



®



**DUKE OF EDINBURGH'S AWARD**  
Expedition Planning Pack  
Bronze Award

Mendip, Lyncombe Drive, Churchill, North Somerset, BS25 5PQ  
Call 01934 834 877, visit [dofe.mendip.me](http://dofe.mendip.me) or email [dofe@mendip.me](mailto:dofe@mendip.me)



	Date	Location	
Introduction meeting			
Training Day 1			If you have any questions, today is a good day to ask!
Training Day 2			Don't forget clothes for outdoor walking, lunch & walking boots!
Practice Expedition			Have you: Written route cards? Found and packed Kit? Written a menu?
Qualifying Expedition			Have you: Written route cards? Found and packed Kit? Written a menu? Decided your team's expedition aim?



## PLANNING YOUR ROUTE

A key part of the expedition section is planning your route. In advance of each expedition, your group must plan a route and submit a detailed route card.

For each expedition you are provided with a number of compulsory grid references you must use. **You must also choose additional grid references approximately every 1-2km or at key decision making points.**

## ROUTE CARDS

Route cards can be downloaded from <https://www.mendip.co.uk/dofe-downloads>. Plot your route onto one of these route cards. Route cards are vitally important for planning and proving your competency. Online you will find Bronze practice expedition route cards that are partially completed so you can fill in the gaps.

Date:		Day number: (1 <sup>st</sup> , 2 <sup>nd</sup> etc.)		Names of team members:					Name of DofE Group:			
									Name of School:			
									Level: Bronze / Silver / Gold			
L e g	Start Location:	Walking Speed (km/h):	General direction /bearing	Distance in km	Height climbed in m	Time Allowed For:			Total Time for leg	Estimated Time of Arrival	Setting out time:	
	Grid:					Walk- ing	Height Climbed	Exploring Rests Meals			Brief description of route to be followed	
1	To:											
	Grid:											
2	To:											
	Grid:											
3	To:											
	Grid:											
4	To:											
	Grid:											
5	To:											
	Grid:											
6	To:											
	Grid:											
7	To:											
	Grid:											
8	To:											
	Grid:											
9	To:											
	Grid:											
<b>Totals:</b>										<b>Expedition Aim:</b>		
You must use the compulsory checkpoints. It will also be necessary to add your own checkpoints. Use at least one route card per day. Start a new route card for each new day.												

The following pages offer advice on how to write an effective route card. All groups will use the Mendip Hills as their practice expedition and the Quantock Hills for their qualifying expedition.



# MENDIP HILLS: INSTRUCTOR LED EXPEDITION

If your training programme includes an instructor led practice expedition, please use the following details:

**DAY ONE - START LOCATION:** Sandford Quarry

**Nearest Post Code:** BS25 5RN

Please meet by 10.00am. Access is via Quarry Road in Winscombe. Drive approx 100m up Quarry Road and enter the gates on your left. Follow the track into the quarry where you will see our vehicles and instructors. Please drive carefully and slowly, the track is uneven and bumpy in places.

Participants should have all kit for an expedition and be prepared to camp overnight at Mendip Basecamp.

**DAY TWO - FINISH LOCATION:**

**ROUTE A: Crook Peak Car Park, Compton Bishop**

**Grid Reference** ST 392 551 **Nearest Post Code:** BS26 2HN

If you have been advised of day 2 including a split route, half of the cohort will walk Route A and half of the cohort will walk Route B which has a different end point:

**ROUTE B: Hamlet on B3134, Burrington Combe Road.**

**Grid Reference** ST 515 559 **Nearest Post Code:** BS40 7XW

Groups normally finish by 3.30pm but please be flexible as they have been known to finish as early as 2.30pm and as late as 5.30pm.

Day 2 Routes will use the following check points:

ROUTE A		ROUTE B	
Day 2	Description	Day 2	Description
ST 431 591	<b>Mendip Basecamp</b>	ST 431 591	<b>Mendip Basecamp</b>
ST 423 584	Upland Cottages	ST 446 592	Path/Road junction
ST 433 579	Footpath / A38 junction	ST 465 586	5 Way Track Meeting
ST 442 571	Footpath Junction (Winterhead Hill)	ST 484 572	Beacon Batch
ST 423 561	Path / A38 crossing	ST 484 572	Beacon Batch
ST 388 558	Crook peak	ST 479 564	Road Junction
ST 388 558	Crook peak	ST 487 549	5 way path junction
ST 392 551	<b>Finish Crook Peak car park</b>	ST 503 555	Subway road crossing
		ST 515 559	<b>Finish Hamlet on B3134</b>



# MENDIP HILLS: STUDENT LED BRONZE PRACTICE EXPEDITION - ROUTE A

These compulsory grid references should be plotted on a route card using a 1:25,000 map of the area. **You must also choose additional grid references approximately every 1-2km or at a key decision point.**

Compulsory Grid References			
Day 1	Description	Day 2	Description
ST 515 559	Start Hamlet on B3134	ST 431 591	Mendip Basecamp
ST 503 555	Subway road crossing	ST 423 584	Upland Cottages
ST 487 549	5 way path junction	ST 433 579	Footpath / A38 junction
ST 489 560	Path/Road Junction	ST 442 571	Footpath Junction (Winterhead Hill)
ST 484 572	Beacon Batch	ST 423 561	Path / A38 crossing
ST 465 585	5 Way Track Meeting	ST 388 558	Crook peak
ST 445 592	Path/Road junction		
ST 431 591	Mendip Basecamp	ST 392 551	Finish Crook Peak car park

## START AND FINISH LOCATIONS

**START LOCATION:** Hamlet on B3134, Burrington Combe Road.

**Grid Reference** ST 515 559      **Nearest Post Code:** BS40 7XW

Please meet by 10.00am

**FINISH LOCATION:** Crook Peak Car Park, Compton Bishop

**Grid Reference** ST 392 551      **Nearest Post Code:** BS26 2HN

Groups normally finish by 3.30pm but please be flexible as they have been known to finish as early as 2.30pm and as late as 5.30pm.

