



annual report 2006



Financial Year: January 2006 - December 2006
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. Its aims are "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".

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.



“ We believe that through adventure, we challenge individuals so that they learn and experience new things that enrich their lives. The Apex Challenge provides national activity competitions for Scouts aged 14-25, offering a unique adventure experience. ”



The **Apex Challenge** set the following for 2006 which were achieved:

- To organise a successful first Apex Extreme event in the Autumn.
- To increase the number of hits on the website.
- To avoid making a loss on either of this year's events.
- To improve the quality of the activity bases on offer.
- To automate more of the admin tasks of the event.
- To plan the event programme for 2007 – Centenary Year.

progress towards 2006 aims:

1. To organise a first successful Apex

Extreme in the Autumn. It was always going to be a huge challenge to adapt the Apex format into a full weekend of action, but we did it! 41 teams joined us for the event in the Peak District. Every one of the questionnaire responses praised the weekend with many saying it was great value for money. We fitted more activities into the event than ever before and all the stages of the competition worked together to create one continuous weekend of adventure. **AIM SUCCESSFULLY ACHIEVED.**

2. To increase the number of hits on the website.

Based on every statistical measure the Apex Challenge website should big increases in 2006. There were more than a million hits to the site with in excess of 11,000 individual visitors, 22,000 visits and just under 200,000 pages were viewed.

AIM SUCCESSFULLY ACHIEVED.

3. To avoid making a loss on either of this year's events.

Excluding income gained through grants or donations, the May event made a £137.83 profit and the October event made a £451.71 loss. Overall taking into account the grant and donation the Apex challenge made a profit of £1,061.12.

AIM PARTIALLY ACHIEVED.

4. To improve the quality of the activity bases on offer.

This was one of the main objectives for us in 2006; after all, it's the range of activities that sets the Apex out from other Scouting events. We had twelve main activities running through the Saturday of the Apex Extreme including

a dramatic abseil, tall rock climbing base and weaselling. It was also great to get some new inventive bases such as the dramatic river crossing on a rope chair and the 'Lost' base, inspired by the TV series of the same name. The Sunday gave us the first ever chance to do longer activities and the canoeing and assault course both proved very popular. **AIM SUCCESSFULLY ACHIEVED.**

5. To automate more of the admin tasks of the event.

The main processes that have been automated during 2006 have been the on-screen presentations on display during the event. The display of photos is now self-generating and is capable of accepting new photos to be simply added into it without taking it offline. The final results presentation is now also generated automatically. While there are one or two minor glitches to iron out the new system is much better and less time-consuming to use.

AIM SUCCESSFULLY ACHIEVED.

6. To plan the event programme for 2007 - Centenary Year.

During 2007 the resources of both the charity trustees and also many of the people who help out with our events will be used to put on a massive Scout camp for the whole of South Yorkshire. For this reason, and to ensure the charity trustees are not overworked there will be just one Apex Challenge competition in 2007 which will be another Apex Extreme in October.

AIM SUCCESSFULLY ACHIEVED.

2006 in brief

- Successfully organised the first ever Apex Extreme competition spread across a whole weekend in October.
- Improved the overall standard of the activity bases at each event including some brand new ones.
- Used technology to improve the efficiency of the events to free up the main organising team for other tasks.
- Broken all previous records for the number of visitors the website is receiving.
- Produced the first event DVD which can be used to promote the competition.
- Made the events more financially sustainable by adjusting the entry fees to ensure they no longer make as much of a loss or rely on grants to continue.
- Set plans for 2007 for the Apex Challenge to contribute to Scouting's Centenary celebrations.





Matt Richards - Event Organiser, Chairman.

It's been another very busy year for the Apex team but one that's been extremely rewarding. The highlight has to be our first ever Apex Extreme competition in October. This came about through a desire to expand our events from just one day or night into an entire weekend. It took months of intricate planning but was a huge success.

We were also able to produce our first ever DVD showcasing the event. More than a hundred copies have now been sent out across the country. We've even sent one to California where the Scouts there are planning to create an event based on ours!

Again I'd like to thank the dozens of people involved in putting on these events. The team grows every year but so does the level of enthusiasm and effort being put in. That extra effort is one of the main factors that makes the Apex Challenge one of the most highly thought of events in the UK.

2007 brings new challenges for the team. We're delighted to be involved in helping with the centenary celebrations. This means we will just be hosting one event but we are determined that will be another spectacular Apex weekend.



