



The Great Escape 2024

22nd - 24th March
- Tawd Vale Adventure Centre

The 38th Great Escape : Challenging Scouts Since 1985

Welcome to the Great Escape 2024!

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.
- Teams 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' 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 are spaces 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.

Fees for 2024

Team Deposit of £20 per Team (Paid on Booking, Non-returnable, Deducted From Final Balance)

Participant Fee : £17 / Member

Other Attendees : £14 / Scout Non-participant and £10 / Adult (Leaders & Base Providers)

Booking ...

All bookings for the Great Escape are now done online only. To book your places go to:

<https://www.eventbrite.co.uk/e/great-escape-tickets-730372011347>



... and Paying

Payment can be made via cheque (Payable to Merseyside Scouts) by sending it to GE2023, Merseyside Scouts, 3rd Floor, Stanley Buildings, 43 Hanover Street, Liverpool, L1 3DN 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



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)
A 'Team Pack' will be issued on registration with all relevant details and instructions.

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
1pm : 2pm - Voting for Best Base at Great Escape HQ
3.00pm - Scouts Own and Presentations at The Delph

Little Reminder ...

Please Note That We No Longer Run The Morning Aerobics Activity.

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 the chance of winning. Themes could include - adventure, medical, medieval, movie themes 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.

