

Bowlander Event 2019.

Green Route (Sunday Anticlockwise)

These are the guidelines for setting your Bowlander route, remember that this event is to test your skills in the countryside. **Keep to public rights of way in preference to roads wherever possible.** Follow the Country Code, and remember to be polite to people you meet, if you are asked to leave private land do so by the most direct route. **There are no walls, gates or fences to climb.** Don't forget that as on all events you are ambassadors of the Scouting Movement.

On the day of the event you must navigate your way round the route you have set and keep to the times that you have set on your route card. **Remember this is not a race; you are scored against the time from your route card that you have calculated.**

All teams must produce their own route card and hand one copy in at the start and keep one copy with you on the walk.

The information below will enable you to set the route:
There are two routes (BLUE and GREEN), the routes separate and re-join so be aware that teams may be going in different directions to you.
The 'ROUTE LEG No.' (below) corresponds to the route card 'LEG'.

As there are two routes the checkpoint numbering has gaps for checkpoints that are used on the other route.

Route Selection: Please use public rights of way in preference to roads wherever possible.

Checkpoints must be Approached from and Departed from in the direction given in the table below.

The 'Approach From' and 'Depart to' directions below are the direction immediately on 'leaving from' or 'arriving at' a checkpoint as shown on the map.

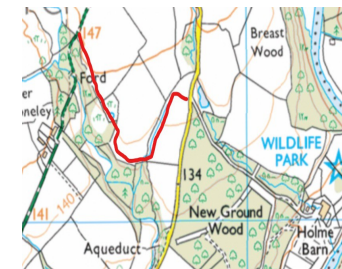
'Bearing to leave checkpoint' on the route card should be completed with the magnetic bearing as you leave the CP.

Route for Saturday

Route Leg No.	Check Point	Check Point	Grid ref	Description	Approach from	Depart to	Notes
	1	G1	SD652450	1 – Wild Boar Farm – marked as Holme Barn, Wildlife Park.		NW	There's a permitted footpath, shown on the map extract It joins the 'Wildlife park' lane to BW SW of Higher Greystoneley.
1	2	G2	SD641447	2 – FP/ BW junc, S of Knot Barn.	NNE – then NNW.	WNW	Via fp south of Lickhurst Farm (SD636458)
2	4	G3	SD626446	4 – BW / FP junc, NW of Laund Farm (Chipping Lav	N	WSW	
3	6	G4	SD620434	6 – 3 Rd Junc, SW of Works.	N	WSW	
4	8	G5	SD601433	8 – 3 Rd Junc, NW end of Collin's Hill Ln.	SSE	SW	
5	10	G6	SD586446	10 – Blindhurst Farm.	SSE	WNW	
6	12	G7	SD573452	12 – 4 FP Junc at School.	E	W	
7	13	G8	SD559440	13 – Waddecar Campsite (Barn)	NE	.	

Route for Sunday

Route Leg No.	Check Point	Check Point	Grid ref	Description	Approach from	Depart to	Route Notes
	14	G1	SD559440	1- Waddecar Campsite (Barn)	.	WSW	
1	20	G2	SD570430	7 – FP crosses road, N of Beacon fell.	WSW	NNE	
2	19	G3	SD563420	6 – FP / Rd junc, S of Crombleholme Fold.	S	NE	
3	18	G4	SD561411	5 – FP / road junc at 'Vic'.	NW	ENE	
4	17	G5	SD552411	4 – FP / road junc, SE of Lower Trotter Hill.	NW	NE	
5	16	G6	SD544418	3 – FP / Road junc, E of Throstle Nest.	N	E	
6	15	G7	SD551437	2 – FP crosses wall, W of Holling Shears Farm.	E	NW	
7	21	G8	SD559440	8 – Waddecar Campsite (Barn)	WSW	.	