**Nearest Hospital:** Weston General Hospital (Between 8am and 10pm).

Bristol Royal Infirmary (Between 10pm and 8am).



# MENDIP HILLS: STUDENT LED BRONZE PRACTICE EXPEDITION - ROUTE B

These compulsory grid references should be plotted on a route card using a 1:25,000 map of the area. **You must also choose additional grid references approximately every 1-2km or at a key decision point.**

Compulsory Grid References			
Day 1	Description	Day 2	Description
ST 392 551	Start Crook Peak car park	ST 431 591	Mendip Basecamp
ST 388 558	Crook peak	ST 446 592	Path/Road junction
ST 422 561	Kingswood car park	ST 465 586	5 Way Track Meeting
ST 442 571	Footpath Junction (Winterhead Hill)	ST 484 572	Beacon Batch
ST 433 579	Footpath / A38 junction	ST 489 560	Path/Road Junction
ST 423 584	Upland Cottages	ST 487 549	5 way path junction
		ST 503 555	Subway road crossing
ST 431 591	Mendip Basecamp	ST 515 559	Finish Hamlet on B3134

## START AND FINISH LOCATIONS

**START LOCATION:** Crook Peak Car Park, Compton Bishop

**Grid Reference** ST 392 551      **Nearest Post Code:** BS26 2HN

Please meet by 10.00am

**FINISH LOCATION:** Hamlet on B3134, Burrington Combe Road.

**Grid Reference** ST 515 559      **Nearest Post Code:** BS40 7XW

Groups normally finish by 3.30pm but please be flexible as they have been known to finish as early as 2.30pm and as late as 5.30pm.

**Nearest Hospital:** Weston General Hospital (Between 8am and 10pm).

Bristol Royal Infirmary (Between 10pm and 8am).



## QUANTOCK HILLS: BRONZE QUALIFYING EXPEDITION

These compulsory grid references should be plotted on a route card using a 1:25,000 map of the area. **You must also choose additional grid references approximately every 1-2km or at a key decision point.**



### Compulsory Grid References

Day 1	Description	Day 2	Description
ST 200 329	START Cothelstone Hill Car Park	ST 162 421	Moorhouse Farm Campsite
ST 181 338	Lydeard Hill Car Park	ST 158 414	A39 Road Crossing
ST 164 359	Triscombe Car Park	ST 114 424	Path meets A39 road: Landshire House
ST 162 382	Dead Woman's Ditch	ST 129 404	Bicknoller Post
ST 158 414	A39 Road Crossing	ST 140 366	FINISH Crowcombe Car Park
ST 162 421	Moorhouse Farm Campsite		

### START AND FINISH LOCATIONS

#### START LOCATION: Cothelstone Hill Car Park

**Grid Reference** ST 200 329     **Nearest Post Code:** TA4 3DX

Please meet by 10.00am

#### FINISH LOCATION: Crowcombe Car Park

**Grid Reference** ST 140 366     **Nearest Post Code:** TA4 4AA

Groups normally finish by 3.30pm but please be flexible as they have been known to finish as early as 2.30pm and as late as 5.30pm.

**Nearest Hospital:** Bridgwater Hospital, TA6 4GU



## QUANTOCK HILLS: BRONZE QUALIFYING EXPEDITION

These compulsory grid references should be plotted on a route card using a 1:25,000 map of the area. **You must also choose additional grid references approximately every 1-2km or at a key decision point.**



### Compulsory Grid References

Day 1	Description	Day 2	Description
ST 140 366	<b>START Crowcombe Car Park</b>	ST 162 421	<b>Moorhouse Farm Campsite</b>
ST 129 404	Bicknoller Post	ST 158 414	A39 Road Crossing
ST 114 424	Path meets A39 road: Land-shire House	ST 162 382	Dead Woman's Ditch
ST 158 414	A39 Road Crossing	ST 164 359	Triscombe Car Park
ST 162 421	<b>Moorhouse Farm Campsite</b>	ST 181 338	Lydeard Hill Car Park
		<b>ST 200 329</b>	<b>FINISH Cothelstone Hill Car Park</b>

### START AND FINISH LOCATIONS

#### START LOCATION: Crowcombe Car Park

**Grid Reference** ST 140 366      **Nearest Post Code:** TA4 4AA

Please meet by 10.00am

#### FINISH LOCATION:

#### Cothelstone Hill Car Park

**Grid Reference** ST 200 329      **Nearest Post Code:** TA4 3DX

Groups normally finish by 3.30pm but please be flexible as they have been known to finish as early as 2.30pm and as late as 5.30pm.

**Nearest Hospital:** Bridgwater Hospital, TA6 4GU





## READING A MAP

In order to plan a route and go on your expedition you will need to be able to understand how to read a map. The following information should be used in conjunction with your DofE training.



