

Fells Marathon 2023.

31 March – 2 April 2023

Thornthwaite Scout Centre
Dacre Pasture Lane
Darley
Harrogate
HG3 4AQ

Are up for the challenge?

The Fells Marathon is a two-day hiking competition for Scouts and Explorer Scouts - It is a test of navigation, camping skills and endurance.

info@fellsmarathon.org.uk

www.fellsmarathon.org.uk

#SkillsForLife



Scouts
Fells Marathon

The Fells Marathon

The Fells Marathon is a two-day hiking competition for Scouts and Explorer Scouts. Carrying full kit for the two days, the Scout teams walk around 20 miles while the Explorer Scout teams walk about 26 miles. Overnight the teams cater for themselves on a remote site monitored by event staff – no leaders or team supporters are permitted there. It is a test of navigation, camping skills and endurance.

Typically, the event is run in, or close to a northern National Park such as the North Yorkshire Moors, Yorkshire Dales or the Peak District; though it does sometimes visit other areas of outstanding natural beauty as it did in 2014 going to the Forest of Bowland. To avoid teams become familiar with a location we usually leave a gap of at least 3 years before re-using a centre.

The event first ran in 1975, organised by Dave Laud and the late John “Swifty” Loncaster; both competent mountaineers who competed twice in the then Karrimor Mountain Marathon.

The idea was to create a similar event for scouts, to challenge them to survive 2 days carrying all they need and to navigate a route against the clock; from this the Haltemprice Scouts Fells Marathon was born.

The event celebrated its 40th anniversary in 2016. It is now run by Blacktoft Beacon District Scout District and has evolved with the times, but still carries its original ethos. The event now has an average of 30 teams from both the Scout and Explorer sections.

A new category was introduced in 2017 called the “Fells Lite”. This was designed to be a starter category for younger Scouts. The elements are the same but the overnight kit is transported for the team.

The Fells Marathon 2023

It's that time of year again and planning is well underway for the 46th edition of the Fells Marathon.

In 2017 we made a few new additions to the rules. These included our new section "Fells Lite" for Scouts. From the feedback, we found that teams preferred walking with a Young Leader/Explorer so we have decided that it will be mandatory for Fells Lite teams to walk with such support. If you need to find support for your younger team(s), please do contact the Fells Team and we will do our best to help you.

This year we head over to Nidderdale. The event will be staged at Thornthwaite Scout Centre.

This year, the price will be £20 per person. Entries continue to be administered by Claire Moverley from South Cave Scout Group. It will be a great help to them if you can get your entries in as early as possible. Entry will only be guaranteed on receipt of the entry fee.

We are now taking payments by bank transfer to make things a lot easier. If you would like to pay by transfer the details are:

PLEASE NOTE: These details were updated in 2022

Account Name: Blacktoft Beacon District Scouts
Sort Code: 40-25-59
Account Number: 00106941
Reference: FELLS <Group Name>

Claire will also be collecting names & money for adults wanting indoor accommodation and / or food for the weekend. Please see the section on accommodation and food which has been added to the booklet. If you would like accommodation or have entry queries, please contact Claire by email, minimov@live.co.uk.

The Pocklington Scout leaders will once again run the overnight site to their usual terrific standard. As a reminder, access to the overnight site is restricted to the site staff and members of the organising team ONLY.

Josh/Shawn will be coordinating the route and checkpoints and if you can assist with running checkpoints please let him know by email, safety.team@fellsmarathon.org.uk

PLEASE ensure that all adults assisting your team are, as a minimum, registered as an occasional helper and must have current DBS check. It is the responsibility of the Leader in Charge of the group to ensure compliance with this and any mandatory training for their role.

Any questions about the event in the weeks before should be directed by email to info@fellsmarathon.org.uk

We all look forward to seeing you there.