SCOUT Route Card Green Route		1 Use one (or more) per day			Names of Group Members						Name of Group or Unit		
Day of the week		Date		Map No: 0S								Address	
Saturday				41									
LEG	Grid Ref. With Place		Bearing to leave checkpoint	Distance in Km	Time (Mins)	Height Climbed in Metres	Time allowed for height gain	Total time for leg	Estimated time of arrival	Time for rest at checkpoints	Escape Route		
	From	To											
1	SD637459	End GR									There's a permitted footpath, shown on the map extract It joins the 'Wildlife park' lane to BW SW of Higher Greystoneley.		
	Location SD652450 1 – Wild Boar Farm – marked as Holme Barn, Wildlife Park.	Location SD641447 2 – FP/ BW junc, S of Knot Barn.									Nearest checkpoint		
2	SD641447	SD626446									Via fp south of Lickhurst Farm (SD636458)		
	2 – FP/ BW junc, S of Knot Barn.	4 – BW / FP junc, NW of Laund Farm (Chipping Lawn on older maps).									Nearest checkpoint		
3	SD626446	SD620434									Nearest checkpoint		
	4 – BW / FP junc, NW of Laund Farm (Chipping Lawn on older maps).	6 – 3 Rd Junc, SW of Works.									Nearest checkpoint		
4	SD620434	SD601433									Nearest checkpoint		
	6 – 3 Rd Junc, SW of Works.	8 – 3 Rd Junc, NW end of Collin's Hill Ln.									Nearest checkpoint		
5	SD601433	SD586446									Nearest checkpoint		
	8 – 3 Rd Junc, NW end of Collin's Hill Ln.	10 – Blindhurst Farm.									Nearest checkpoint		
TOTALS											Home Contact Name and Address DON'T RING HOME Ring Emergency Contact 01995 61336 (Waddecar Site Warden)		

SCOUT Route Card Green Route		2 Use one (or more) per day			Names of Group Members						Name of Group or Unit		
Day of the week		Date		Map No: 0S								Address	
Saturday				41									
LEG	Grid Ref. With Place		Magnetic Bearing(s)	Distance in Km	Time (Mins)	Height Climbed in Metres	Time allowed for height gain	Total time for leg	Estimated time of arrival	Time for rest at checkpoints	Details of Route to be followed	Escape Route	
	Start GR	End GR											
	Location	Location											
	From	To											
6	SD586446	SD573452										Nearest checkpoint	
	10 – Blindhurst Farm.	12 – 4 FP Junc at School.											
7	SD573452	SD559440										Nearest checkpoint	
	12 – 4 FP Junc at School.	13 – Waddecar Campsite (Barn)											
8												Nearest checkpoint	
TOTALS											Home Contact Name and Address DON'T RING HOME Ring Emergency Contact 01995 61336 (Waddecar Site Warden)		

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Day of the week		Date		Map No: 0S								Address	
Sunday				41									
LEG	Grid Ref. With Place		Bearing to leave checkpoint	Distance in Km	Time (Mins)	Height Climbed in Metres	Time allowed for height gain	Total time for leg	Estimated time of arrival	Time for rest at checkpoints	Waddecar Scout Campsite		
	Location From	Location To										Escape Route	
1	SD559440	End GR										Nearest checkpoint	
	1- Waddecar Campsite (Barn)	7 – FP crosses road, N of Beacon fell.											
2	SD570430	SD563420										Nearest checkpoint	
	7 – FP crosses road, N of Beacon fell.	6 – FP / Rd junc, S of Crombleholme Fold.											
3	SD563420	SD561411										Nearest checkpoint	
	6 – FP / Rd junc, S of Crombleholme Fold.	5 – FP / road junc at 'Vic'.											
4	SD561411	SD552411										Nearest checkpoint	
	5 – FP / road junc at 'Vic'.	4 – FP / road junc, SE of Lower Trotter Hill.											
5	SD552411	SD544418										Nearest checkpoint	
	4 – FP / road junc, SE of Lower Trotter Hill.	3 - FP / Road junc. E of Throstle Nest.											
TOTALS											Home Contact Name and Address DON'T RING HOME Ring Emergency Contact 01995 61336 (Waddecar Site Warden)		

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Day of the week		Date		Map No: OS								Address	
Sunday				41								Waddecar Scout Campsite	
LEG	Grid Ref. With Place		Magnetic Bearing(s)	Distance in Km	Time (Mins)	Height Climbed in Metres	Time allowed for height gain	Total time for leg	Estimated time of arrival	Time for rest at checkpoints	Waddecar Scout Campsite		
	Start GR	End GR									Details of Route to be followed		Escape Route
	Location From	Location To											
6	SD544418	SD551437										Nearest checkpoint	
	3 - FP / Road junc. E of Throstle Nest.	2 - FP crosses wall. W of Holling Shears Farm.											
7	SD551437	SD559440										Nearest checkpoint	
	2 - FP crosses wall. W of Holling Shears Farm.	8 - Waddecar Campsite (Barn)											
8												Nearest checkpoint	
TOTALS											Home Contact Name and Address DON'T RING HOME Ring Emergency Contact 01995 61336 (Waddecar Site Warden)		