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

The Apex challenge accounts are looking healthy but we are still relying on grants and donations to keep the charity in the black. The balance we are carrying forward into 2007 gives us a comfortable buffer for future events. We have always found it difficult to set the entry fee. This is partly because it is hard to estimate the costs of individual events and also because we never really know how many teams are going to enter until a week before the competition. We see the grant and donation as paying for particular expenses during the year, and the excess entry fees contributing to a buffer to ensure that future events are financially viable.

I think the event software has been a particular success this year contributing to the smooth running of the events. It was used to help to set off teams during the events, record start and finish times and other points gained or lost. It is especially useful for tracking which teams are still out and which have already returned. It is great to be able to press a button and get the final points and positions so that participants can go home knowing how well they did.

In 2007 we will try to improve the transparency of the scoring system to make it easier to understand. We also plan on adding extra functionality into the software to make it easier to track teams which have not yet returned to base on time.



James Webster - Assistant Event Organiser, Secretary, Webmaster.

2006 saw us pass a huge milestone with the Apex Challenge website. For the first time we managed to get more than a million hits during the year. I've made big efforts to increase the amount of material on the website, the frequency it's updated and the ease with which people can use the site so they are not forced to leave it through frustration.

We've put more pictures on the site than ever before for each event. We've included more details about the competitions both before and after they take place and the whole menu structure has had a redesign to simplify the site's organisation. For most of the year it's the only part of the Apex Challenge visible to the outside world so it's important it sells everything about our events.

Having only one event to organise in 2007 will give me the chance to refresh the design of the site and the other branded items which are in use at our events to keep them looking new and exciting. It is also my aim to further develop the website which doesn't currently conform to the latest standards in web-design, so the extra time without the pressure of organising events should allow me to develop my skills at developing new page layouts which are easier to maintain and update and should pave the way to more people being able to have input into the maintenance of Apex Challenge online.



may 2006 overnight challenge

"It is the coolest thing I have ever done!" That's just one of the comments we've had from the 63 teams who took place in the 2006 Apex Overnight Challenge. 250 Explorers and Network members were battling through the night at 13 top activity bases, navigating between control points and crucially trying to avoid those ultra-keen Apex Chasers.

The line up of activities at this event was truly spectacular. The old favourites were back, including the bouncy castle gymnastics and the laser shooting, but there were also some new appearances.

The 'Virtual Caving' base proved very popular where teams had to scale a huge disused railway bridge on a caving ladder. But when they'd reached the control point at the top, the challenge still wasn't over as

the other side had to be scaled in reverse. It was true adventure challenge which had everyone gripped.



Further down the track the mountain bikes were whizzing down dark tracks, lit only by a trail of glowsticks. A good sense of direction and stacks of nerve were the name of the game here. Elsewhere it was coordination and skill that was needed. The fairground side-stall base had everyone knocking over coconuts and even hooking ducks in order to reach the crucial punch.

Then there was the odd base



that was clearly not for the faint hearted. Screams could be heard for miles coming from the Unlucky Dip base. With the keys you need for unlocking the punch hidden under all sorts of wriggly things, it took real bravery to fetch them out.

The canoeing challenge had the added excitement of a leaking boat! Teams had to paddle their way past large inflatable dolphins, then crawl along a wobbling pontoon to reach the punch.



But the best base award of the night went to the team who'd organised the 'Zipline'. This massive aerial runway took a full day to construct. Teams had to scale a huge tower high in the woods to board the seat, then whizz down the line to the bottom, way off down the hill.

As teams arrived back in the early hours of the morning, the chilled out atmosphere of the marquee was a welcome sight. The catering team had been busy preparing hotdogs

and drinks while the results team were already starting to work out how teams had performed. As photos from the night were cycled on the big screen, teams slowly retired to get some well earned sleep, but very soon the sun was already beginning to rise.

As everyone woke up on Sunday morning, it was time to discover how each team had fared. Did we let the chasers catch us too many times? Did we get to enough of the activities? All was about to be revealed at the results presentation.

Soon it became clear who was leaving with the top prizes - but everyone was happy just to have been involved in such a large-scale event. Everyone left with a full results pack detailing their routes and how they'd performed ... and discussions could be heard about how game plans would be altered for next time!





october 2006 apex extreme



As teams arrived on Friday evening you could feel the anticipation as they got the first details of what the weekend would bring. Tents sprang up under the enormous glow of the lighting tower. Maps were checked, plans formulated, and strategies finalised.