The Fells Team

Fells Marathon Rules And Entry Conditions

- The maximum entry is 35 teams. Places will be allocated on a first come first served basis with entry fee and ALL forms securing places.
- The event is split into 3 categories as shown below:

Fells Marathon & Wolds Challenge Age Categories

Event	Category	Minimum Age*	Maximum Age**
Fells Marathon	Fells Lite	10	Under 13
	Scouts	11½	Under 14½
	Explorer Scouts	13½	Under 18
	Network***	18	Under 25
Wolds Challenge	Scouts	10	Under 14½
	Explorer Scouts	13½	Under 18

* Participants must have reached this age on the date of the event

** Participants must be below the maximum age at the start of the event. Where a birthday takes place on the Saturday or Sunday of the Fells weekend they are considered below the age cut off for the whole event. (POR 4.7.L refers)

*** Network will compete over the Explorer route

- Teams need to consist of between 4 and 7 members (4 or 5 for Fells Lite). To be given a placing in the competition, a team must finish with at least 4 of their members.
- Non competing teams may take part in the event, for example mixed Scout / Explorer teams walking the Scout route or leader accompanied teams. This is encouraged; however, priority for entries is given to competing teams.
- A leader in charge from each entering team must be present on the event. That leader will be responsible for the young people on the Friday night and be able to be contacted throughout the event.
- There is to be NO leader intervention with the teams once the event has started. There is a large element of trust here as leaders run some of the checkpoints. Intervention by leaders, as determined by the organisers, will mean that the team involved will not be placed in the competition.
- All team members must complete the medical and consent form and upload or send them in with the team entry form. These will be held by base control and the overnight site to be used in the event of an emergency.
- On arrival, each team will need to check in as a whole team and have their emergency wrist bands attached. After this, 2 members of each team will need to go to map control to have their team maps checked. The remainder of the team can set up camp.
- All competitors must wear the emergency wristband throughout the whole event (if it comes off, please advise a member of the Fells Marathon team).
- The route is issued to entered teams by email two weeks prior to the event.
- The use of GPS devices is strictly prohibited; the event is a test of map and compass skills and route finding.
- Each team must carry at least one mobile phone with the What 3 Words app installed. This number will be recorded at sign on.

- In the event of an emergency, teams must contact event control. All emergency numbers are listed on the wristbands. Event control will arrange and coordinate support via sweep teams, response teams or external agencies if required. Parents and leaders must not be contacted by teams as this can lead to delayed response by appropriate and local help.
- Each checkpoint is manned and displays the standard orange and white orienteering flags and punches. Each scout carries a punch card which must be punched at each point. Teams must arrive at each checkpoint together. Remember you are walking as a team.
- If a team member retires on the Saturday they will be taken by a support vehicle to the overnight site and will camp with their team.
- Dropped out member(s) must not take all of the team equipment with them to lighten the load, the remaining team must still have their personal equipment, a sleeping bag each, food, stove, fuel and a tent to shelter in, in the event of an emergency.
- Each team is responsible for litter and **MUST** take it with them and dispose of it at the overnight site or the finish. Please remember the country code.

Fells Lite Category Additional Rules

The Fells Lite category is aimed at younger Scouts who may not yet be ready to undertake the full event. This is a fantastic opportunity to train these Scouts to compete in future years.

The route and rules for the category are the same as for the Scout event with the exception of:-

- Teams must be entered as the Fells Lite category on the entry form included in this booklet. Changes cannot be made on the weekend.
- The age range is defined in the table above.
- Fells Lite teams **MUST** be supported by an adult (not a young leader / explorer).
- Because of the difficulty in leading a team of inexperienced walkers the team size must be either 4 or 5 members. Larger teams are not permitted.
- One experienced team member may be above the age range but must be below 18. This is to assist in navigation and help develop confidence in the younger team members. Young leaders / explorers cannot be responsible for the team.
- All young people must camp at the overnight site. Adults may rejoin the team on Sunday morning.
- Overnight equipment, as marked in the kit list will be transported to the overnight site by the organisers.
- Overnight equipment must be of a type normally carried when hike camping – ie of a lightweight type. Patrol tents, large stoves etc are not permitted.
- Overnight equipment must be packed into a maximum of two rucksacks or holdalls (which are waterproof) clearly marked with the team name and number.
- Overnight equipment will be inspected at kit check.

The Fells Marathon Team

Organising Team for the 46th Fells Marathon

Event Lead Volunteer

Josh Railton – The book stops here. Having led the safety team for a few years, Josh has taken the event leadership role, co-ordinating all things walking and camping throughout the event.

Safety Team Leader

Josh Railton – Josh leads the safety team, making sure that we do what we should be doing safely and that the event operates within the rules.

