

Gwentrek – GT26

Welcome to **Gwentrek 2026**, Gwent's pinnacle event for the Expedition Challenge – are you brave enough to take it on?

Where: TBC
Map: Ordnance Survey OS Explorer TBC
When: 25 September – 27 September 2026
Cost: £20.00 per participant (leaders no cost)

Gwentrek overview

Teams of 4-7 Scouts or Explorer Scouts complete a hiking expedition through a series of checkpoints and base camp activities, to test Scouting expedition skills. This is a competition, so teams will be tested on knowledge, independence from leaders, kit, navigation and camping skills.

GT teams – Scout section

A great way to experience Gwentrek, from the new through to the seasoned Scout. Leaders can accompany their teams around the route for peace of mind. This level of the competition is designed to get new people involved and the chance to gain some experience, so, in a few years they can tackle GT+. There is a GT trophy for the winning team, as well as meeting criteria for many activity badges.

GT+ teams - Scout section

Feeling independent, feeling confident? Take on the challenge of GT+. Teams compete without leaders for 2 days from **Saturday morning** (arrive Friday night and camp with own Scout groups). Teams will be expected to compete on the GT route and be self-sufficient, this is important! Teams are expected to carry all food, equipment and everything they need for the weekend (Tents & Cooking Equipment will be left at base camp with competition team) and will be camping in a separate field on the Saturday night, away from leaders in their own area. Teams completing GT+ are eligible for the **Scouts Expedition Challenge Award** (subject to completing supporting elements with their section)

GTx teams - Explorer section

Feeling brave? Take on Gwentrek Extreme, a specially designed route for the more confident and more adventurous. GTx teams will be camping in the same field on Friday but will be away from leaders and in their own area, on Saturday night they **may** be at a completely different campsite. Therefore, they must be self-sufficient and able to carry all kit. Points will be deducted for leader assistance.

More information, along with updates can be found at www.gwentscouts.org.uk/gwentrek

Volunteering

In order to run an event for over 300 Scouts and Explorers, the event team rely on volunteers to be available to manage the safety and efficient running of the event. Any leaders, within Scouts / Explorers or other sections who would like to be part of this amazing team can volunteer via the booking site (<https://booking.gwentscouts.org.uk>). No prior experience is needed and there are roles from Sweep team to Administration over the weekend, any help is gratefully received.

We will hold a volunteer briefing on Sunday 20 September 2026 via teams for all volunteers, to confirm allocated support roles and provide details.

Bookings

To assist in planning and organising of volunteers, please book spaces as soon as possible, there is a capacity to the event that we will not be able to take further bookings when reached.

- Cost / participant will be **£20.00**
- All bookings must be confirmed by **Wednesday 9 September 2026**

Bookings can be made on <https://booking.gwentscouts.org.uk>. One leader from each group can make bookings for the whole group. Initial registration requires main contact details and number of participants / adults. **Participant names or teams are not required.** This will secure your places in the competition.

Individual names and team composition can be added / changed up to the booking deadline of **Wednesday 9 September 2026**. During the w/c 14 September 2026 the main contact will be sent links to electronic health forms that must be completed by **Wednesday 23 September 2026**

Reminders will be sent to the main contacts prior to key dates and deadlines

Kit list

All Gwentrek teams will need to carry relevant equipment to stay safe. An indicative kit list can be found on the Gwentrek website, this outlines the minimum equipment to be carried.

- GTx teams must carry all their equipment, food and fuel, and their campsite will be checked to ensure it has been left clear each morning. No team will be permitted to walk without mandatory equipment.
- GT+ teams may arrive with additional kit that can be left with their Scout groups on the Friday night. From check-out on the Saturday morning, they must carry all their equipment and food, and their campsite will be checked to ensure it has been left clear each morning (Tents, cooking equipment and fuel do not need to be carried on the hike but can be checked in on Saturday morning). No team will be permitted to walk without mandatory equipment.
- GT teams are allowed help with their campsite by leaders and do not have to carry their tent which can be left erected at the site. All those accompanying GT teams must ensure the group carry the relevant equipment to stay safe. No team will be permitted to walk without mandatory equipment.

Individuals need to be able to complete the expedition with their own kit, therefore they must have an appropriately sized and weighted bag – anything carried in hands is unacceptable.

