



East Sussex County Scouts



The Colditz Challenge

Guidance Notes

There are two trophies up for grabs over the course of the weekend.

The Skill's Trophy for the team that does best during the afternoon "Scouting Skills" Challenge. It is a team-based event that does not require prior preparation and will be revealed on the day.

The Colditz Trophy for the team that gains the most points during the evening exercise. The challenge is to escape from 'Colditz' having collected all the items necessary to aide escape and gained as many points as possible by visiting bases and completing the incidents set. All this without being captured by the Explorer 'Guards' and therefore losing some of the points gained.

Key points for the Colditz Trophy Activity

Emergencies: Each team will be give instructions of what to do in an emergency.

Team Card: Each team member will carry a team card and these must be handed in at each base for the staff to fill in; they must be collected as the team leaves the base.

Meeting Other Teams: When a team meets another team they should not discuss where they have been or what they have done, as this may give the other team an advantage.

Bases: Teams will be awarded points for their manners and the way that they tackle the incident. Team members should work together as points will be awarded for teamwork.

Guards: Teams will have points deducted if the guards catch them, however they will be able to continue and perhaps earn the points back. All the bases are safety zones and teams cannot be captured whilst completing an incident. However, teams cannot wait on a base if there is no room for them.