



Ready Steady Winchester

Ready Steady Winchester, or Ready Steady Rangers as it was previously known as, was created for Hampshire North Ranger event in July 2024, with this pack being designed by Ranger Adviser, Eloise Smith.

The event was attended and enjoyed by 100 Rangers and leaders from Hampshire North County and other counties too.

Badges can be ordered by completing the form on the page below. The answer and hints sheet will be accessed via a QR code included in your badge delivery.

Ready Steady Winchester is a scavenger hunt designed to engage all sections of Girlguiding (recommended for Guides and Rangers). Teams will solve clues and complete tasks to uncover the mystery of the missing Guiding Light, with the option to earn points (great for an extra element of competition between multiple groups).

This pack includes a series of clues and directions that will guide participants through the scavenger hunt. Upon delivery of your badges you will be able to access the answer and hints sheet.

Each clue will lead to a specific location or object where teams can cross off an innocent suspect, location, or tool. Each correctly solved clue earns the team 10 points.

Hints can be given, but points will be deducted: 7 points for the first hint, 5 points for the second hint, and 3 points for the third hint. Example hints are provided in the leader's answer booklet; however, these can be adapted for individual needs. For example, hint 1 could either be a What3Words code or a photo clue.

There are extra point challenge examples provided, which can be adapted to suit each unit's needs. Please be aware that the Hendog examples given are constantly being updated or removed by building owners.

While this pack is designed for independent use, we are here to help if you have any questions or need additional support. Please contact us at info@girlguidinghn.org.uk.

We hope you enjoy your Ready Steady Winchester!

Branding Approval

From: Branding Matters <BrandingMatters@girlguiding.org.uk>
Date: Fri, 7 Feb 2025 at 12:16
Subject: RE: FW: Ready Steady Winchester Badge
To: Girlguiding Phoenix <girlguidingphoenix@gmail.com>

Hello Tracey,

Thanks for sharing your updated design for the Ready, Steady Winchester bespoke badge and confirming the required free space surrounding the trefoil. I can confirm the design meets our refreshed branding requirements. It is okay to produce in Masterbrand (White Trefoil on Girlguiding dark blue Pantone® 2766 C background). Good Luck with the badge and event.

Thanks Ruth

From: Girlguiding Phoenix <girlguidingphoenix@gmail.com>
Sent: 05 February 2025 20:33
To: Branding Matters <BrandingMatters@girlguiding.org.uk>
Subject: Re: FW: Ready Steady Winchester Badge

Sent: 05 February 2025 20:33
To: Branding Matters <BrandingMatters@girlguiding.org.uk>
Subject: Re: FW: Ready Steady Winchester Badge

Dear Ruth,

Many thanks for your advice on the Ready, Steady Winchester badge. We can confirm that it is a multiple section challenge and we have made the adjustments to the Trefoil as you requested.

We have decided to stay with the colour palette which we selected as the one you suggested does not work well with the design.

I hope that you are now able to give branding approval for the badge (below). I have attached the full specification showing the colour chart.

Many thanks,

Tracy Betteridge



Badge Order Form

Please complete this form to purchase the Ready Stead Winchester badge. The QR code to access the answer and hints sheet will be included in your delivery.

Name:

Unit:

Postal Address:

Email Address:

Number of badges (£1 each): ____

Badge Amount: £____

Postage Amount: £____

Total: £____

Postage Costs (2nd Class)

1-5 Badges- 90p

6-30 Badges- £1.60

31+ Badges- £2.50

Payment

BACS payment can be made to the below account:

Account Name: Girlguiding Hants North Badge Account

Sort Code: 20-16-99

Account Number: 40034274

Please use Ready Steady Winchester and your Unit name reference and email this form or the same details to badges@girlguidinghn.org.uk.

Cheques made payable to Girlguiding Hants North Badge Account

Please send cheque and order form to:

Angela Hammond

7 Warham Road,

Worting,

Basingstoke

RG23 8BQ

Any questions relating to purchasing badges and delivery, can be sent to badges@girlguidinghn.org.uk.