			HO	HP		
			HT	HU		
	HW	HX	HY	HZ		
NA	NB	NC	ND	NE		
NF	NG	NH	NJ	NK		
NL	NM	NN	NO	NP		
	NR	NS	NT	NU		
	NW	NX	NY	NZ	OV	
		SC	SD	SE	TA	
		SH	SJ	SK	TF	TG
	SM	SN	SO	SP	TL	TM
	SR	SS	ST	SU	TQ	TR
SV	SW	SX	SY	SZ	TV	

## GRID REFERENCES

**A grid reference is a way of marking each square on a map.**

You will be using Ordnance Survey (OS) Maps with a scale of 1:25,000. This means that 1cm on the map is equal to 250m in real life. So, 4cm = 1km and 1mm = 25m.

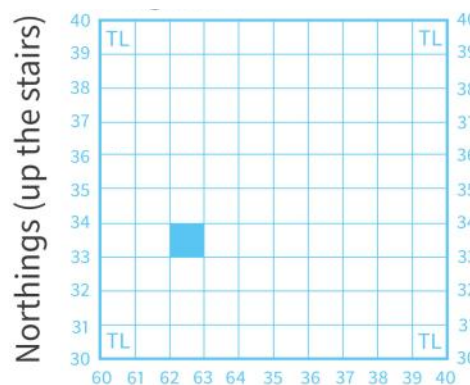
Ordnance Survey splits the country into 100 kilometre squares, each of which is given a two letter identifier.

Each of these squares is divided up into further grids of 1 kilometre squares. Within these squares the vertical lines are called the Eastings and the horizontal lines are the Northings.

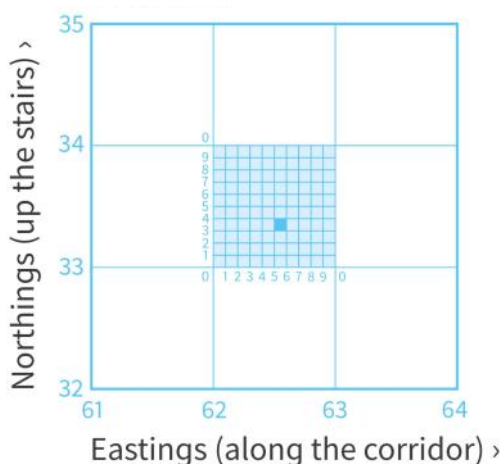
**Your grid reference starts with the two letter identifier. Then you quote the Eastings and then the Northings.** The number is quoted from the bottom left hand corner of the square.

**Remember the line: you go “along the corridor and then up the stairs”.**

This example demonstrates how to find a 4 digit grid reference for a 1 kilometre square: **TL 6233**



Eastings (along the corridor) ›



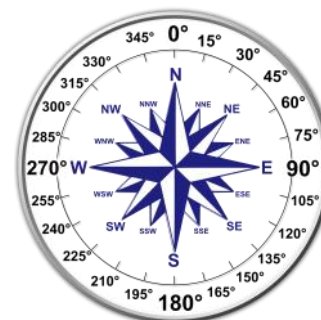
Now imagine this square is split into 100 tiny squares with 10 squares making up each side.

This is the way to find a 6 digit grid reference: **TL 625 333**  
This 6 digit grid reference represents a 100 metre square.



## DIRECTION

To record the direction you will be walking you can use a bearing or the general compass direction. E.g. 90° or East (E)



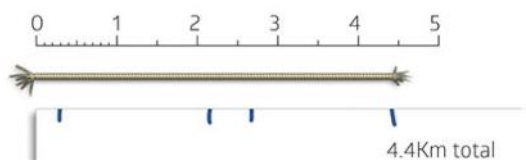
The string method



## DISTANCE

- Measure your distance carefully on a map. If the leg is not in a straight line you will need to use string and then a ruler to measure the distance.
- Measure distance to the nearest 0.1km and height gain to the nearest 10m. You only need to measure height gain and not height decline.

Measure against the map's scale



## TIMINGS

- Your DofE route should last a minimum of 6 hours each day, but it doesn't all have to be walking.
- Your group should start walking at a realistic time each morning– e.g. 9.30am– and arrive at your

campsite at a reasonable time.

- Make sure that you plan breaks in sensible places and at sensible times.
- William Naismith created “Naismith’s Rule” in 1892. It says that the average person walks at 5km per hour. The average DofE walking speed when wearing a heavy pack on uneven ground is 3 or 4 km per hour.
- According to Naismith's Rule, for every 10m of height climbed, 1 minute should be added to your timings.

<b>Distance</b>	<b>We recommend 3km per hour for Bronze.</b> (using timing information such as in the table below)
<b>Height Gain</b>	<b>Add 1 minute for each 10 metres climbed</b> (count the number of 10 metre contours climbed and add 1 min. for each)
<b>Example</b>	<b>At 3 Km. per hour : a distance of 1500 metres with 200 metres of height climbed = 30 mins (distance) + 20 mins (height gain) = 50 minutes total.</b>

### Walking at 3km/hour produces the following timings:

<b>Time (mins)</b>	<b>2</b>	<b>5</b>	<b>10</b>	<b>20</b>	<b>40</b>	<b>60</b>
<b>Distance (km)</b>	<b>0.1</b>	<b>0.25</b>	<b>0.5</b>	<b>1</b>	<b>2</b>	<b>3</b>