Entries Team Leader

Claire Moverley – Always has a smile (well, most of the time), just make sure you listen well (and fill in your entry form correctly!!) Otherwise that smile may fade.

Event Connoisseur

Rachel Moore – Quietly works away gathering all of the times and key information in the background to keep the event going forwards.

Communications Team Leader

Frank Cook – Has a reputation to uphold, just don't let that fool you. He is a teddy bear at heart really (unless you drop a radio!).

Base Radio and Checkpoint Admin

Jo Cook – As the saying goes... behind every great man there's a great woman, and after decades of marriage, there's no greater woman than Jo Cook/

Event Controller

Gary McCune – Clear and concise messages are what is needed for control. He doesn't have time for weather reports or people nagging to get away early.

Route Planning and Map Control

Allan Moore – comprehensively checking routes and maps to ensure the scouts don't end up in Timbuktu (that's assuming they can read the map!).

Start and Finish Controllers

Jo Atkinson and Pauline McNee – Making sure teams leave quickly and efficiently, as well as recording their return, ensuring everyone is accounted for. Don't pause for photos at the end, before you've checked in though... those seconds could be vital!

Overnight Camp Team

Robin Hull and Pocklington Leaders – Always have smiling faces to welcome you to the overnight site, but don't arrive too early or they will give you all the jobs to do.

Kit Check

Paul Wharram and Team from Elloughton-cum-Brough – They know all the tricks of the trade (after all, they tried them back in the day). Now though, they work like a well-oiled machine. Make sure you have the right equipment if you want to keep them smiling.

Sweep Teams

Team include John Jobling, Graham Annan, Laurie Cartledge, Simon Blood, Martin Hunter and Alex, Alex Ellis along with many other volunteers that sweep up the stragglers, if you don't want to be swept along by them you'd better keep moving.

Support Vehicle

David Atkinson and Harvey Lenham – Our own AA for hikers, slowly dithering around in the distance, just waiting to be needed by someone, anyone, they're not fussy, but they don't rush!

Catering Team

Neal Ingram – Having led the event for a number of years up until 2022, Neal has taken semi-retirement and will be keeping himself warm indoors this year, preparing and serving the food for the staff team.

The Retired Team

Dave Laud, Tom Hall and John Gould. The "Fells" wouldn't be the event it is today without their dedication to the event, they are now very much embedded in Fells folklore.

We also remember those that helped make the event what it is today, but have sadly passed away. All of them did a great job in developing the event and are very much missed.

John Loncaster – Co-founder of the Fells. Sadly passed away in 2004

Bob Gunby – Planned Routes and selflessly served on the Sweep Teams for the Fells and Wolds. Sadly passed away in 2010

Danny McNee – Start and Finish Controller who made it an art. Sadly passed away in 2015

Forever in our thoughts, we cannot replace them but we can remember them all with fond memories.

Timetable From Friday To Sunday

FRIDAY

- From 1800** Teams start to arrive. On arrival please park where directed and book in at event control in the main building with Claire and Ellie.
- After check in two members of each team will need to go to map control and have their maps/route cards checked and signed off. Please do this as soon as possible. Note no leaders are permitted in Map Control. The rest of team can to set up camp and prepare team and personal kit.
- 1900 – 2200** Map Control Open – ALL teams must attend Map Control on Friday night.
- 2200** Meeting for all leaders giving a final update for the event. Food will be available for leaders during meeting. Bring a drink to wash it down.

SATURDAY

- 0700** Breakfast served for staff and leaders who request (and pay for it!).
- 0700 – 0830** Sign On for Checkpoint Teams, Sweep Teams and Response Teams. Radios and checkpoint kit issued by Jo & Frank Cook and the Communications Team.
- 0800** Kit check starts for full competing teams within a first come first served order (once a team enters kit check they will continue to the start).
- 0815** Map control open for teams having remedial actions from Friday night.
- 0830** First teams will start, after handing in paperwork (last team will leave by 10am).
- 0830** Fells Lite teams required at kit check.
- 0900** First start time for Fells Lite.
- From 1430** Teams arrive at overnight site.
- ONLY FELLS MARATHON TEAM ALLOWED ON SITE.