CONFIDENTIAL

A Winchester Whodunit
**The Mystery of the Lost
Guiding Light**



TOP SECRET

Detective Rangers _____

1

Winchester Whodunit

WINCHESTER WHODUNIT



*BREAKING
NEWS*

Guiding Gazette

*SPECIAL
EDITION*

BREAKING NEWS

WINCHESTER'S GUIDING LIGHT VANISHES

The peaceful city of Winchester, a place where history and harmony often walk hand in hand, has been stirred by an alarming occurrence. The Guiding Light, a treasured lantern passed down through generations of Girlguiding leaders, has mysteriously vanished. This lantern isn't just any lantern—it symbolizes the eternal flame of friendship and solidarity lighting the way for every girl guide.

As darkness fell on the night of its disappearance, the Guiding Hall, once aglow with the light's radiant flame, was cloaked in shadow. There, beside the cold remnants of a campfire, lay a cryptic puzzle. It's believed that solving this puzzle will reveal the location of the lost lantern.

As a team, you must band together and navigate through the winding streets and ancient byways of Winchester, collecting clues, and investigating landmarks where answers to the lantern's whereabouts lie hidden.

The team that unearths the location of the Guiding Light, identifies the culprit and determines the tool used to steal the lantern in the quickest time will win an extra 50 points.

-
- **Stay Together:** Your team must stay together at all times. Do not split up.
 - **Road Safety:** Be **VERY** careful when crossing roads, only solve clues when stationary on the pavement. As thrilling as solving a clue may be, staying safe is more important.
 - **Follow Directions:** You do not need a map to solve the trail. The directions will lead you from start to finish. If you miss an answer, retrace your steps.
 - **Phone Use:** Keep your phone on sound at all times in case leaders need to contact you. You must not use your phone to solve challenges via the Internet. Additionally, you must send the game hosts a photo of your team every hour as a check-in.
 - **Respect:** Show respect to all participants, leaders, and the public, as well as the historical sites and environment. Remember you are representing Girlguiding.
 - **Clues/Hints:** Each clue you answer will reveal a name/location/tool number that can be removed from the search. If you cannot solve a clue, contact the game hosts for a hint. However, be aware that each hint will reduce the points you earn.
 - **Timely Return:** Return to Winchester Cathedral by _____ to submit your final answer. Late teams will lose 2 points for every minute overdue.
 - **Emergency Situations:** In case of an emergency, contact a leader immediately. Ensure you have the emergency contact number saved on your phone.
 - **Hydration and Snacks:** Ensure you drink enough water and have snacks with you to maintain your energy levels throughout the day.
 - If you spot a  symbol, an extra challenge can be found near this location
-

List of Suspects



Matilda Best
Guide Leader

Matilda has been planning a camp for her Guides, but she lacks the funds to make it happen. The Guiding Light could provide the funds needed for the trip.



Fiona Roberts
Ranger

Fiona is known for her competitive nature. She sees the Guiding Light as a challenge. She is nicknamed "Fourboys" due to her four brothers who were scouts.



Elizabeth Frink
Unit Helper

Elizabeth is a Elizabeth, an influencer for Girlguiding on social media. She sees the Guiding Light as a chance to demonstrate her passion and commitment to the movement.



Daisy "Dove" Johnson
Brownie Leader

Dove has been feeling overwhelmed lately and is considering stepping down. The Guiding Light as a ticket to change and force Girlguiding to better support leaders.



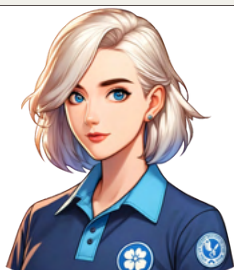
Isabella Inkerman
Ranger

Isabella is passionate about history and believes that the Guiding Light could uncover hidden secrets about the Girlguiding past, and make a name for herself as a historian.