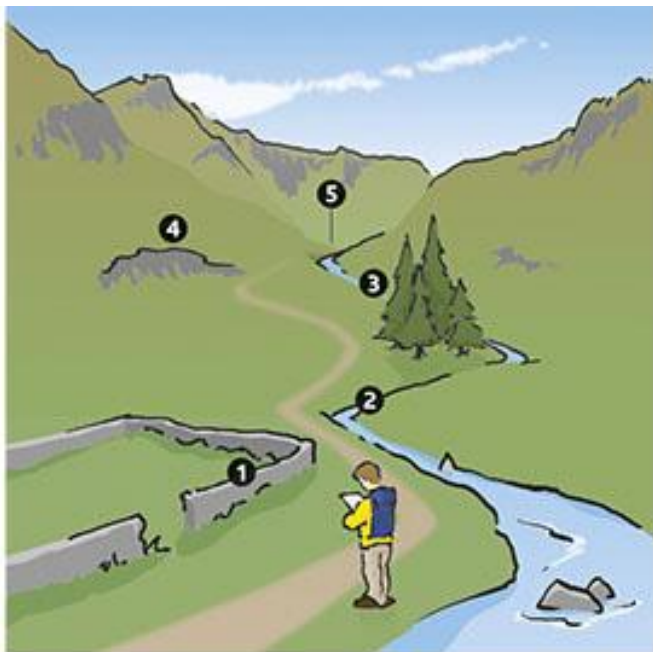
## ROUTE DESCRIPTION

- Being able to effectively describe each leg of the route will help you on your expedition
- There are several ways to write an effective route description. Imagine you are telling a story or describing how to walk to the shops. Be as efficient as possible and follow some of the below guidelines:

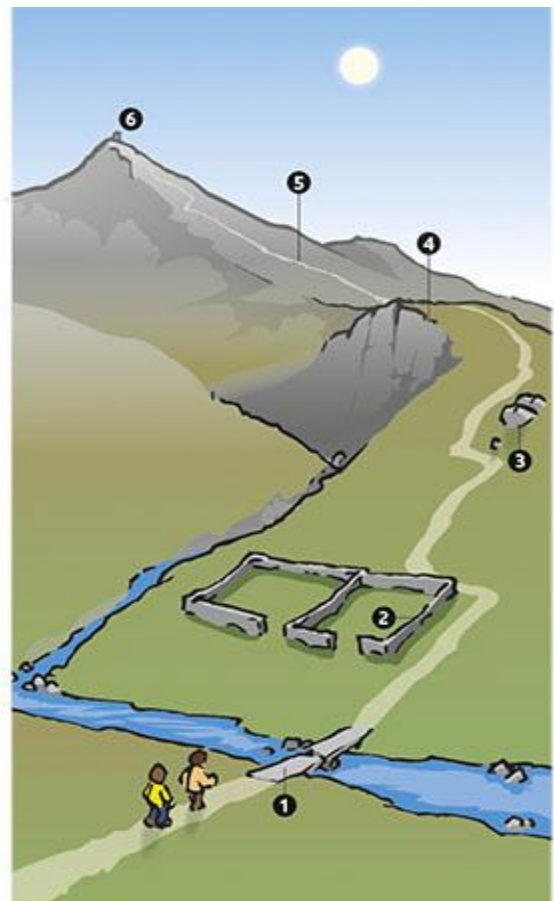
## The “Ds” of Navigation: Direction, Distance, Duration, Description, Dangers

**Tick List:** Write a list of features that you will see along your leg or that you will follow as “handrails”.

**Overshoot Features** An overshoot feature is a feature that you will definitely see if you have walked too far. For example you may decide that if you reach a road, a river or start walking up a hill you have gone too far.



- 1) Walk past the sheepfold
- 2) Use the river as a handrail on your right
- 3) Walk past a group of trees on your right
- 4) There is a steep rocky crag on your left
- 5) Keep walking into the valley

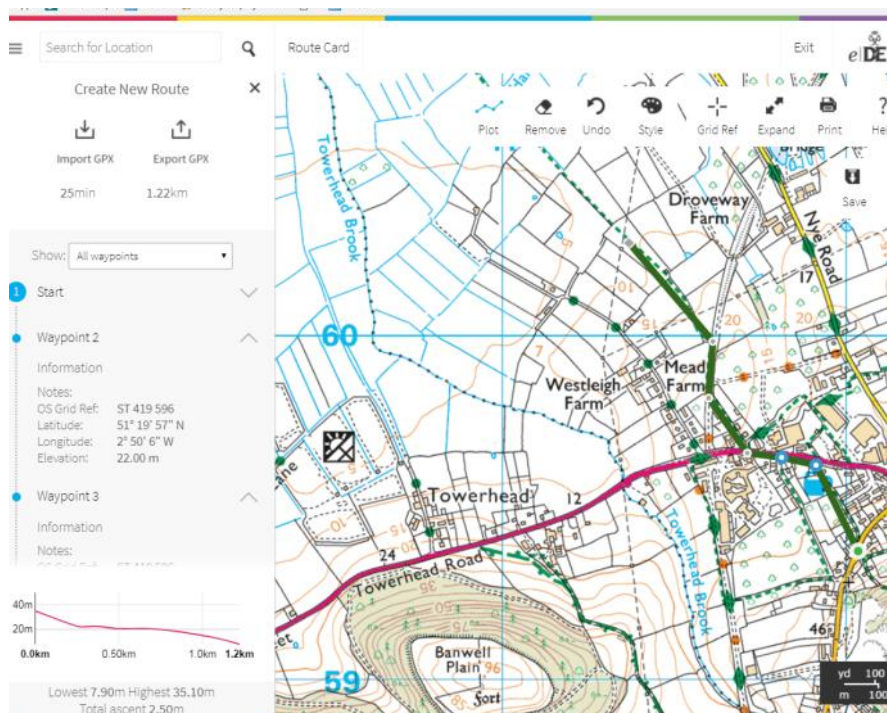


- 1) Cross the bridge
- 2) Follow the edge of the sheepfold on your left
- 3) Pass some boulders on your right.
- 4) Watch out for the edge of the cliff.
- 5) Climb the ridge



## EDOFE.ORG

- Plot your route out on the EDofE website. You can save it as a pdf of the route and save it as a “.gpx” file and send this to us- this is not compulsory at Bronze level but recommended.



