



**apex**  
challenge

# annual report 2004

**Financial Year: January 2004 - December 2004**  
**Registered Charity No. 1102633**



# apex challenge

## Registered Address:

2 Roman Place, Leeds, West Yorkshire, LS8 2DS.

The **Apex Challenge** is a registered charity and is governed by its own Declaration of Trust, agreed and signed by its trustees on 11th December 2003 and received by the Charity Commission on 20th January 2004, and amended by Supplemental Deed, agreed and signed by its trustees on 22nd February 2004 and accepted by the Charity Commission on 15th March 2004 on which date the charity was accepted in the Central Register of Charities.

The charity operates throughout England and Wales. It is also part of the Scout Association and operates under its rules and guidelines.

## DETAILS OF TRUSTEES

The Apex Challenge currently has three trustees. These first trustees are permanent appointments:

### **Matthew Richards**

53 Clumber Street, Hull, HU5 3RH.

### **David Pape**

2 Roman Place, Leeds, LS8 2DS.

### **James Webster**

2 Roman Place, Leeds, LS8 2DS.

New trustees may be appointed by the existing trustees for a term of one year by a resolution passed at a special meeting called under clause 15 of the Apex Challenge Declaration of Trust. In selecting individuals for appointment as trustees, the existing trustees must have regard to the skills, knowledge and experience needed for the effective administration of the charity.



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The Apex Challenge aims to promote the development of young people in achieving their full physical intellectual social and spiritual potentials, as individuals, as responsible citizens and as members of the local national and international communities particularly by the provision of specialised outdoor activities.

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The **Apex Challenge** set the following for 2004 which were achieved:

- to organise two successful competitions.
- to attract more teams to take part in the competitions.
- to have teams travelling to the competitions from further afield than Yorkshire.
- to increase brand awareness of the Apex Challenge in Scout groups.
- to get more participation in the Network side of the competition.
- to increase the quality of activities within the competition.



## summary of main activities

- Formed the Apex Challenge into a registered charity.
- Redesigned the charity's website to make it more user-friendly.
- Considered what extra safety checks need to be put in place when planning event activities.
- Obtained first aid training for all trustees.
- Developed dedicated computer software for managing the event efficiently.
- Agreed the financial relationship the Apex Challenge will have with South Yorkshire Scouts.
- Planned and held May 2004 Overnight Challenge
- Planned and held September 2004 Daytime Challenge.
- Finalised 2004 accounts.
- Produced first annual report.

## summary of main achievements

- Registered the Apex Challenge as a separate charity, taking control of the Apex Challenge accounts.
- Put on a successful Overnight Challenge in May.
- Attracted more teams than ever before from the Scout Network to the May competition.
- Welcomed more teams than ever to the May competition.
- Got teams travelling from as far as Scotland, Manchester and Birmingham at the May event.
- Increased the number of hits and messages to the Apex website.
- Got better prizes donated to the May 2004 competition including a tent, clothing and days out.
- Had new people running extra activity bases.
- Broke more records for the number of teams entering the September 2004 competition.
- Achieved more corporate sponsorship including a large donation from Radio Services Ltd.
- Put systems in place to check all consent forms thoroughly before the event starts.





### **Matt Richards - Event Organiser, Chairman.**

It's been a pleasure to be part of the Apex Challenge team in 2004. Nearly five hundred young people took part in our two events, each of them experiencing new things and seemingly revelling in being part of the competitions.

We're proud that the Apex Challenge name is now widely associated with high-quality, modern and dynamic Scouting. This was always the aim and why we, as ex-Scouts ourselves, wanted to put something back into the organisation which gave us so much.

Deciding where we take the Apex Challenge next is a difficult job. It's all too easy to get caught up in the marketing, sponsorship and logistical arrangements, but we're clear that the events simply need to be about providing a safe, high quality outdoor experience to as many young people as possible, and that's exactly what we'll be working on in 2005.

Plans are already well developed for our Overnight event on 7th-8th May and we're pleased to be taking the competition to a brand new area, Sherwood Forest in Nottinghamshire. We're sure we can build on previous years' successes to improve the event still further.



### **David Pape - Assistant Event Organiser, Treasurer, Software Designer.**

One of the things which has always set the Apex Challenge apart from other competitions is the way it has embraced the latest technology. There has always been a great deal of electronic wizardry on display at the start of the event, but behind the scenes there are still many elements of our activities that do not make the most of the systems at our disposal.