Individuals must wear appropriate clothing and footwear for the event and the weather conditions, failure to do so can prevent participation in the event, at the discretion of the event leaders who are responsible for the participants and volunteers' safety.

Nights Away and the InTouch Scheme

It is the responsibility of the Scout or Explorer Scout Leader to ensure that the requirements of the InTouch, Nights Away Scheme and Adult Ratios are met.

For GT teams – At least two leaders staying overnight with teams of which 1 must have suitable Nights Away permit (campsite or lightweight expedition level or above).

For GT+ Teams – At least two leaders staying overnight on the Friday with teams of which 1 must have suitable Nights Away permit (campsite or lightweight expedition level or above). GT+ teams should be issued with a Nights Away Passport* for the Saturday Night, which should be presented on checkout Saturday morning. If a team is downgraded to GT, a leader from their group must be available to accompany the team on the route and overnight.

GTx Teams – Teams will be camping separately (but on the main site) on Friday night. From Saturday morning, teams are expected to compete under a Nights Away Passport*. The competition staff on the Saturday site are there in the capacity of 'site wardens' and the expectation of teams participating is that they are self-sufficient for competition.

* The permit holder who issues the event passport is responsible for ensuring young people have undertaken appropriate planning, preparation and expectations have been set with the young people, parents and other leaders and a robust supervision plan. In the event of an emergency, or an explorer requesting to depart the competition, the permit holder must confirm that the relevant parents / guardians have been contacted, and suitable arrangements have been made to collect or meet the participant. **Except under emergency conditions, explorers will not be able to 'self-depart' from the event.**

Groups are responsible for completing Nights Away Notifications to their home DLV as required for camping activities. Risk Assessment should cover all aspects of the camping (travel, campsite pitch, cooking, etc.) they do not need to cover the event specific elements. If there are groups without Nights Away permits, in the first instance leaders should contact their DLV to pair with another group. Alternatively, please reach out to the event team for assistance.

A suitable InTouch system must be arranged and implemented. This should be discussed with any teams participating under a passport, in line with POR. For further reading please see www.scouts.org.uk/intouch

The campsite will have temporary toilets (provided and managed by the event team) and a mains water point. The GTx teams at a remote site is an established Campsite therefore the event has been classified as taking place on a **campsite** as far as participants are concerned. Please note there will be no showers for this event.

Gwentrek – GT26

Key event start / end times

Friday 25 September 2026

- 1800, Site opens to leaders only (**this will be strictly adhered to due to site constraints**)
- 1830, Participants drop off opens
- 2000, GTx / GT+ Scrutineering (GT is Saturday Morning)

Sunday 27 September 2026

- 1400, Presentations (subject to final planning)
- 1430-1530 departure

Travel Arrangements

The event will be operating a drop-off process for participants arriving and departing; parents should not leave their cars and accompany their Scout/Explorer to the site. It is not a place for parents/guardians to park, due to the volume of attendees! There may be a short walk to the reception area, where they will be met by their leader or wait with the supervising team, until their leaders are on site. Where possible we ask that at least one leader arrives during the earlier 'leader' time to ensure that they are on site, and parents do not drop off early.

Vehicular access to the campsite maybe through a different route that will be signposted, those vehicle with kit will be able to unload a short distance from the camping area.

Collection on Sunday may be staggered to minimise vehicle congestion and ensure participants are ready to leave as soon as parents arrive for pick up.

More detailed drop off and collection arrangements will be sent closer to the event date.

Routes and Route Planning

Teams will be given a route to plan, in advance of the event and must plan a route between the checkpoints given in the most effective manner possible. They must prepare a route card and will be questioned on it before leaving the site. GT teams will still be assessed but their knowledge is not expected to be at the same level as the GT+ / GTx teams. Route cards should be prepared using the designated template (shared with teams in September). Note that teams will be scored by their accuracy of time taken to reach the checkpoints.

Your route must use paths and tracks marked as public rights of way or 'access land' on the OS map. Sections may require walking along public roads and crossing busy roads; therefore, the highway code and countryside code must be always adhered to. Teams must be warned of the dangers of crossing busy road sections and reminded not to take risks. Manned crossing points will be used; teams must not cross at any other point.