## ESCAPE ROUTES

- An escape route is vital. It should be an instruction you can use quickly in an emergency.
- It could be to a previous checkpoint or to the next checkpoint if these are places of safety.
- Other places of safety might include places where you can get help and find a telephone to call for help- such as a house, a road, a public house.

## TIPS AND TRICKS FOR PLANNING A GOOD ROUTE

- Stay off roads as much as possible. On the day of your expedition, your instructors will let you know which roads you can cross by yourself or whether you need to meet them.  
**Never cross an A or B road without an instructor.**
- Pick a sensible route: try and avoid too much climbing. Try to stick to paths.
- Be as clear as possible: “KEEP IT SIMPLE”
- Head for landmarks or obvious natural features e.g. ruins, fence lines, rivers etc.
- When marking a route on a map try not to draw your intended route with a thick pen as you will not be able to see the map detail. Instead, you could draw your route on a separate map, use a pencil or to 'trace' the route on overhead projector sheets.



## EXAMPLE ROUTE CARD

The following is an example route card for a short route in the Mendip Hills. The team were given compulsory grid references and they have added their own.

Compulsory Grid References	
Grid Reference	Description
ST 476 588	Start Burrington Combe North Car Park
ST 489 581	Burrington Combe South Car Park
ST 496 582	Luffers Lane Footpath Junction
ST 498 586	Finish Blagdon Picnic Spot

Date of expedition: 14 March 2022		Day number: 1		Names of team members:			Team Member 1		Team Member 2		Team Name: Example Route Card	
				Team Member 3			Team Member 4		Team Member 5		Name of School: Example School	
							Team Member 6				Level: Bronze	
Leg	Start Location: Burrington Combe North Car Park Grid: ST 476 588	Walking Speed (km/h): 3km/h	General direction / bearing	Distance in km	Height climbed in m	Time Allowed For:			Total Time for leg	Estimated Time of Arrival	Setting out time: 10.00AM	
						Walking	Height Climbed	Aim Rests Meals			Brief description of route to be followed	Escape Route
1	To: High point Grid: ST 480 586		South East 120	0.3km	100m	6 mins	10 mins	2 mins	18 mins	10.18	Walk along road south. Go up steep hill east. Keep going 300 metres until you reach highest point.	Start of route.
2	To: Burrington Combe South Car Park Grid: ST 489 581		South East 120	1.1km	0m	22 mins	0 mins	5 mins	27 mins	10.45	Follow compass bearing of 120 down a gentle slope past. Will pass a nature reserve. Eventually will reach car park by road.	South Car Park
3	To: Luffers Lane footpath junction Grid: ST 496 582		East 90	0.75	5m	15 mins	1 min	0 min	16 mins	11.01	Head north through trees for 100m then turn east onto Luffers Lane. Follow Luffers Lane until third footpath junction on left.	Lower Ellick Farm
4	To: Path meets lane Grid: ST 498 585		North East 25	0.3	0m	6 mins	0 mins	15 mins	21 mins	11.22	Follow path along fence line past small buildings until you reach small lane.	End of route
5	To: Blagdon Picnic Spot Grid: ST 498 586		North 00	0.1	0m	2 mins	0 mins	0 mins	2 mins	11.24	Walk safely on right hand side of the lane for 100m until reaching the picnic spot.	End of route
<b>Totals:</b>				2.45km	105m	51 mins	11 mins	22 mins	84 mins (1 hour 24 mins)	<b>Expedition Aim:</b> To plan an example expedition for students learning about DofE		
<p>You must use the compulsory checkpoints. It will also be necessary to add your own checkpoints. Use at least one route card per day. Start a new route card for each new day.</p>												

### TEST YOUR KNOWLEDGE:

- How many kilometres (km) does this route cover?
- What additional checkpoints have the team added?
- How long have the group allowed for rests?
- How many metres (m) will they climb?
- How long will the team be walking for?



This is a simple guide to kit packing. You can download a comprehensive “DofE Expedition Kit Guide” here: <https://www.dofeshopping.org/dofe-expedition-kit-guide/>



## GUIDE TO KIT PACKING

- Pack kit yourself
- Check the weight: it should be no more than 1/4 of your body weight
- Spread things out amongst the group: do you really need your own cooking gear or toothpaste?
- Pack your bag so it is evenly balanced
- Make sure the straps are correctly adjusted
- Avoid cotton and jeans
- Avoid **anything** hanging off your rucksack
- Please **do not** bring pen knives

### Top of bag

Map and map case (GROUP KIT)  
Compass (GROUP KIT)  
Emergency Whistle (GROUP KIT)  
Snacks & Lunch  
Head torch  
Gloves  
Hat  
Sun Cream  
Toilet Roll  
Water bottle

### Middle of bag

Waterproof top and bottom  
First Aid Kits (GROUP KIT)  
Spare Clothes

### Bottom of bag:

*inside bin bag or dry bag*  
Tent (GROUP KIT)  
Stove and fuel (GROUP KIT)  
Sleeping Bag  
Sleeping Mat  
Breakfast & Dinner  
Cutlery, Bowl, Mug  
Toothbrush/toothpaste

### First Aid Kit

Plasters  
Scissors  
Tape  
Safety pins  
Emergency money

### Kit you will be wearing

Walking Boots with ankle support  
Thick walking socks  
Warm trousers (**not** Jeans)  
Long sleeve t-shirt or thermal  
Warm sweat shirt or fleece



### Optional

Gaiters  
Entertainment– a book or small game  
Walking poles

## KIT HIRE

Kit can be hired from Mendip. Please talk to your teacher if you need this.