Alfred Southton
Camp Expert

Al is nearing retirement and has loved being able to volunteer within the Girlguiding but sees the Guiding Light as a way to leave his mark and be remembered.



Wendy Hutchinson
Guide Leader

Wendy is committed to experiences for all girls. She hopes the Guiding Light can spark her girls' imagination, giving a sense of wonder and adventure to her unit.



Katie Turner
Ranger Leader

Katie is working towards her Queen's Guide Award, but feels overshadowed by one of her Rangers. She believes the Guiding Light could bring her some respect within Girlguiding.



Georgia Scott
Brownie Leader

Georgia's unit has been struggling financially, the Guiding Light is a valuable item that she could sell to support her struggling Brownie unit.

List of Suspects



Tessa Evans
Young Leader

Tessa has a passion for innovation and believes that the Guiding Light represents outdated traditions. She has always wanted to make a bold statement.



Dexter Kelly
Unit Leader

Jules has always been inspired by the Guiding Light and its symbolism of unity and friendship. At each meeting she can be seen Gazing at the Lantern wishing it to be hers.



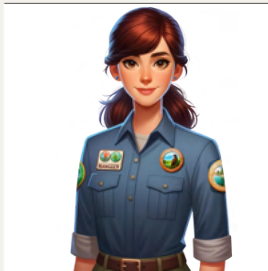
Victoria Peters
Division Commissioner

Vicky has dedicated her life to Girlguiding. She sees the Guiding Light as a symbol of unity and hopes to use it to inspire greater collaboration and teamwork.



Jenny Kingsley
Unit Leader

Jenny is a advocate for inclusivity within Girlguiding. She believes the Guiding Light could spark a conversation about the need for greater inclusivity and representation.



Olivia Brownie
Ranger

Olivia is passionate about the environment and believes that the Guiding Light could be used to raise awareness and spark change in her community.



Indigo Newton
Rainbows Adviser

Indigo is passionate about advocating for girls' rights. She believes that the Guiding Light could draw attention to important issues and inspire positive change.



Archie Chambers
Archivist

Archie is a devoted archivist who believes that the Guiding Light holds valuable historical significance wanting to preserve it for future generations.

Notes

Key Locations



Darling Tech

This university is known for its advanced security systems and restricted access areas, an ideal spot to hide the Guiding Light.



Misty Lilac

This quaint flower shop is known for its tranquil atmosphere, a peaceful hiding spot for the Guiding Light.



Jane's Haven

This cozy bookstore exude warmth and charm, a perfect place for the Guiding Light to be tucked away.



Lantern Loop

A secluded trail illuminated by lanterns, offers countless hiding spots for the Guiding Light to remain hidden from view.



St. John's Lookout

This vantage point provides breathtaking views and ideal spots to hide while keeping a watchful eye on the horizon.



Thorny Grove

Hidden within a dense thicket of thorn bushes, this secluded grove offers natural protection and camouflage for the Guiding Light.



Parsons' Passage

A narrow alleyway lined with historic buildings, providing plenty of nooks and crannies for the Guiding Light to be stashed away.



Cole's Crossing

A picturesque bridge spanning a tranquil stream offers serenity and seclusion, making it an ideal hiding place for the Guiding Light.



Hopeful Heights

A scenic overlook at the edge of town, this elevated perch offers a lofty and secluded spot for the missing Guiding Light.

Key Locations



Queen's Quay

A bustling harbor lined with ships and sailors offering plenty of activity and distraction, providing the perfect cover for the Guiding Light to remain hidden.



Gull Meadow

A tranquil meadow dotted with wildflowers and birdlife providing the perfect sanctuary for the Guiding Light to be concealed.



Whispering Woods

A serene and enchanting forest, this mystical woodland offers countless hidden clearings and secret glades, providing the perfect sanctuary for the Guiding Light.



Sandstone Sanctuary

A hidden cave carved into the cliffs, this natural sanctuary offers shelter and a secure hiding spot for the Guiding Light.



