

ID Orig Team No + Letter	NAME	FINISHED AT (Tor or 'FINISH' Stamp	REASON FOR FALL-OUT or NATURE OF CASUALTY

If the team is joined by another whose strength has fallen below 4 the additional names are to be entered here by the checkpoint staff. The ID of each new member will be as on his/her identity wristband, which should be checked. The superseded Route Card should be closed down and handed to the remaining walkers for surrender at the Finish.

COMPOSITE TEAM MASTER

INSTRUCTIONS TO TEAM LEADERS

- Start Registration.** On Saturday morning your Team Manager must get this card stamped with 'START' at Bld 136 and return the card to you before going to the START.
- Route.** You and your team must follow the TEN TORS route in the order listed on this Route Card, and then to the FINISH.
- EMIT.** The Team Leader must carry the EMIT card and register at the EMIT check post.
- Fall-Out.** If a team member does not wish to continue on the Expedition, he/she must fall out at a manned tor, and the fact must be recorded on this Route Card. (For casualties see Emergency Instructions).
- Combined Team.** If the remnant of another team joins your team, this card will become the Master Card, and their names must be entered on it. (They must, however, retain their own card till the FINISH).
- Crash Time.** A "Crash Time" (CT) applies at one or more of the later tors. If you reach a tor after its Crash Time you will be compulsorily withdrawn from the Challenge and placed in the Fall-out System. This is for your own safety.
- Finish.** Do not lose this Route Card. Unless it is produced at the FINISH you will be unable to claim Team Certificate and individual medals.
- Clearance Certificate.** You are to sign the Clearance Certificate personally if your complete team finishes: otherwise your Team Manager must do so.
- Ten Tor Rules.** If you fail to observe the Ten Tor Rules you will risk disqualification.

SAFETY ADVICE

Green Card (FTT 5). Your Green Card (FTT 5) offers sensible safety advice for dealing with DARTMOOR RISKS & HAZARDS, EXPOSURE and HEAT EXHAUSTION.

IF A TEAM MEMBER IS INJURED

- Give comfort, reassurance and shelter.
- Do not give drink if fracture is suspected.
- Seek help.

IF YOU BECOME LOST

Think carefully about where you have come from, where you were heading, how long you have been walking. Then follow advice in the FTT 5.

IF WEATHER BECOMES TOO BAD

Erect your tents and await an improvement before continuing.

HELP!

You have in your pack a small map showing the manned tors and other assistance points. The Okehampton Camp telephone number is:

01837 650010

ROUTE RESTRICTIONS

TEN TORS IS NOT A RACE