Normally, kit will be given out at the start of your expedition and will be expected to be returned and checked before you go home.

<p>GO Outdoors.co.uk</p> <p><b>Extra 10%</b> off the GO Outdoors Discount Card price. Inspiring everyone to get outdoors, for less... and love it as much as we do.</p>	<p>Blacks.co.uk</p> <p><b>15%</b> off the current selling price. Includes reduced price items. Proud to be a part of your outdoor life.</p>	<p>Milletts.co.uk</p> <p><b>15%</b> off the current selling price. Includes reduced price items. The destination for family adventure.</p>	<p>Ultimateoutdoors.com</p> <p><b>15%</b> off the current selling price. Includes reduced price items. The number one destination for all things outdoors.</p>	<p>Tisa.com</p> <p><b>15%</b> off the retail price. Scotland's leading specialist retailer for outdoor clothing, camping equipment and climbing gear.</p>
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Always show your DofE Card or Voucher.  
You'll get the best savings and help support young people to do their DofE.

## DofE Discounts



## GUIDE TO MEAL PLANNING

**You must eat at least one hot meal a day. Eating the right food means you can efficiently fuel your body to complete the expedition. In turn, you will enjoy your expedition.**

- Your food should be high in slow release energy.
- Take as many calories as possible– roughly 3,000-5,000 calories per day (this is more than a 'normal day' due to hard walking, heavy rucksacks, uneven territory and sleeping in a tent).
- Aim to have food you can snack on as you go. Keep it compact and easy to carry.
- There are excellent ration pack meals available from supermarkets and outdoor shops. Be warned! Make sure you check the calories as some of them are very low.

**HYDRATION:** Bring **at least** two 500ml bottles of water. Ideally up to 2 litres. In cold weather a hot drink in a flask is also a great idea– why not try caffeine-free fruit teas, or hot ribena?

## FOOD SUGGESTIONS

### Breakfast ideas

- Porridge
- Muesli
- Breakfast ration pack meals

### Lunch ideas

- Pies / sausage rolls
- Pitta bread/wraps
- Sandwiches
- Cheese & crackers

### Snacks

- Chocolate bars / sweets
- Cereal bars
- Malt loaf
- Dried fruit / nuts / hard boiled eggs
- Kendal mint cake
- Hummus
- Fresh fruit, vegetable
- Crisps

### Dinner ideas

- Ration pack meals or home-made chilli, sweet and sour, curry, meatballs
- Pasta & sauce
- Rice
- Sausage / chorizo
- Custard, chocolate pudding, rice pudding
- Cup-a-soup (as a starter)




**If at any point on the expedition you or a friend struggle with knowing what to eat or how to fuel your bodies efficiently and effectively, please let an instructor know. They will be able to help.**

Some teams prefer to cook as a team. You may find it useful to complete a menu planner.



You will be given a copy of the following emergency procedures at the start of each expedition. Please familiarise yourself with them in advance.




## DofE EMERGENCY

### WHAT TO DO IF YOU GET LOST?

- 1: **PAUSE** - Do not continue blindly walking.
- 2: **DON'T PANIC**- sit down and calmly think; use this point as a break, maybe have a little food or water.
- 3: **Work together as a team and try and relocate yourselves.** Consider: Are you in a valley? Are you on a hill? Are you in a forest? What kind of path are you on? Are there any buildings or natural features around you?
- 4: **Retrace your steps:** if still unsure then retrace your steps to your last known location or checkpoint.
- 5: If you are still lost at this point use your 'OS locate' app to gain your grid reference and locate your position.
- 6: If you are still lost and the situation becomes dangerous - e.g. darkness or bad weather- please follow the **CALLING MENDIP PROCEDURE** detailed on the reverse of this card.

### IN A MEDICAL EMERGENCY FOLLOW THESE STEPS:

- 1) Ensure your group are in a safe location.
- 2) If necessary perform first aid on any casualties.
- 3) If it is a serious or life-threatening emergency call 999 or 112 and ask for Police, then Mountain Rescue **BEFORE** following the **Calling Mendip Procedure**.
- 4) Collect information which you need to relay to help. Work out if possible:
  - a) Location – either a 6 figure grid reference, use 'OS Locate' if needs be, or a description of the area around you e.g are you in a valley or on a hill, are you in a forest, what kind of path are you on, what can you see around you.
  - b) Description of accident and time it occurred.
  - c) How many are in your group and if you have split up where you all are.
- 5) Contact Mendip: follow the **CALLING MENDIP PROCEDURE** on the reverse of this card.



## DofE EMERGENCY

### CALLING MENDIP PROCEDURE

**FIND A PHONE SIGNAL:** Ideally stay in your current location. If you need to move to get a signal your team should head up hill until you find an area of signal and then stay there. If this is not possible use your 'OS locate' app to find your grid reference and locate your position on the map. The team should remain in this location and send at least two people together to find a phone signal. You must always know where you are before separating from your team and never leave anyone alone.