Pathfinder's Promenade

This picturesque pier stretches out into the shimmering waters of the bay offering breathtaking views.



Salisbury Shore

A secluded beach with golden sands and crashing waves, providing a hidden retreat for the Guiding Light.



Tweed's Retreat

A secluded cabin nestled in the hills, offering peace and privacy, providing the ideal sanctuary for the Guiding Light.

Notes

Tools of the Crime



1875

KNOT TYING KIT



1901

COMPASS



1918

FRIENDSHIP BRACELET



1870

**GUIDING
HANDBOOK**



1972

**CAMPFIRE
KIT**



1713

GUIDING SASH

Teams Guess

LOCATION

SUSPECT

TOOL

Challenge List

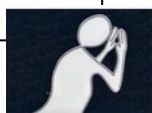
CLUE 1	Your adventure begins at the corner of Guildhall, a stone's throw from the bus station. To uncover your first location, think beyond the city bounds. Seek a spot 25 miles away, the Guiding light was not hidden there! If its name matches a location, don't hesitate, cross it off the list, and seal its fate.
	You're off to a great start - The guides will be so pleased! Venture through the black gates into the park on your left. Once inside Abbey Gardens, a serene and lovely spot, you'll discover the next 2 clues.
CLUE 2	Great detectives rely on all their senses. Explore the scented garden behind the residence where a cherished object bought by the children of Winchester stands. Eliminate the location associated with Geoffrey's last name.
CLUE 3	Hunt around the gardens for this object. No, this isn't our precious lantern. Look closely at its base where you'll find one of two things 'lying' there to help you eliminate another incorrect location.
	Exit the park and head back onto High Street. Carefully cross the road at the dropped curb to reach the statue of King Alfred.
CLUE 4	Alfred is one of only two English kings to have been awarded the title 'The Great' known for his defence against the Vikings and improvements in law and education stands tall in statue form. The artist who crafted this statue shares their name with another location that you must now eliminate.
	Carefully cross back over at the dropped curb and continue to the left, moving away from the High Street until you reach the bridge to uncover your next clue.
CLUE 5	From the bridge's vantage point, spy a shield adorned with five small red towers and two lions. Identify what was 'Rebuilt in 1744' and rearrange its letters, replacing a 'L' with a 'S' to unveil another location where the guiding light cannot be found.
	With your back to the mill, follow the path along the riverbank known as The Weirs, and remain vigilant for any signs of suspicion. The stakes are high, and tensions may rise if anyone catches wind of your discoveries!



CLUE 6	Find the second set of steps on your right, quietly tiptoe up them, and peek through the gates. The name of the 'DAY' a foundation stone that was laid holds the key to the next location to be eliminated.
	Continue your quest along the river's path, where the whispers of the waters guide your way. Can you spot the ruins of the ruins of Wolvesey Palace? Keep right and  you will eventually reach College Street, where two mysteries await your unravelling.
CLUE 7	Continue down College Street, looking to the skies for two letters missing from the following image. When these letters are upside down and transformed into Roman numerals (help sheet at the back of the booklet), their secrets will unveil a word. The last four letters also appear in another innocent location. 
CLUE 8	Further along, discover who spent their final days on this road. Their name will help you eliminate another location from your search.
	You're not kidding around, the leaders back at the Cathedral are impressed with your skills! At the end of this road, turn left. Continue past the pub and keep an eye out for your next clue.
CLUE 9	Search for some distinctive bulging windows nearby. Across from them, find a musician's plaque and count the occurrences of 'C', 'A', and 'T'. Add up the totals and eliminate a location from the map with that same number of letters.
	Continue along this road for a short distance, then veer right into St Michael's Passage. When you reach its end, make a right turn and keep your eyes peeled for the next clue!
CLUE 10	Three firsts! Find the FIRST three letters of the FIRST cottage to your right. These rhyme with the FIRST word of another location to strike from your list.
	Keep strolling down Culver Road. No more clues here, so don't linger! But keep your eyes peeled at the junction for your next clue.
CLUE 11	Find the object in the following image. Compare it to the real thing, noting the two missing letters. If A=F, B=G, C=H and so forth, use this cypher to identify the first and last letters of another location to cross off the map. 

