



Tawd Vale Adventure Centre 8th - 10th April 2022

Welcome to the Great Escape 2022 !

The Great Escape is a challenging competition for Scouts requiring teamwork, leadership, and initiative. This is an event for members of the Scout Section, aged primarily between 10 and 14. Scouts take part in patrols. Teams must have no less than five members in them, and no more than six. Patrols must visit 15 different bases with a challenge awaiting them at each one. Each challenge is on the theme of 'escape' and runs along the lines of a 'now get out of that / crystal maze' type activity. It is therefore important that teams are prepared for what awaits them.

Troops may pre-book a maximum of two teams. However, if there is space available extra teams will be admitted on the night of arrival on a 'first come, first served' basis only.

Leaders are welcome over the weekend, but must NOT accompany or coach their patrols around each of the bases. All those taking part in the Great Escape MUST be camped at Tawd Vale during the weekend, unless they have a Special Need which precludes them from doing so. Every patrol should carry their own First Aid kit - but we would ask that all accidents are reported to the event organisers. Merseyside (Scout) First Aid Support Team will be on-hand to offer support and advice. Please make sure that each patrol is ready for any weather eventuality.

All teams must comply with all current Scout Association rules and guidelines. All troops taking part in the Great Escape must have with them a leader who possesses a relevant Nights Away Permit. Patrols camping on their own will need to be in possession of a valid Nights Away Event Passport. This must be shown at the Event Reception when checking in for your site allocation.



ADVENTURE ...

is back !

The Programme

Friday Night :

Teams must have registered and paid their fees at Escape HQ by 9.30pm (otherwise the team entry will be given away and the team fee will be lost)

Saturday :

9.00am - Escape Begins
6.00pm - Escape Finishes For The Day
8.00pm - Camp Fire

Sunday :

9.00am - Escape Restarts & 'Patrol Theme Competition' Begins
1.00pm - Escape Finishes

3.00pm - Scouts Own and Presentations at The Delph

IMPORTANT NOTE ...

Following a review of the Great Escape and feedback from participants,, we have removed the 'aerobics' activity originally held each morning.



Sunday at the Great Escape !

Patrols are invited to participate in the Great Escape 'Best Patrol Theme' competition.

To participate in this patrols have to attend their Sunday bases dressed in some kind of themed outfit. The more innovative the theme the greater chance of winning. Themes could include - adventure, medical, medieval or anything else the patrols imagination can conjure up ! To be judged, each team will need to visit Escape HQ between 9am and 12pm on Sunday morning.

Winner announcements and prizes, including a Scout's Own, will take place on Sunday afternoon at 3pm at The Delph. Team badges can also be collected at this time.

Important Notice : Changes to Fee Structure for 2022

Team Entry Fee	
(Paid On Booking, Non-returnable)	£20 / Team
Participant Fee	£13 / Member
Other Attendees	£12 / Person



Booking ...

All bookings for the Great Escape are now done online only. To book your places go to :
<https://www.eventbrite.co.uk/e/the-36th-great-escape-2022-tickets-200976144057>

... and Paying

Payment can be made by cheque (Payable to Merseyside Scouts) by sending it to GE2022, Merseyside Scouts, Spaces 301, Tea Factory, 82 Wood Street, Liverpool, L1 4DQ OR by bank transfer to : Merseyside Scouts, CAF Bank **Sort Code** 40-52-40 **Acct No** 00011183 **NB : You MUST Include Your Eventbrite Booking Reference AND Group Name When Paying By Either Cheque or Bank Transfer**