Information Timings

- **Thursday 10 September 2026** – Routes will be sent to group leader (via email on the booking system). Route cards should be prepared by groups in advance of the competition.
- **Friday 25 September 2026** – GTx / GT+ teams to hand in **2 copies** of completed route card, along with a route trace at scrutineering
- **Saturday 26 September 2026** – GT teams to bring route cards and traces to check-out on Saturday morning
- **Saturday 26 September 2026 (evening)** – All teams to be provided with Sunday route, teams should calculate total walking time for Sunday route

The route, and general location is being issued for planning purposes, and the spirit of the event means teams should not pre-walk the route or sections of it. Some of the organising team live very close to the route so will be watching!

To reduce time and ensure accuracy, each team should submit their Saturday Checkpoint timings prior to arrival at the event, through the booking system (details will be provided with the route). To speed up registration on the Friday evening, please complete these in advance.

GPS and electronic navigation devices are not permitted for navigating during the event. The only exception to this rule is in the event of an emergency situation.

All leaders are expected to camp at the campsite. The aim is for teams to experience the camp and expedition independently, therefore GT+ / GTx teams will be camping in a leader free area during their competition, points will be deducted for leader intervention. GT teams are expected to camp with leaders, as they need support. Whilst it may be prudent depending on the weather to bring a mess tent, it is not in the spirit of this light-weight expedition to bring tables, chairs and non-expedition equipment.

Expedition Skills

Gwentrek is an expedition skills competition, therefore expedition skills form a key part of the competition. Participants (GTx & GT+) will be marked across the weekend on several skills, the competition starts from registration (GTx Friday night, GT+ Saturday Morning). Expedition skills will include campsite set-up and clearance, cooking, hiking equipment, first aid. Further skill tests may occur during the hike or Saturday evening.

GT Teams will need to navigate (with some support from leaders). In addition, there will be activity bases reviewing expedition skills on the Saturday evening.

Gwentrek – GT26

Note to leaders

It is the responsibility of leaders to prepare teams according to the requirements of the event, Gwentrek can only function effectively if all participants are properly prepared. GT/GT+ routes are in the region of 14-16km Saturday and 10-12km on Sunday, GTx should expect a Saturday route potentially upwards of 20km and 10-12km on Sunday.

Teams require working knowledge of navigation and its application, emergency procedures and a good helping of common sense! They must be aware of and practice the Country and Highway codes.

Teams operating under a Night Away Passport, should also be capable of completing the weekend, as a peer-led team in a safe and Scouting manner. Where the organisers identify teams not capable of operating without leader support, their designated permit holder will be contacted.

Teams entering Gwentrek are reminded that they are expected to stay together throughout the event, both whilst walking and camping. Teams must not split apart and walk separately, if identified, teams may be disqualified, the exception to this rule is when an emergency dictates. Throughout the event, teams must ensure all members of the team are safe and no participants are excluded or left on their own. Any team/participant found in breach of this rule, will be held at a manned checkpoint / waypoint until they are removed back to base camp and excluded from further participation.

Teams should be prepared to map read in various environments, including; open field, forests and fields. Specifically, knowledge about Bearings, Pacing and Field Boundaries will be required.

Leaders and GT+ will be given notes of the route for guidance.

Adult Support

In line with Scouts rules, all adults staying overnight must hold a valid Scouts DBS, and where they hold a **Team Member role, Safety and Safeguarding training completed and in date**. Anybody in a role longer than 6 months must have the status Full on My Membership. Due to the nature of the event, each GT team must be accompanied by at least one adult who holds a full Team Member role.

Non-member helpers cannot provide this supervision, but they may help on site or walk with a group in addition to a qualifying Team Member or Team Leader

Please also encourage members from other sections to support the event, either by helping your group, or volunteering for a role on the weekend, we rely on over 40 additional volunteers over the weekend to safely run the event (volunteer roles range from the full weekend to a few hours)

Bookings

Booking owners do not need to know the exact names and teams at time of booking. If the total number of participants is unknown, please reserve spaces as soon as possible, additional places can be added after this date. Bookings can be updated up to the close date, **9 September 2026**

Participants names and teams must be completed by 9 September 2026. This is so health forms, final invoices, camping areas, team departure times and parent collection times can be allocated and shared in advance of the event. Changes can be made after this date via the event team, but we cannot guarantee additional spaces.