At eleven o'clock we had our first event briefing. The event centre was packed to bursting with team. Just as they thought it was over the first event began – the Glow Company challenge. The recipe was simple. Get 41 teams to hurl 300 glowsticks into fishing nets with no lights on. You could hear the screams and chaos from miles away but that was necessary to decide teams' starting order for Saturday.

Bright clear weather greeted us the next morning, perfect for the Apex Challenge as all

the teams began their seven-hour journey towards Kinder Scout. Among the 12 activities to complete was a dramatic abseil down one of Kinder's biggest outcrops, crossing a river on a rope chair, and even trying your hand at extreme kite flying. Teams were also taking on a tunnel of gushing water at one of the bases, and when they reached the top of Grindslow Knoll, were faced with a blindfolded weaselling challenge. It certainly wasn't easy.

By mid afternoon there were strange beeping sounds coming from pockets and rucksacks. The Apex text message was coming through guiding teams to the location of the 'secret finish'. There was just enough time to gather those few more Apex points, before teams were heading to the meeting point.

At this point three teams ended up being faced with a totally different kind of

challenge. They had heard the screams of a man who had broken his leg on one of the main paths and immediately went to help. Among these Explorer teams were three lifeguards and a trainee mountain leader so they had no problem looking after him. As they were in a mobile phone black spot, it was our radio team who called Mountain Rescue. When they arrived on the scene, they had nothing but praise for our Explorers whose treatment of the casualty was, in their words, "top-notch!"



The rest of the teams were ticking into pork pies and swiss rolls before heading off out on the Apex Balloon Race under cover of darkness.



Starting with four balloons, each team was aiming to get as many back to base as possible without getting them popped. More balloons could be "bought" along the way but that could points thrown away if they popped. It took some teams several hours to get back to base (some with more than a little help from our crew!) But were they shuffling their feet and looking miserable? Not at all – even after 14 hours in the Peak, they were still loving every minute.

After such a demanding day, there was a rush first to the food hall and then to bed,

An assault course and canoeing challenge was the recipe for Sunday's aching legs. This tested teams' strength, agility, teamwork and stamina.

By the time teams were returning, the results table was almost finalised and within a couple of hours we were watching footage of the weekend on the first ever Apex Challenge DVD.

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
Sponsorship donation - Real Radio	£ 125.00
Entry Fees & T-Shirt Payments (May 2006 Overnight Challenge)	£ 2750.00
Entry Fees & T-Shirt Payments (October 2006 Apex Extreme)	£ 2875.00
Grant (Awards For All)	£ 1250.00
TOTAL	£ 7000.00

EXPENDITURE

Description	Amount
Activity Base Expenses	£ 280.63
Asset Purchases	£ 233.57
Catering	£ 1058.66
Event Day Equipment	£ 802.97
Clothing	£ 1015.03
Accommodation	£ 1112.50
Communications	£ 199.75
Stationery	£ 139.43
Printing / Photocopying	£ 41.98
Prizes	£ 36.00
Trophies	£ 26.14
Miscellaneous	£ 667.76
Christmas	£ 60.31
Fuel	£ 264.15
	£ 0.00
	£ 0.00
TOTAL	£ 5938.88

accounts summary (cont.)

BALANCE AS AT 31st DEC 2006

Description	Amount
Balance brought forward from 2005	£ 934.50
Income	£ 7000.00
Expenditure	£ 5938.88
TOTAL BALANCE CARRIED FORWARD	£ 1995.62

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 Scout Unit)	£ 220.00
06/09/2004	Laminator	£ 29.99
08/12/2004	Oki B4250 laser printer and USB cable	£ 185.65
10/05/2005	4 x Sodium Lamps	£ 110.00
08/11/2005	Projector (joint purchase with friends of Woodseats Scout unit)	£ 300.00
24/04/2006	2 x Cash boxes	£ 8.98
13/05/2006	3 x Twin halogen floodlights	£ 78.59
20/05/2006	Petrol generator	£ 44.61
20/05/2006	4 x Reflective vests	£ 16.00
20/05/2006	6 x Fuel cans	£ 23.94
25/05/2006	Orienteering controls	£ 32.50
	TOTAL VALUE AT PURCHASE	£ 1170.00

LIABILITIES OWED BY THE CHARITY

Due date	Description	Amount
—	NONE	£ 0.00
	TOTAL	£ 0.00

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: _____





www.apexchallenge.co.uk



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.