When you have a signal call the Mendip DofE mobile numbers, in the order below – if there is no answer always leave a message and then try the next phone number in the list:

**MENDIP DofE MOBILES**

- 1: 07511 509 664
- 2: 07854 073 825
- 3: 07511 509 954
- 4: 07854 073 711

If you get no answer from any of the mobiles then call the Mendip Activity Centre on **01934 834 877** if you get no answer after being on hold then press **9**, listen to the prompts and leave the following information:

- 1: Name
- 2: Contact number
- 3: Group number/letter/name
- 4: Location (grid reference)
- 5: Incident or problem

This message will get through to all our senior team and we will contact you as soon as possible. Meanwhile wait calmly with your group for a call back or assistance.

**EMERGENCY:** In case of serious or life threatening emergency call 999 or 112 and ask for Police, then Mountain Rescue **BEFORE** following this Calling Mendip Procedure

## Download OS LOCATE

Your team will be allowed **one mobile** which will be sealed and is only to be used in an emergency. If possible, this phone should be a Smartphone and should have **OS LOCATE downloaded.**

**On your phone's APP STORE search for "OS LOCATE" and download. It is free and takes up little space.** If used, the app gives you a grid reference which you could use in an emergency to let Mendip know where you are.





**It is a requirement of the of a DofE Expedition that each team complete a Team Goal**

At Bronze level, choose one of the following Team Goal. Your assessor will discuss these with you.

**OPTION A: Investigate the different ways that people travel along your route.** What impact does this have on the paths along your route? Are there cyclists, vehicles, horse riders, runners, walkers?



**OPTION B: Examine how your team morale changes throughout your expedition.** Does your team's morale change at particular moments? Why does it improve or decline?



**OPTION C: Monitor levels of litter pollution along your route and plan how you could campaign to reduce this.** What might make people less likely to litter? How can you help reduce the impact?





**As part of your Training you will learn some basic First Aid.** We recommend you also take a separate first aid course if you have the opportunity.

**Keep an eye on each other.** Your team will know you best, so any changes in personality or attitude could be an early warning for something serious.

#### When it's hot:

- Keep drinking water. There will be opportunities to fill up water bottles throughout the day.
- Wear sun cream, sunglasses and consider a sun hat. Even if it's not sunny, the UV level could be high and so there might be a risk of sunburn.
- Take breaks in shaded places.
- Wear clothing to shade the sun: sun hats, light long sleeve tops, light trousers .

#### When it's cold:

- Wear plenty of layers.
- Wear a hat. In the winter, a hat will keep you warm but hats are a great idea all year round.
- Put on a jacket when you stop for a break as your body will quickly cool down.
- If there are strong winds consider avoiding the highest points of your route.
- Make a hot drink when you stop for lunch.

#### When it's wet:

- Wear your waterproof top **and** bottom when it is raining. If you get wet whilst you are moving you won't feel the cold but as soon as you stop you will feel freezing.

#### Ticks

Ticks are small animals which can attach themselves to you in some countryside areas. Ticks can transmit Lyme diseases, but providing the tick is correctly removed it is very rare.

To remove a tick, use a tick remover and follow the instructions. Once the tick has been removed, check that the head has been fully removed to stop infection of the open bite and use an antiseptic. Keep an eye on the area, and if any unusual changes are observed (in particular a red ring looking mark) or lethargy and aches set in, see your GP.

**Reduce your risk of getting a tick by wearing long sleeves, trousers and avoiding long ferns and grass.**





There are plenty of benefits to completing your DofE Expedition: one of these is your mental wellbeing. It is important to make sure that throughout the trip you are managing your wellbeing. Every single one of us has mental health and we need to find a way on our expedition to support not just our own, but others around us.

*“Mental wellbeing describes your mental state - how you are feeling and how well you can cope with day-to-day life. Our mental wellbeing is dynamic. It can change from moment to moment, day to day, month to month or year to year. “ mind.org.uk*

## Tips to help manage your wellbeing

- ⇒ **Talk & Connect to those around you-** keep an eye out for your team and talk about how you feel. Your instructors will also always be happy to chat about any anxieties or challenges you may be going through
- ⇒ **Get a good night's sleep-** sleep allows our bodies to repair and our brains to consolidate memories, process information
- ⇒ **Be active-** spending time in the outdoors doing exercise can really help. That's easy on your expedition!
- ⇒ **Eat healthily & hydrate regularly** - affects the way we feel
- ⇒ **Take notice-** be more aware of the present moment, your feelings, thoughts, your body and the world around you. Enjoy the simple things in life!
- ⇒ **If you are worried about a friend, please do alert this to a member of staff on the expedition.** If someone's mood, personality or attitude changes this may be for a reason.



## Challenge by Choice

DofE can be challenging and sometimes you can find yourself in stressful situations. **Remember, if you are struggling in any way throughout the expedition this is okay!**

We all have a 'Comfort Zone', a place we feel safe, secure and confident. When we undertake challenges, we step outside of our comfort zone into the 'Learning & Growth Zone'. This is the place where we have the maximum opportunity to grow and develop but it can also be scary. It's important to look after yourself in this zone so we don't enter the 'Panic Zone'.

This is why we want you to challenge yourself and choose your level of challenge. We call this 'challenge by choice'. This is so you can find the optimum space to learn and develop.

