




DAY 1 - FRIDAY

DAY 2 - SATURDAY

Time		Time		
Arrival and get settle in at Woodhouse Park	1300 – 1930	Breakfasts	0800 – 0900	
<b>NGOOT Supermarket Trip</b> + Swan discuss meal options & advance ordering.	1530 – 1630	Car Rally - Teams Out – Reverse and Forward in 5 /10 min intervals.	0900 – 0930	
Walk to Bowl Inn @ Almondsbury for food and social - (01454) 612757  Very popular, attractive 17th century single bar next to church. Supposedly haunted by the Grey Lady. Good food, reasonably priced. Separate restaurant.  <b>Teams are given first task to deliver an HORROR story around the campfire on Saturday night.</b>	1930 –	Teams have 7 hours from start to return, inc approx. 60 mins. lunch break - Anchor Inn, Oldbury.	0900 – 1630	
Return from pub social and bed	<b>2300 –</b>	Anchor Inn Check Point Manning – Note your next meal may not be until 2100hrs! 01454 – 413 331	1200 – 1430	
		Rest & Recovery	1600 – 1700	
		Informal Sports & Social + R&R cont.	<b>Marshals Mark Clue Sheets</b>	
		Map & Compass Instruction		1700 – 1800
		Orienteering Course (Easy course – should not take longer than 1 hour)	<b>Marshals – Prepare Camp Fire Area &amp; BBQ</b>	1800 – 1830
		Team Task – <b>Prepare Horror Story</b>		1830 – 1930 / 2000
		BBQ – Prepare Horror Story Camp Fire Area – <b>Prepare Horror Story</b> Storytelling: <b>Horror Story</b>		2000 / 2030
		Social in Training Centre		2030 – 2300
		Quiet & bed		2300 – 0000
				2400 – 0130

NOTE: The above times are approximate and may be subject to change.

FOOTNOTES



**DAY 3 - SUNDAY**

**DAY 4 - MONDAY**

		Time			Time
Breakfast		0800 - 0930	Breakfast		0800 - 0930
Teams Start NGOOT Walk in 10 min intervals to minimise stacking.		0900 - 0950	Aunt Sally – warm up for Assault Course.	<b>Adrian &amp; Tina</b>	0930 - 1030
NGOOT WALK – includes 1 hour lunch stop at White Hart Inn - (01454) 412275	<b>Marshals to man 4 proper checkpoints and 2 additional safety checkpoints</b>	0900 - 1630	Assault Course + Safety Brief	<b>6 Marshals to man Assault Course</b>	1030 - 1230
Teams Return	<b>Marshals Mark Clue Sheets</b>	1600 - 1650	Wash/Pack, Catch up Time – Complete Puzzle and Song Task, etc	<b>Marshals Complete Marking Tasks Prepare Lunch</b>	1230 - 1400
Rest and Recovery		1630 - 1730	Lunch, Tidy up, Pack, R&R		1400 - 1430
Puzzle Matrix	<b>Jarrett, Adrian &amp; Rob walk to pub order food and prepare Boules Piest</b>	1730 - 1830	Results & Awards – <b>Chocolates, wine, beer, trophy</b>		1430 - 1500
Drive to Swan @ Tockington – Altered from a traditional 2-bar country pub into a single bar with 'fishing' theme. Renowned locally for its pies, including the famous Dragon Pie. Large garden.		1830 - 1845	HOME		1500 - 1530
The Swan @ Tockington – Food, drink. Tele: 01454-614800		1830 - 1930			
Boules Competition		1930 - 2230			
Social & Puzzle Matrix		2230 - 2300			
Return to Camp: Walk Songs & Puzzle (if people not too tired – otherwise Mon)		2300 - 0030			

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**FOOTNOTES:**

**Reserve events – Spaghetti Engineering, Word Search, David's Puzzle Games -**