

# 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 the entrance / escape / exit double doors 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. Nine of the tunnel wooden joiner boxes now have double doors. The two central boxes and one on the far corner by the stream cannot be opened.
4. The front and side boxes have turn button catches to retain the doors, as well as padlocks. Please twist these to open and twist back into place when locking to retain the doors.
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 locked escape doors 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.
13. Please report any damage.
14. Please leave tunnels clean, tidy and ALL the escape hatches locked.
15. Return all kit and the keys to the Tunnel end of the shed, ensure it is clean and put away neatly in the correct places.
16. Spectators should be on the track around the tunnels and not interfering with the system or users.
17. Don't forget to encourage all those tunnelling to give it a try and enjoy.
18. And finally - lock the shed and scramble the padlock code
19. **Risk Assessment** - We have a draft to assist you in completing your assessment. This can be reviewed at <https://glennywood.org.uk/home/safety/risk-factsheets>
20. There is Hand gel, a pack of wipes and disposal bags provided with this activity. It is however recommended you also bring your own.

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### Games

Here are a few ideas of games when using the tunnels... If you come up with additional games, 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. ½ the group go clockwise. ½ 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. ½ the group start at the shed hatch end. The other ½ 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. **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!

Reviewed April 21

[Our site moto for all users to follow please](#)

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