SUNDAY

- 0700** Breakfast served for staff and leaders who request (and pay for it!).
- 0700** Young people get up, prepare breakfast and pack away tents etc.
- 0700 – 0830** Sign On for Checkpoint Teams, Sweep Teams and Response Teams. Radios and checkpoint kit issued by Jo & Frank Cook and the Communications Team.
- 0800** Mass Start. Both scout and explorer route start together.
- 1100 approx** First teams arrive back and check in with finish control.
- 1200** Dinner is served for the finishers - outside if not raining.
- 1500 approx** Presentation of certificates and trophies.

GO HOME — SEE YOU ALL T THE WOLDS IN OCTOBER OR THE FELLS IN 2024!

Fells Marathon Entry Form

Send to: To FELS MARATHON 2022, 1 Castle Drive, South Cave , East Yorkshire HU15 2ES

Tel: 07803 247324 Email: minimov@live.co.uk

ONLY ONE TEAM PER ENTRY FORM PLEASE NO ENTRIES WILL BE ACCEPTED WITHOUT FULL PAYMENT

Team Name	
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	Team Member Names	Team Member Telephone Number (for event)
1		
2		
3		
4		
5		
6		
7		

Payment Type (please tick)

Cheque, payable to **Blacktoft Beacon District Scouts**

BACS- Sort Code: 40-25-59 Account Number: 00106941

Amount Paid £..... for people @ £20 per person.

Scout Troop

District

Leader in Charge – Contact details:

Name:

Address:

Mobile No.:

Email Address:

Signature:

Category – Please Tick One

Fells Lite	
Scouts	
Explorers	
Network	

Competition Status – Please Tick One

Competing Team	
Non Competing – Leader Supported	
Non Competing – Explorers on Scout Route	

Fells Marathon – Consent And Medical Information

Confidential

Team Number: Completed by Fells Team)	
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Full Name of Young Person:		Date of Birth:
Scout District:	Scout Group:	
Parent/Guardians Address During the Camp: Post Code: Telephone: Mobile:	Family Doctors Name and Address: Telephone:	

- I hereby give permission for my child to attend the Fells Marathon taking place between 31/3 and 2/4/2023
- I understand that the Leader in charge reserves the right to send any participants home if necessary.
- I will inform a Leader if any of the information given on this form changes before the event takes place.
- If it becomes necessary for my child to receive medical treatment **and I cannot be contacted by telephone or any other means to authorise this**, I hereby give my general consent to any necessary medical treatment and authorise the Leader or Assistant Leader in Charge of my group (or if necessary, one of the event management team), to sign any document required by the hospital authorities.

Note: The medical profession takes the view that the parent's consent to medical treatment cannot be delegated. This view is explicit in the Children Act 1989. Thus medical consent forms have no legal status and a doctor/nurse insisting on the consent of a parent to a particular treatment has the right to do so. For this reason we do not recommend that Leaders insist on parents signing the medical treatment statement above. However, it can be a comfort to medical staff to have general consent in advance from parents or to have a Leader on hand able to sign forms required by medical authorities.

Name of Parent/Guardian:	Relationship to Young Person:
Signature:	Date:

In the space below please give details of the following:-

1. Any known Infectious Diseases with which your Child has been in contact within the last three weeks.
2. Any known Allergies/Sensitivities/Disabilities and details of any known precautions/remedies (eg Penicillin, Food Colourings, Bed-wetting, Asthma)
3. Details of any Medicines/Diets/Treatments currently being taken/followed (including dosage details) & the Specialist and Hospital concerned if appropriate (please include any non prescription preparations, such as cough sweets, herbal medicines etc).

(If he/she has to take any Medicines, these should be clearly labelled with name and exact dosages, and should be handed to their Group Leader

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Photographs and Video

The photographs, video or audio that are taken will be used in connection with Scouting publicity. We will not publish any address of any young people in captions associated with the photographs, video or audio. It would be very helpful if you can confirm that you are content for the pictures, video or audio to be used in publicity material by signing the form below. Many thanks for your assistance. This is to confirm that I have no objections to the photographs, video or audio taken at the activity above and used for Scouting purposes only.

Signature of Parent/Guardian:	
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Event Safety – What to do if you need help

Ideally, everyone would navigate themselves around the route and visit the checkpoints in order, without any issues – but we know that isn't always the reality.

The safety team are always monitoring the teams and the event has a robust safety plan. The team have plenty of experience to recognise where teams have become misguided and strayed from the route... sometimes we can even spot it before they do!