	Facing Culver Road, turn left and follow the street to another junction. You will need to look very carefully for your next Clue. Be careful as you do so as traffic can appear from any direction. Remember, while cats may have nine lives, you've only got one!
CLUE 12	Search for something red to unlock this clue. Upon close examination, identify the person originating from Birmingham. They will help reveal the next location to eliminate from your search.
	Stroll through the historic stone town gate on your left, then veer right beneath the next ancient arch. Continue along the path toward the front of the Cathedral through the stone archways. Scour the grounds to locate your next three Clues.
CLUE 13	Looking at the war memorial search for the item in the following image, jotting down in alphabetical order, the letters of the alphabet that are absent from the three lines of text below it. The sixth letter in your list corresponds to the first letter of another location on the map.
CLUE 14	Look around for the name inscribed on a bronze rifleman (you'll need to look closely, as it might be tucked beneath his feet). Strike off a location from our search based on this name.
CLUE 15	Navigate down the avenue of trees to your left until you discover 'Luminous Motion'. Among the eight themes listed on the base, identify which one contains the most letters. Rearrange the letters of this theme to unveil another location.
CLUE 16	Can you spot the Winchester City Museum? Count the number of lions, stars, castles, shells, and birds on display at the front. Match your total count to the last two digits of a weapon number to eliminate your first weapon!
CLUE 17	Facing the museum entrance, head down the street to your left. Keep an eye out to your right for any mention of an old dispensary, which used to serve as a market. Can you find the year it was established? If it matches a weapon number, you can eliminate that weapon from your inquiries. Cross it off your list!
	Continue along this street until you reach the end, then make a left turn. Once you're on the High Street, take another left. There, you'll find three more clues awaiting your attention.
CLUE 18	On a street corner, seek out a king between two sailing ships. Then, gaze down the street to your right to witness a man battling a ____ on a bridge. What is the missing word? Add an 'A' and you're on your way to crossing off your first suspect.



CLUE 19	A little further along, seek out who built the structure depicted in the following image in 1865. Your answer will eliminate another suspect as they were leading a camping trip when the crime took place, so couldn't possibly be guilty. 
CLUE 20	As you proceed further up High Street, keep your eyes peeled for a year associated with the phrase 'Anno Pacifico'. This will enable you to eliminate a weapon. Rest assured, this particular tool wouldn't harm a fly, let alone help steal our guiding light.
	Slip down the small passage to your right between Phone Tech and God Begot House and walk past the Royal Oak until you reach the road. Turn left up the street, cross the pedestrian crossing to your right, and walk back down the hill. Head left into St Peter's Street, where two Clues await.
CLUE 21	What was the surname of the lady who owned a Tudor house on the site of a hotel here? Eliminate a suspect with a rhyming name. This suspect, known for their dedication to Girlguiding, was leading a craft during the time of the incident, providing them with a solid alibi.
CLUE 22	Walking further down the road search the left-hand side for information related to 'Peterhouse'. There are four years mentioned. Add the last digit of each year together. The first and last letters of your answer match the initials of a suspect to be eliminated.
	Beware that the culprit may attempt to tamper with evidence. Remain vigilant and discreet at all times! Continue along this road until you reach the church on the left entering the grounds car park.
CLUE 23	Examine the back of the church for a chessboard-like pattern. Count the white tiles carefully and multiply your answer by 11. This calculation will allow you to eliminate a weapon from the list of suspected weapons.
	Quietly make your way around to the front of the church, watching out for cars as you go. When you reach the road turn right towards the traffic lights, cross carefully before heading back towards the library (take extreme caution, as this is a very busy road!). You will need to search carefully to uncover your next clue.
CLUE 24	The library was erected in 1838, but who was the architect? Eliminate a suspect with a similar name. Well done! Keep your focus sharp, we're on the path to cracking this case and ensuring justice prevails! 
CLUE 25	Stand facing the library entrance, then pivot to your left, heading towards the town. Track down the following figure in this image. In the image, you'll find an item that will help you eliminate another innocent suspect from your investigation. 

