

Glenny Wood Fact sheet



Glenny Tunnels

In booking the Tunnels you agree to follow the instructions below

1. Before using the Glenny Tunnel System open all the escape hatches and allow to air for 10 minutes. Check all tunnels and chambers for visitors (little furry ones!!) before use. Tunnels are only to be used with a Leader present.
2. Please brief the users based on this fact sheet, the risk assessments and how you intend to manage the activity.
3. Could you please be careful when opening / closings the doors on the 12 escape hatches, so you and the users don't catch your fingers and that they are not banged down hard, so the hinges are not damaged.
4. There are also two small sets of steps in the shed to help the users get into the tunnels..
5. Once tunnels have aired you can close some of the emergency doors. How many is down to the leader in charge and the young people in their care.
6. **ALL escape hatches must be UNLOCKED when the Tunnel system is in use.**
7. The risk assessment must be reviewed before undertaking this activity and amended to meet the needs of your section.
8. All persons entering the tunnels must wear a helmet (supplied) and it is recommended that arms and legs are covered. Torches are advisable, you will need to supply.
9. **A maximum of 12 persons in the Tunnel at any one time, although you may wish to reduce for the older users.... Scouts / Explorers.**
10. Please wear **clean** boots/trainers as this helps to reduce condensation and mess in the tunnels.
11. Enter the tunnel system via your chosen point
12. Please do not climb over the outside of the tunnel system unless as the leader your are unlocking / locking the escape hatches. Please report any damage to *Phil our Warden*
13. Please leave tunnels clean, tidy and **ALL the escape hatches locked.**
14. Please return all kit and the keys to the Tunnel end of the shed and put away neatly.
15. Helmets should be wiped clean before hanging up on the pegs provided in the Tunnel end shed.
16. Spectators should be on the track around the tunnels and not interfering with the system or users.
17. Please encourage all those tunnelling to give it a try and enjoy.
18. And finally - Please lock the shed and scramble the padlock code

Our site moto for all users to follow please

"Take nothing but photographs and memories – leave nothing but footprints"



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Games

Here are a few ideas of games when using the tunnels... If you come up with additional ones please let us know

- 1. Big Loop:** -This is a good 'warm up' in the tunnels: Start with hatches open. Do a clockwise loop either around the whole course or a section of your choice.
- 2. Cat and Mouse:** - The cats get the torches and enter via an escape hatch and the mice enter via another escape hatch, on the opposite side, but have a 2 min head start. The Cats have to find the Mice.
- 3. Chinese Whispers:** - Pass a Chinese Whisper clockwise and see what comes back.
- 4. Underground Pulse:** - Then get the group to pass a very simple physical squeeze code (e.g. one long squeeze [about 3 seconds], followed by 2 short squeezes). This must be transmitted silently and can involve squeezing a hand or ankle. Does the correct squeeze code get back to the leader?
- 5. Rollerball:** - Rollerball involves passing the ball clockwise around the tunnels as fast as possible. People can be pre-positioned. 2 attempts. Stopwatch. (you need to bring a ball)
- 6. Big Loop Crossover:** - Hatches open. $\frac{1}{2}$ the group go clockwise. $\frac{1}{2}$ the group go anti-clockwise. They will need to pass each other in the chambers
- 7. Big Loop Blackout:** - With hatches down and no torches the group do 'Big Loop' anti clockwise. Be prepared to particularly help the person behind you both verbally and physically.
- 8. Big Loop Blackout Crossover:** - Do activity 6 with hatches down and no torches. Be prepared to particularly help the person behind you both verbally and physically.
- 9. Grand Crossover:** - Hatches open. $\frac{1}{2}$ the group start at the shed hatch end. The other $\frac{1}{2}$ of the group start on the new bridge hatch end. The 2 groups will need to look at the map carefully before going so they can remember the correct route. Leaders position themselves by the various escape hatches
- 10. Wombles:** - Sponsor a tunnel(s) or Junction Chamber and give it/them a clean! First brush out any dust and dirt and then give it a damp sponge all over (not too wet) followed by a quick buff dry with a towel. Thank you for helping maintain our lovely tunnels! See box in shed for cleaning equipment.
- 11. Name Order:** - The whole group must disperse into the tunnel system and then emerge back into the Shed in alphabetical order, according to first name, one at a time either A-Z or Z-A depending on what you instruct them once they have gone into the tunnels. Brief them on the challenge before sending them in but don't tell them which order until inside!

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