In the event that a team does need some help, they can simply call one of the number on their wristband (that they're given when they check in).

Who to ring first (not your parents!)

We ask all young people to call the numbers on the wristband first... rather than parents or leaders as the event control team have full sight of the event and are the team that can get help to them the quickest.

What happens when they call the numbers from the wristband

One of the friendly Event Control team will work talk to the team, understand what it is that they need help with and work with them to either get them back on track, or to send assistance to them, be that in the form of a vehicle or a response team (depending where they are and the type of help required).

What if the team don't have signal?

The team should try and get to some higher ground, and away from forest type areas where it is often easier to get a signal. Alternatively they should make their way to the nearest road and wait for help. Event Control will know that a team haven't checked in at a checkpoint and what time they were expected there, so they will already have a plan to look for the team.

Why do we ask them to wait by a road?

Simply, that it is much quicker for the support teams to drive around roads than it is to walk, and if the team are located by a road, we'll usually get to them quicker.

What If the team don't realise they're running late?

Event Control will know that a team haven't checked in at a checkpoint and what time they were expected there, so they will already have a plan to look for the team. Event control may try to contact the team directly too, to make sure they're heading in the right direction (they might have just stopped for a break or a snack!).

How many people are there to support the teams on the event?

The event has a large number of volunteers that support the event, made up of:

Event Control	<i>The overseeing eyes and ears of the event</i>
Radio Team	<i>Humberside Scout Communication Team, keeping everyone in touch</i>
Checkpoint staff	<i>Those checking ther teams in at various points along the route</i>
Sweep teams	<i>Teams of adults that walk behind a number of teams to help if required</i>
Response Teams	<i>Usually found in their 4x4 vehicles and quickly deployed where needed</i>
Medical Team	<i>Those that are qualified to assist and assess anyone that needs it</i>
Minibus(es)	<i>Collecting those that may retire, or helping to locate any misguided teams</i>

Leaders Sleeping and Food Booking Information

Accommodation

There is limited indoor accommodation available on a first come, first served basis which can be booked by contacting Claire Moverley

Some leaders may wish to camp outside and this is always an option (and less so of an option once the indoor accommodation is full!)

Food and Catering

Following some reorganisation within the Fells team we'd like to try to reintroduce some of the social aspect within the team and invite leaders to join us for a meal on the Saturday evening. Neal Ingram will be taking the lead on the catering for the event and the menu will be as detailed on the next page.

Food can be booked using online form (accessed by the QR code below)

Costs

Whilst the event subsidises some of the cost of leader accommodation, it is becoming increasingly difficult to withstand some of the rising costs and therefore, following a review of pricing and to ensure that the young people are not subsidising this cost, the following costs will apply to accommodation and food:

Indoor Accommodation:	£20 per person
Camping Fees (for those outside)	£5 per person
Refreshments (Friday supper, tea, coffee, juice etc)	FREE
All in (Saturday and Sunday Breakfast & Saturday Evening Meal)	£20 per person

Drinks (Free)

Yorkshire Tea

Nescafe

Posh Nescafe

Hot Chocolate

Orange Juice

Breakfast

Sat & Sun – 06:30-09:30

Porridge ✓

Cereal ✓

Toast ✓

Bacon Sandwich

Sausage Sandwich

Book Online



Fells

Marathon

New Nosh

£20

Evening Meal

Sat – approx 19:00

Choice of Mains

Chicken Rogan Josh

with Basmati Rice,
Naan Bread and Poppadoms

Neal's Sausage & Mash

with Peas, Carrots
and Onion Gravy

Claire's Veggie Lasagne

with Garlic bread ✓

Dessert

Fruit Crumble

With Custard

DBS Checks MUST Be Up To Date

The Scout Association rules mean that any adult staying overnight on the camp sites or helping with the running of the event (Kit Check, Map Check, Checkpoints, Support Teams etc) MUST have a valid Scout issued disclosure check. **Is yours up to date?**

Accountability for this rests with Leaders in Charge of teams and we will ask you to declare that all adults assisting your group are registered as at least an Occasional Helper (on Compass) and have a valid Scout issued disclosure check. **Please check this NOW.**

For event staff not attached to groups we will be making checks on Compass to ensure that you are compliant. Sweep Team Leaders can help with this by ensuring all their members are compliant.