	Continue along this road until you reach its end, then turn right, heading uphill. Cross at the second pedestrian crossing you encounter on your left, and then turn right, continuing uphill. Keep your eyes peeled as you ascend, as there are two clues waiting to be discovered along this route!
CLUE 26	Keep an eye out for a jockey, finding a related name to eliminate another suspect from your list.
CLUE 27	Keep walking up the hill in search of someone who can quench your thirst. This suspect has been a loyal supporter of the Girlguiding for 15 years. They are certainly not involved in any wrongdoing that could tarnish the reputation of Girlguiding.
	You're making remarkable progress, and the Chief is thoroughly impressed with your dedication! Keep up the excellent work, and before you know it, the culprit will be brought to justice. Turn left here and head towards the Great Hall.
CLUE 28	A reliable source has tipped you off: Along this path, you'll discover a stone memorial seat. Why not take a hydration break? Looking up and left find a name that will eliminate another suspect. They were doing their safe space training when the guiding light disappeared.
	Make your way to the entrance of the Great Hall through the flag poles to your left. Upon reaching the road, make a left turn up the hill. After a short distance, turn left through the gates marked by the museum sign. Explore the area for your next set of Clues.
CLUE 29	The Royal Green Jackets (RGJ) was an infantry regiment of the British Army. Search for their stone carving on your right and identify the last name of another suspect to eliminate.
CLUE 30	Search for a statue in the ground, to its left you'll find the soldier in a picture. What word is the soldier's sword pointing towards? The first two letters of the word match the initials of another suspect who is innocent.
	Stay alert for any suspicious activity that may be linked to the crime. Navigate through the initial car park to the right of the prominent building ahead.
CLUE 31	Locate a green pipe near a large stone archway on your left. It will help lead you to another weapon to cross off the list! You've just one more weapon to restore the Guiding Light to its rightful place in the Girlguiding community!



	Continue along the path to the rear, following the signs for Southgate Street. Do not exit onto the street. Keep following the path around to the left. Eventually, you'll uncover your next Clue, leading us closer to solving the mystery of the guiding light.
CLUE 32	Carefully examine the information displayed opposite a long flight of steps. (NB: There is more than one flight of steps!) Now, consider who might have practised here during Elizabethan times. This word should help unveil the name of another innocent suspect.
	Continue ahead around the back of the houses, until you reach a church. Your next Clue is concealed behind the corner of the black iron railings to your right. It might be obscured by shrubbery, so be thorough in your search!
CLUE 33	The spire of the church is featured in a famous novel. Poke around the outside back of the church for some more information. Once found, examine it carefully to identify two consecutive words, each containing nine letters. A name hidden within the second word will help identify another innocent suspect.
	Make your way to the front of the church and turn right when you reach the main road. Cross the road using the pedestrian crossing ahead, then turn onto St Swithuns Street. Continue straight past the first junction, then make a left turn into Symonds Street to uncover the next clue.
CLUE 34	Follow the trail of trefoils to the front of the house, can you spot the hospital history wall carving? Match one of three things that needed maintenance to a suspect, and eliminate them from your list. This person was busy leading an Inspire workshop when the lantern disappeared, so is innocent.
	Continue along this road to the next junction finding the Great Minister Street sign. Take your time with the next Clue so that you don't make any silly errors that could jeopardise the case.
CLUE 35	Find 7 letters above 1880. Convert all letters into Morse Code (help sheet on the back of booklet). If 1=A, 2=B, 3=C, etc., the total number of dots and the total number of dashes will match the initials of an innocent.



Congratulations you have finished your investigation! Turn right down Great Minster Street towards the Cathedral to return to your staring location.