Too much time has been spent in previous years administering team entries, mailing lists and web pages. My current task is coming up with a way of automating the process to free us up to put more time into the creative rather than the bureaucratic part of running a highly-successful Scout competition. Once the computer takes the strain of the day-to-day website updates it'll make more time to generate new ideas.

The custom-built software that keeps track of all the teams' scores and routes around the playing area remains one of the most impressive parts of the Apex Challenge system. In 2005 I want to develop this further with new ideas to use it to create more of a "wow" factor at the event. We're working on ideas for a countdown timer so teams see as they arrive back how close they are to their time limit before they start losing points. There's also an option being tested to have them checking themselves back in at the end of the event to free up the computer-based team to get through processing their control cards even quicker.



### **James Webster - Assistant Event Organiser, Secretary, Webmaster.**

For most people, it is the Apex Challenge website that gives them their first snapshot of what the charity and the event is all about. It is through the site that they find out details of forthcoming events, enter them, and then ultimately check their full results and see all the photos from their day out.

Much of my year is spent keeping the website up-to-date and as full of new content as possible. My aim for 2005 is to increase the number of hits the site is getting to make sure that as many people know about the Apex Challenge as possible. There are already plans to re-design the site yet further to make it even easier to navigate, and also to make sure the front pages look fresher more often. To have the same front page greeting you each time you log on makes it look as though nothing new has happened and there is no reason to keep checking the pages. That is my main challenge for the next 12 months; to come up with new ideas for content for the website that will keep people regularly checking it.

In 2004 we've made great progress on smartening up all the printed material that bears the Apex Challenge name to make sure it impresses all who see it. This is something else that needs continuing over the forthcoming year so that these documents, like the website, do not become stale with teams who've been to previous events getting exactly the same pieces of paper time and time again.



## may 2004 overnight challenge

More than 200 Scouts began arriving at Wharncliffe, just outside Grenoside on the North side of Sheffield on the evening of Saturday 8th May. The weather forecast hadn't been great (cloudy, drizzle and heavy showers) but thankfully it wasn't raining as the fifty or so teams began registering at the start of the competition. This was the biggest number of teams we had ever had turn up to an event.

After they'd received their entry pack and been to the event briefing they enjoyed the most spectacular start to an event yet. It was "I'm a Celebrity...", South Yorkshire style. Rather than a high-level metal walkway to get in and out of the playing area, the Overnight Challenge



teams had to climb along a large wooden bridge. It was needed to avoid damage to a farmer's dry stone wall, but it was a great excuse to add an extra element to the start of the evening's activities!

Many teams set off clutching well-planned strategies and routes to follow. It wasn't too difficult to stick to these for the first couple of control points and activity bases while it was still twilight. Once darkness set in, even with torches and glowsticks it was still much harder to navigate. Most activity bases

got busy fairly quickly and teams had to decide whether to queue up or go off to get some extra controls while they waited.

Waiting for them were several old favourite activities that were made all the more thrilling taking place at night (albeit with floodlights in places for safety) notably rock climbing and lawn-mower racing. With the area including water for the first time we took the opportunity to introduce this into some of the challenges. The canoeing activity was very popular as was the tight-rope challenge over water. There were also several other skill-based challenges including one where teams had to manoeuvre a candle under a piece of string to burn it and release the control punch to get the points, and in another nod to "I'm a Celebrity..." teams had to face their own bush-tucker trial involving a large bucket full of maggots.

Exhausted but happy faces arrived back at the base camp in the early hours of the morning as teams

completed their challenge and headed off to bed while the scoring team worked through the night to collate the results and print results booklets, one per team member, as they slept.

The teams awoke to the sound and smell of breakfast cooking ahead of the awards presentation. They had been competing for some of the best prizes we've yet given away including a tent, sleeping bags, fleeces, rucksacks, CD-ROM maps and days out at theme parks.



A team from Stannington Explorers in South Yorkshire took the Explorer Competition's top prize, while Woodseats Network came top of the Network league beating another eight teams, the most number of entries there has ever been in the Network event.





## sept 2004 daytime challenge



2004's second Apex Challenge competition, the Daytime event in September, was yet another record-breaker. It broke several more records than the Overnight Challenge in May. More teams entered than ever before. There were more activity bases for the teams to try out than ever before. Usually there are just a dozen but we were fortunate enough to have 14 teams of helpers able to put on activities. The top score from the winning team set a new competition record as well.

It was a return to a site close to the first Apex Challenge area in the Peak District's Burbage Valley for the 200 or so Scouts who turned up for the event, albeit a slightly different part of it. The combination of moors, woodland, flat areas and hills

make it an ideal location for the competition.