Please act now to ensure that you can attend and help on the Fells 2023.

Nights Away Arrangements

Friday Night

- Friday night is a preparation night for the teams and we expect that they will camp with their troop or unit at the main Fells Marathon centre. This allows leaders to provide appropriate support for any last minute issues.
- The team is the responsibility of their own group or unit. Usual Scout Association POR requirements for nights away apply. The group therefore needs to have a Leader in Charge with a Camp Site Nights Away Permit present.
- Where a group or unit does not have a Nights Away Permit Holder available then please get in touch with us prior to the event. We may be able to help (no guarantees).

Saturday Night

- On the Saturday night teams are expected to be self-sufficient and leaders are not permitted on the overnight site. The overnight site is usually a temporary one set up specifically for the event. Toilets and drinking water supplies are provided.
- The Fells Marathon Organisers will provide a camp site team to act as a warden and deal with any emergencies. The Leader in Charge of the team will have an appropriate Nights Away permit.
- Teams stay on the site based on the "Event Passport" system. (See POR 9.61). **This must be filled in and signed by an appropriate leader prior to the event.**
- The group or unit is responsible for issuing the Event Passport which must be authorised by a Nights Away Permit Holder of either campsite or lightweight camping categories. The permit holder must provide support during both the preparation and the event itself. They must be satisfied that the young person has the required abilities, but are not required to attend the event.
- Groups must use the standard Event Passport document signed by a leader with a Camp Site Nights Away Permit present, and who can be available to help should they be required.

Kit List

The kit check is very strict on the Saturday Morning and your rucksack and each item will be checked in detail – YES, IT IS ALL TIPPED OUT - do not skimp, your safety depends on it.

Personal Kit (You Must Carry All Items)	Fells Lite Transported Kit	Packed
Base layer / Underwear		
Middle layer / Fleece Sweater		
Trousers (No Jeans)		
Outer layer/ Waterproof Jacket		
Spare clothes Warm bottoms, warm top and socks		
Waterproof Trousers		
Boots		
Socks		
Gloves		
Hats		
Rucksack Big enough to hold all the equipment required for the walk		
Torch and spare batteries Multi LED if possible - otherwise a spare lamp must be carried		
Plastic or Goretex Bivvy-bag		
Emergency Shelter MANDATORY FOR FELLS LITE – Optional for other categories		
Food and Drinks for Saturday Lunch This should consist of food that can be eaten on the move		
Gaiters (Optional)		
First-aid kit Must only contain items you are trained to use		
Sleeping bag (3-4 season min)	Yes	
Sleeping mat	Yes	
Eating utensils	Yes	
Pencil and paper		
Water Minimum of 1 litre of to be carried.		
Whistle (for emergency use)		

Personal Kit (You Must Carry All Items)	Fells Lite Transported Kit	Packed
Hi visibility vest (attached to ruck sack)		
Emergency rations High energy foods – not part of packed lunch or meals		

TEAM KIT	Fells Lite Transported Kit	PACKED
2 x maps for area covering the route		
2 x compasses		
2 x map cases (if maps are not laminated)		
Adequate tentage For all of the team to sleep in	Yes	
Stove, fuel, matches or lighter Enough fuel to cook meals and drinks on Saturday Evening / Sunday Morning	Yes	
Pan(s) To cook food and make hot drinks	Yes	
2x watches Watches are necessary for navigation		
1x mobile phone with What 3 Words app installed This should be brought in a water proof bag / case		
Food for Saturday evening meal Dried food is lightest, look for high calorie content	Yes	
Food for Sunday Breakfast Instant porridge (just add water) and breakfast bars are a good choice.	Yes	
Hot drinks for evening and breakfast Hot chocolate, coffee, tea etc	Yes	