Ready Steady Winchester

Extra Challenges

Take a team photo with a Hendog original and send it to game hosts for an extra 10 points per art piece. TOP TIP: Use What3Words



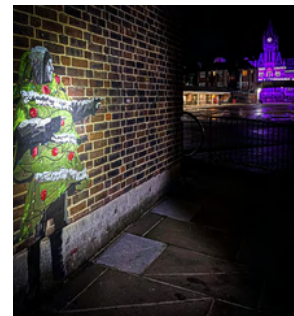
"Girl With Sunflower"
(///swims.stadium.skimmers)



"We're Not That Different"
(///bends.mouths.scatter)



"The Long Night"
(///punctured.promising.places)



"Christmas Kev"
(///doubts.claw.shuffle)



"Lego Boy"
(///colder.design.quilting)

My leader _____ is amazing because (20 points)

Have you ever heard of the Cathedral Peregrines? Take a screenshot of the Peregrines on the cathedral livestream for an extra 50 points.

Record a video outside a landmark telling us why Girlguiding is so amazing! (50 points)

Document your journey through photos, vlogs or a David Attenborough-style documentary! (50 points)

Protect the Castle! Reenact a battle scene at Wolvesey Castle through photos or video (50 points)

ROMAN NUMERALS

I	=	1	Numerals are repeated up to 3 times for multiples for example, XXX = 30
V	=	5	
X	=	10	
L	=	50	A lower numeral before a higher numeral indicates subtraction for example, MCM = 1900
C	=	100	
D	=	500	
M	=	1000	

INTERNATIONAL MORSE CODE

A	· —	M	— —	Y	— · — —
B	— ...	N	— ·	Z	— — ...
C	— · — ·	O	— — —	1	· — — — —
D	— ..	P	· — — ·	2	· · — — —
E	·	Q	— — · —	3	· · · — —
F	·· — ·	R	· — ·	4	· · · · —
G	— — ·	S	· · ·	5	· · · · ·
H	· · · ·	T	—	6	— · · · ·
I	··	U	· · —	7	— — · · ·
J	· — — —	V	· · · —	8	— — — · ·
K	— · —	W	· — —	9	— — — — ·
L	· — · ·	X	— · · —	0	— — — — —

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

[illegible]



The Mystery of the Missing Guiding Light

The peaceful city of Winchester was stirred by an alarming occurrence involving the treasured Guiding Light, a symbol of unity and friendship. The Guiding Light mysteriously vanished, leaving the Girlguiding members concerned and puzzled.

*After an extensive investigation, it was discovered that **Dexter Kelly**, a dedicated member of the Girlguiding community, had taken the Guiding Light. Dexter noticed that it was in need of repair and believed that restoring the Guiding Light to its former glory would unite Girlguiding members once again, Jules decided to "borrow" it temporarily.*

*The Guiding Light was found hidden within the depths of **Whispering Woods**, a serene forest nestled on the outskirts of Winchester. Deep within the woods, amidst the ancient trees and winding paths, the Guiding Light rested upon a moss-covered pedestal, casting its warm glow upon the verdant surroundings.*

*The tool used to steal the Guiding Light was identified as a **Campfire Kit**. This was repurposed by Julia to create distractions and diversion, such as setting off smoke signals or creating loud noises, to confuse security personnel while the theft took place.*

In light of the investigation findings, it has been determined that Dexter's intentions were to preserve and restore the Guiding Light for the betterment of the Girlguiding community. While her actions may have caused concern and confusion initially, it is evident that Dexter's motivations were rooted in a desire to uphold the values of Girlguiding. Dexter has been commended for her dedication to the Girlguiding movement. Moving forward, measures will be put in place to ensure proper communication to prevent similar incidents from occurring in the future.

Case Closed.

Detective Baden-Powell



We hope you enjoyed this whodunit around Winchester and you managed to solve the mystery.

**For any questions, queries or feedback, please contact
info@GirlguidingHN.org.uk.**

**Thank you!
From Girlguiding Hampshire North**