate.
- 2. **Responsibilities**. Team Managers are responsible for ensuring and certifying that all team members are suitably clothed and equipped for the Ten Tors Challenge. The organisers retain the right not to allow teams to start the Challenge if, in the opinion of the Chief Scrutineer, they are not properly clothed or equipped for the forecast conditions.
- 3. **Event Checks**. At any time during the Challenge, teams may be scrutinized by the Scrutineers and Safety Control staff particularly if, in their opinion, the team does not appear to be properly clothed, equipped or working together. If teams are found to be lacking in essential items the team will be disqualified and 'crashed out' through the fall-out system.
- 4. **Principles**. Clothing and equipment are to be suitable to meet the conditions expected on Dartmoor during the Ten Tors Challenge.
  - a. **Individual Clothing & Kit**. Suitable layered clothing to include; walking attire, waterproof over garments; dry clothing for night or emergency stops within tents; sleeping kit; food.
  - b. **Team Equipment**. Tents and cooking equipment.
  - c. **Medical**. All team members are to be aware of each other's medical conditions; medication carried and be able to respond appropriately if required.
  - d. **Mobile 'Phones.** Only the sealed mobile 'phone may be carried. It may only be used in an emergency.
  - e. **Electronic navigation aids**. GPS devices, other than those provided by the organisers, are not to be taken on the Ten Tors Challenge.
- 5. **Scrutineering**. Selected teams and participants will be checked during the 'Scrutineer checking process' prior to the Challenge as follows:
  - a. **Risk Assessment Check**. Items of clothing and equipment considered essential to reduce the hazards of the anticipated conditions on Dartmoor.
  - b. **Disputes.** Where there is concern about team preparation, the Chief Scrutineer will call the Team Manager to discuss. The decision of the Chief Scrutineer will be final.

#### **TEAM EQUIPMENT**

- 6. Each team is to carry the following items, which will be issued during the registration process:
  - a. Team Control Card.
  - b. Tracker with high viz cover.
  - c. Team Identification Panels (2 large & 2 small) and 4 ties.
  - d. ID wrist bands per team member. (Red wrist band for those with medical conditions).
- 7. Each team is to carry the following, which can be downloaded from the Ten Tors website:
  - a. Aide Memoire for Teams (the Green Card).
  - b. Manned Locations Map.
  - c. River Crossing and Road Access Annex B to Ten Tors Rules

## INDIVIDUAL & TEAM CLOTHING AND EQUIPMENT

## 8. **Individual Clothing & Equipment**. Each participant is expected to have:

Category	Items	Guidance
Rucksack	With separate waterproof lining.	The weight carried should be no more than $1/3^{rd}$ of the individual's body weight and up to a maximum of 13.6 kilos (30lbs).
Walking Kit	Base wicking layer Mid layer – long sleeve shirt or synthetic sweatshirt or microfleece	Made of substantial material.
	Trousers Socks	To be wind resistant and ideally quick drying. Leggings are not acceptable.
	Boots giving ankle support	Worn in and in good condition.
Waterproofs/	Jacket with hood	Robust and capable of keeping the wearer dry under very wet conditions
Poor weather	Over trousers	over an extended period.
	Gaiters	Recommended to provide additional waterproofing.
	Gloves/Mittens	Not fingerless and ideally waterproof.
	Hat x 2	Warm hat covering ears and sun hat with brim.
Spare Clothing (To	Base wicking layer	
be packed in a	Mid layer long sleeve shirt or,	
waterproof	synthetic sweatshirt or microfleece	
bag/bags)	Insulation layer – Substantial fleece. Trousers	2 lightweight synthetic fleeces may be substituted.
	Socks	Recommended more than one spare pair.
Sleeping Kit	Sleeping mat	Thermal insulated & body length.
Steeping Int	Sleeping bag (in waterproof bag)	Three seasons; comfort rated down to 0° C.
Rations & Water	Food: 1 1/2 days	2 x snack, 2 x lunch (hot/cold), 1 x eve (hot), 1 x B'fast (hot). TMs must
		ensure participants have a nourishing meal plan Meals must be labelled.
	Emergency rations	Emergency rations (high energy foodstuffs & hot drink) for extra night
		clearly marked and in sealed bag.
	Eating container, utensil & mug	
	Matches and toilet paper	
	Water: 2ltrs	If platypus used, a robust 1 litre water bottle to manage water sterilisation is
	Water sterilisation (For 48 hrs,in date)	recommended.
Personal Survival	Map (Leader & Navigator)	
Kit	Compass	At least two per team. Baseplate min 10 cms.
	Watch	At least two per team.
	Whistle	All to be aware of distress/response signals.
	Survival Bag	
	Personal First Aid kit	Contents: handwash, blister kit, insect repellent, sun cream, pain relief tablets
		& personal medication as required.
	Pocket knife/tool	
	Notebook & pencil	
	Head Torch	Spare batteries for non LED head torches.

#### 9. **Team Equipment**. Each team must carry:

Category	Items	Guidance
Maps		At least 1 x Dartmoor Training Area Map 1:25,000 (GSGS 6500 Edn 2) and, if preferred, your own civilian maps marked with RBNA and CROW Access Land.
Tent	Tent x 2 (minimum)	Including pole repair kit. Shelter for 2 - 3 per tent.
Cooking	Stove x 2 Fuel containers Cooking utensils	Robust with a secure stopper and full at start of Event. Clean and sufficient for team cooking plan.
<b>Toilet Trowel</b>		Recommended for use if toilet facilities not available (lightweight plastic suggested).
First Aid Pack	x 2	Contents: 6 plasters, 1 wound dressing, cleaning wipes, 1pr latex gloves, Zinc Oxide tape (2.5 cm wide), 2 x triangular bandages and safety pins, 2 x Melolin gauze dressings and 1 pr blunt-nosed scissors. All Team members to be aware of content and use:
Hi Viz bands or surcoats	x 2	For use if crossing or using roads.
Mobile Phone	One per team.	For emergency use only. TM to seal in opaque bag issued at Registration.