### Further Links:

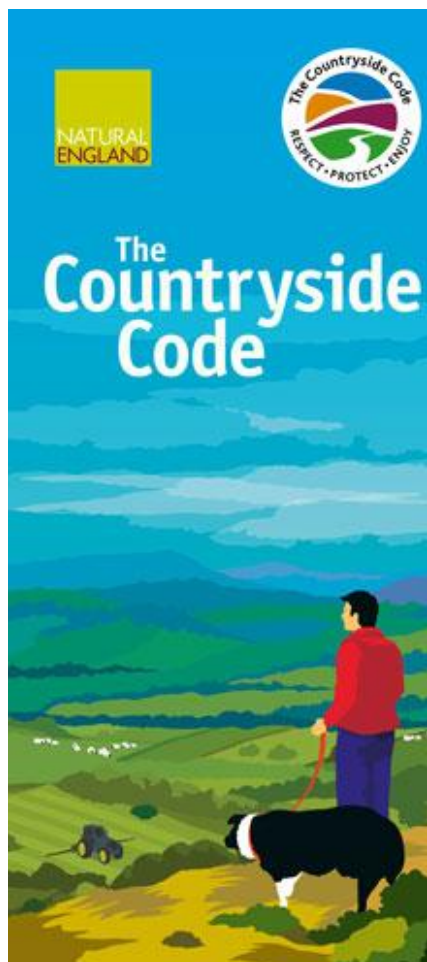
- Mind.org.uk
- 15minutewellbeing.home.blog
- www.samaritans.org 116 123
- www.nhs.uk/conditions/stress-anxiety-depression



**The Countryside Code is a series of simple rules to follow in order to look after the environment around us.**

## **RESPECT. PROTECT. ENJOY**

- Enjoy the countryside and respect its life and work.
- Guard against all risk of fire.
- Leave all gates as you find them.
- Keep your dogs under close control at all times.
- Keep to public paths across farmland.
- Use only gateways or stiles to cross fences, hedges and walls.
- Leave livestock, crops and machinery alone.
- Take all litter home with you.
- Help to keep all waterways clean.
- Protect wildlife, plants and trees.
- Take special care on country roads.
- Avoid damaging fences, hedges and walls.
- Safeguard water supplies.
- Respect the life of the countryside.
- Avoid making unnecessary noise
- Take only photographs, leave only footprints




## The Countryside Code

***Respect. Protect. Enjoy***

**Respect other people**

- Consider the local community and other people enjoying the outdoors
- Leave gates and property as you find them and follow paths unless wider access is available

**Protect the natural environment**

- Leave no trace of your visit and take your litter home
- Keep dogs under effective control

**Enjoy the outdoors**

- Plan ahead and be prepared
- Follow advice and local signs



## The aim of the Expedition section:

To inspire young people to develop initiative and a spirit of adventure and discovery by planning, training for and completing an adventurous self-sufficient journey as part of a team. Participants choose where and how they want to do their expedition.

**Before an expedition** – DofE Supervisors/Assessors must ensure the appropriate parameters are in place:

All participants must be within the qualifying **age** of the programme level and at the same **Award level** (i.e., not have completed the same or higher level of expedition).

There must be **between four and seven participants** in a team (eight for modes of travel which can be used by two people at once e.g., tandem bikes, open canoes).

The expedition must be of the correct **duration** and meet the minimum **hours of planned activity**.

Bronze: A minimum of 2 days, 1 night; 6 hours of planned activity each day.

Silver: A minimum of 3 days, 2 nights; 7 hours of planned activity each day.

Gold: A minimum of 4 days, 3 nights; 8 hours of planned activity each day.

All expeditions must be supervised by an adult (the **Expedition Supervisor**) who is able to accept responsibility for the safety of the team.

Assessment must be by an **Accredited Assessor**. At Bronze level only, the Assessor may also be the Expedition Supervisor.

Participants must be adequately **trained** to safely complete an expedition in the environment in which they will be operating.

Bronze: Teams must complete the required training.

Silver: Teams must complete the required training and a practice expedition of a minimum 2 days, 2 nights.

Gold: Teams must complete the required training and a practice expedition of a minimum 2 days, 2 nights.



**YOUTH  
WITHOUT  
LIMITS**

### Planning an expedition – participants must plan how they're going to do their expedition:

<b>Team Goal</b>	Expeditions must have a clearly defined team goal – this could be researching an area of interest, contributing to a community action project, or developing soft skills.
<b>Environment</b>	The environment chosen must become progressively more challenging through the award levels – environments could include rural, urban or restricted spaces.
<b>Accommodation</b>	Accommodation should be by camping or other simple self-catering accommodation e.g., bunkhouses.
<b>Time of year</b>	Expeditions will usually take place between the end of March and the end of October. There should be a reasonable gap between the practice and qualifying expeditions.
<b>Mode of travel</b>	Participants must choose an appropriate mode of travel for the environment they'll be journeying through. Journeying must be by participants' own physical effort, although mobility aids may be used where appropriate to the needs of the participant.
<b>Food</b>	Participants must plan an appropriate expedition menu, including cooking and eating a substantial hot meal each day (optional on the final day).

### On expedition – Supervisors/Assessors should ensure:

Participants must behave responsibly with respect for their team members, Leaders, landowners, the public and animals, and must understand and adhere to the Countryside, Scottish Outdoor Access, Highway and Water Sports Codes (as appropriate).

Expeditions must be unaccompanied and self-sufficient. The team must be properly equipped, and supervision must be carried out remotely, considering what is reasonably practicable for participants and ensuring their welfare is paramount.

Participants must actively participate in a debrief with their Assessor at the end of the expedition and, at Silver and Gold level, a presentation must be delivered after the expedition.