The Apex Challenge truly has carved itself out an identity in the Scouting calendar. It's a brand that is known in many different parts of the country and it's great to see the mixture of new faces at each competition mixing with the regulars who've been to several events over the last three years. We hope the event is a mixture of all the best bits of Scouting. That's always been the aim; to provide an event where everyone can try as many different activities as possible, while having a healthy element of competition against other groups and units.

Team members were treated to the old favourites of rock climbing, abseiling and lawn

mower racing, but this time there was a huge variety of other challenges for them to try. There was a series of pipes and pumps they needed to use to get water up to the top of a hill. There was a maze of strings to crawl over and under with a "bomb" that any sudden movement could trigger. Mountain biking made a return after an absence of several events. And there was a slimmed-down paintballing challenge that left several youngsters

Once the teams arrived back their free gifts kept them amused, secured thanks to the extra sponsorship that was secured. Each competitor got a custom printed Apex Challenge frisbee. Not only could they be used as a great toy, but shoved in a rucksack on a camping trip and they



double as a handy plate with a rim!

The results team swung into action in its fastest time yet to produce final scores for the end-of-the-day awards presentation, once again managing a results booklet for each team member rather than just one between four.

Both the Explorer and Network competitions were won by teams from Sheffield's Woodseats Scouts. They won sleeping bags, camping chairs and outdoor clothing. The gauntlet's now been thrown down for other teams to end their seemingly unbeatable run!



# accounts summary

The following accounts summary has been prepared from a full list of receipts and payments from the Apex Challenge accounts over the past 12 months. A full version of this detailing each item is available on request.

## INCOME

Description	Amount
Balance brought forward from 2003	£ 491.83
Sponsorship donation - W. Boyes & Co. Ltd.	£ 50.00
Sponsorship donation - Real Radio	£ 100.00
Sponsorship donation - Radio Services Ltd.	£ 250.00
Entry fees for May 2004 competition	£ 1445.00
Entry fees for September 2004 competition	£ 1265.00
<b>TOTAL</b>	<b>£ 3601.83</b>

## EXPENDITURE

Description	Amount
Activity base and event day equipment expenses	£ 321.52
Catering	£ 166.28
Floodlights	£ 58.63
Frisbees (free gift for all competitors at September 2004 competition)	£ 170.38
Generator hire and fuel	£ 100.96
Hi-Vis Tabards	£ 27.80
Laminator	£ 29.99
Maps and map bags	£ 35.04
Marquee hire	£ 775.50
Printer and USB cable	£ 185.65
Prizes	£ 14.00
Sound system (split four ways with friends of Woodseats Venture Unit)	£ 220.00
Stationery	£397.92
T-shirts	£355.00
Toilet hire	£120.00
Trophies	£ 40.00
<b>TOTAL</b>	<b>£ 3018.67</b>

# accounts summary (cont.)

## BALANCE AS AT 31st DEC 2004

Description	Amount
Income	£ 3601.83
Expenditure	£ 3018.67
<b>TOTAL BALANCE CARRIED FORWARD</b>	<b>£ 583.16</b>

## ASSETS HELD BY THE CHARITY

Purchase date	Description	Value at Purchase
03/05/2004	4 x Hi-Vis Tabards	£ 27.80
03/05/2004	Dark Peak Ordnance Survey Map	£ 7.11
03/05/2004	2 x Floodlights	£ 66.84
06/05/2004	Long arm stapler	£ 17.99
09/08/2004	Sound system (joint purchase with friends of Woodseats Venture Unit)	£ 220.00
06/09/2004	Laminator	£ 29.99
08/12/2004	Oki B4250 laser printer and USB cable	£ 185.65
	<b>TOTAL VALUE AT PURCHASE</b>	<b>£ 555.38</b>

## LIABILITIES OWED BY THE CHARITY

Due date	Description	Amount
—	NONE	£ 0.00
	<b>TOTAL</b>	<b>£ 0.00</b>

**This annual report is signed to certify it is a true and accurate record of the Apex Challenge's activities during 2004. To the best of our knowledge all details contained within this document are correct and no essential details have been deliberately omitted.**

Matthew Richards (Trustee) \_\_\_\_\_

Date: \_\_\_\_\_

David Pape (Trustee) \_\_\_\_\_

Date: \_\_\_\_\_

James Webster (Trustee) \_\_\_\_\_

Date: \_\_\_\_\_



**If you would like further copies of this annual report, please contact:**

Apex Challenge,  
2 Roman Place,  
Leeds,  
West Yorkshire,  
LS8 2DS.

A small charge to cover printing, postage and packing will be required.



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