Previous Fells Marathon Winners

YEAR LOCATION	WINNERS
1975 – Yorkshire Dales - Appletreewick	2nd Anlaby
1976 – Yorkshire Dales - Kettlewell	1st Skidby
1977 – Yorkshire Dales - Appletreewick	1st Skidby
1978 - Howgill Fells - Sedburgh	1st Skidby
1979 – Lake District - Kentmere	2nd Anlaby
1980 - North Yorkshire Moors – Birch Hall	2nd Anlaby
1981 – Howgill Fells – Sedburgh	Willerby Somers
1982 – North Yorkshire Moors – Carlton	2nd Anlaby
1983 – North Yorkshire Moors – Commondale	North Ferriby
1984 – Peak District – Hagg Farm	South Cave
1985 – Peak District – Hagg Farm	Elloughton
1986 - North Yorkshire Moors – Carlton	Anlaby
1987 – South Pennines – Hebden Bridge	St.Peters Wawne
1988 – North Yorkshire Moors – Commondale	1st Frodsham
1989 – Peak District – Great Hucklow	Willerby Meth
1990 – Peak District – Gradbach	2nd Driffield
1991 – North Yorkshire Moors – Carlton	2nd Bridlington
1992 – Yorkshire Dales – Sconce (Ilkley)	1st Frodsham
1993 – South Pennines - Hebden Bridge	6th Ripon
1994 – Howgills Tebay	2nd Amersham
1995 – Peak District – Great Hucklow	6th Ripon
1996 - North Yorkshire Moors – Carlton	2nd Amersham
1997 – Yorkshire Dales – Thornthwaite	2nd Goxhill & Barrow
1998 – South Pennines – Hebden Bridge	Holme on Spalding Moor
1999 – North Yorkshire Moors	2nd Goxhill & Barrow
2000 – Peak District – Great Hucklow	1st Poppleton York
2001 – Cancelled – Foot & Mouth	Cancelled – Foot & Mouth
2002 – Yorkshire Dales – Thornthwaite	South Cave Scouts & Pocklington Explorers
2003 – Pennines – Silverwood	2nd Amersham Scouts & South Cave Explorers
2004 - Pennines - Hebden Bridge	1st Poppleton Scouts & 2nd Goxhill & Barrow Explorers
2005 – North Yorkshire Moors – Carlton	1st Poppleton Scouts & 2nd Goxhill & Barrow Explorers 1st Hornsea Explorers (Draw)
2006 – Yorkshire Dales – Sconce (Ilkley)	Willerby Somers Scouts/2nd Goxhill & Barrow Scouts (Draw) & 2nd Goxhill & Barrow Explorers
2007 – Yorkshire Dales – Thornthwaite	Stamford Bridge Scouts & Triumph Explorers (Poppleton)
2008 – North Yorkshire Moors (Carlton)	2nd Driffield Scouts & Triumph Explorers (Poppleton)
2009 – North Yorkshire Moors – Birch Hall	2nd Amersham Common & Triumph Explorers (Poppleton)
2010 – South Pennines – Silverwood	Stamford Bridge 2 & St John Newland
2011 – Nidderdale – Thornthwaite	St John Newland Scouts & Willerby Explorers
2012 – North Yorkshire Moors – Carlton	Willerby Scouts & St John Newland Explorers
2013 – North Yorkshire Moors – Commondale	South Cave 1 Scouts & St John Newland Explorers
2014 – Forest of Bowland	Cherry Burton 1 Scouts & Pocklington Explorers
2015 – Yorkshire Dales – Wharfedale	Elloughton cum Brough Scouts & Willerby Explorers
2016 – North Yorkshire Moors – Commondale	Elloughton cum Brough Scouts & Snaith Explorers
2017 – North Yorkshire Moors – Carlton	Beverley Scouts, Snaith Scouts (Fells Lite) & Hesse Explorers
2018 – Event cancelled due to extreme weather	Event cancelled due to extreme weather
2019 – Peak District - Glenbrook	Hesse Apache A Scouts & Elloughton-cum-Brough Explorers
2020 = Event Did Not Run (COVID)	Event Did Not Run (COVID)
2021 = Event Did Not Run (COVID)	Event Did Not Run (COVID)
2022 - Carlton in Cleveland	South Cave Scouts, Snaith Scouts (Fells Lite) & Hesse Explorers

The FELLO MARATHON is as always run in tribute to all fellow scouters who are no longer with us and are looking down from above.....

"I would like to thank everyone for their help and support with this year's event"

Neal – Event Director

Location For 2023

Thornthwaite Scout Centre, Darley

Map reference for the centre is **SE179595**

Event Map

Please check the website for event map details

This booklet is produced by The Fells Marathon Committee

The Fells Marathon is organised by Blacktoft Beacon District Scout Council.
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