

# RON BARTON CHALLENGE 2016

## YOUTH INPUT

We wanted to get some input from the Scouts (always a risk!) on how this event works for them so the teams were asked to give some feedback.

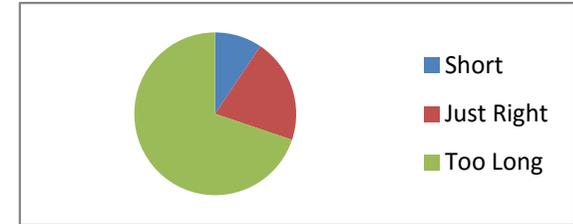
Q1 - Thinking about the length of the hike on Saturday, was it....

	Too Short	Just the Right Length	Too long
No. of respondents	0	11	30
% of respondents	0.0	26.8	73.2

The requirements for the Hillwalker badge is "at least 14km in hilly country" 12.5k in Havering is nowhere near too long for Scouts. The problem is the time wasted due to lack of navigation skills.

NOTES:

Average route length in 2013 & 14 was 15.3k  
Average route length in 2015 was 13k. This year it was 12.5k Scouts should be able to stroll that in 4 hours.

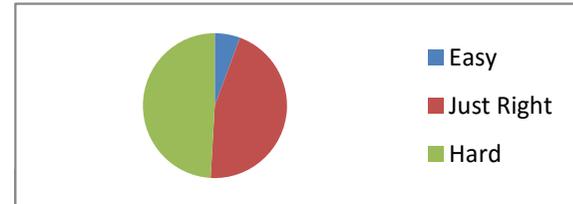


Q2 - Thinking about the map reading and navigation on Saturday, was it....

	Too easy	Just right	Too hard
No. of respondents	2	28	11
% of respondents	0.0	26.8	73.2

This is more or less the same as last year. Slightly more through the navigation was too hard despite two of the routes not changing from last year.

NOTES:

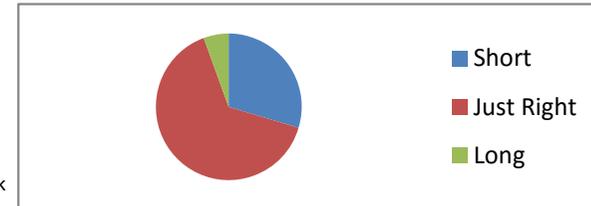


Q3 - Thinking about the length of the hike on Sunday, was it....

	Too Short	Just the Right Length	Too long
No. of respondents	5	31	6
% of respondents	11.9	73.8	14.3

Far more people thought Sunday's hike was too long when compared to last year. This despite no team walking past the 5.4k checkpoint.

NOTES:

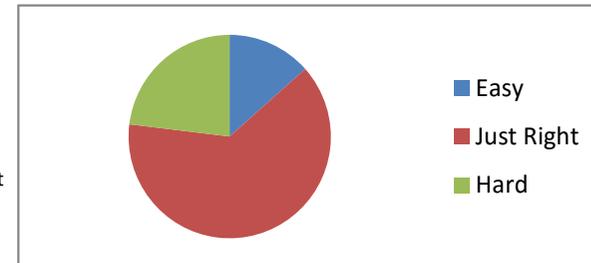


Q4 - Thinking about the map reading and navigation on Sunday, was it....

	Too easy	Just Right	Too hard
No. of respondents	2	23	9
% of respondents	6.3	71.9	28.1

This is about the same as last year. Lots of teams struggled to find the first checkpoint in South Weald. We even had an adult standing 500m away at the point teams entered the park verbally telling them exactly how to find it. They still went the wrong way. Teams can't follow the map, can't follow the compass, can't follow detailed verbal instructions.

NOTES:



## OTHER COMMENTS FROM PARTICIPANTS

### **Make the walks shorter**

The length of the Saturday walk is appropriate for Scouts of all ages. If anything it is a little short. The problem isn't the length but the amount of time spent standing around trying to work out where to go. The length of the Sunday hike is ridiculously short, so short it is difficult to justify counting it for any Scout Badge.

### **Don't pick us up when we are almost finished.**

All teams that were picked up were at the Bear Pub, just over 2/3 of the way through the route. Judging by their average speed to that point they would have taken at least another 2 hours to finish which would have been too much for one day (10 hours hiking for some) and would have hampered their ability to finish dinner in time.

### **No bases late at night. (twice)**

A fair comment that. Not all teams were assessed before dinner on Saturday, some were assessed after dinner, some not until Sunday. We should look at making the map symbols base quicker, maybe splitting it in two with two sets of leaders assessing different sets of symbols.

### **Bring back the logbook.**

Feedback from last year and the year before would lead us to believe this is very much a minority view.

### **I want different people in my team.**

This was from the 3GP team that had a number of arguments over the weekend.

### **I did not like it.**

Didn't say why?

### **You are more prepared.**

Thank you (?)

### **Teams and tents were more organised.**

This was from a team who's tents were put up efficiently and largely put away by their leaders. Looking at the scores they weren't particularly disorganised as a team. So I'm not sure what they mean.

Two other comments were given but didn't make any sense.