

Story Quest

Complete
3/4
them all

Adventures close to home

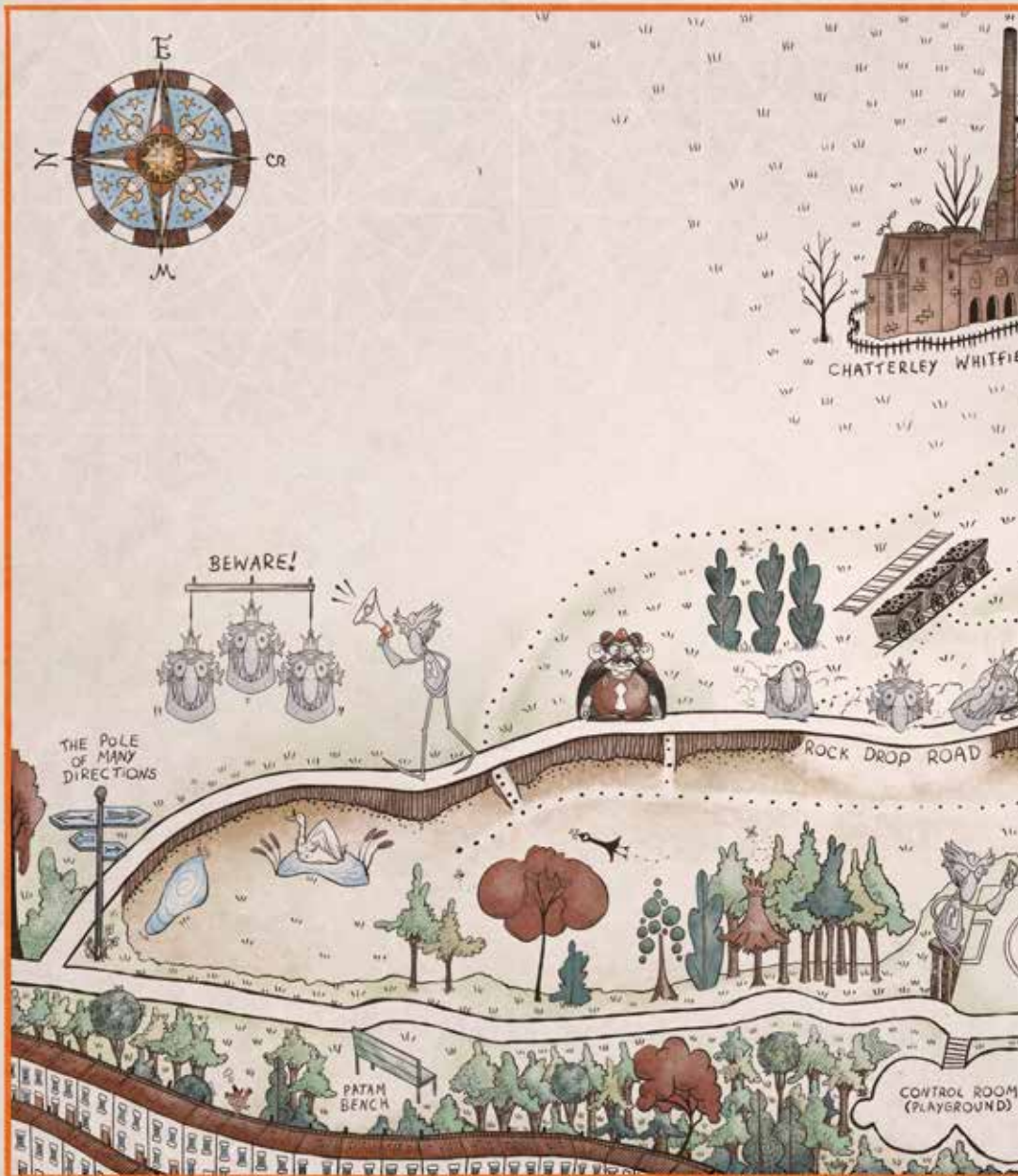
Two stories in one!
Flip the
booklet over
for another
trail!

An illustration featuring three cartoon characters in the foreground: a man with a tall blue top hat and large round glasses, a small character with a crown and a key on its chest, and a woman with a purple dress and a blue flower in her hair. They are standing in front of a large, multi-story brick building with a tall chimney. In the background, there are two large, stylized, white, dragon-like creatures with long necks and wings, one on the left and one on the right. The scene is set in a hilly, wooded area with some industrial structures in the distance.

The Colliery Crew

Chatterley Whitfield Colliery

Venture on a daring rescue mission
at Chatterley Whitfield Colliery!



Start and finish point: Circular route from the entrance to Chatterley Whitfield on the junction of Oxford Road, Chell Heath Road and Johnson Place (search Freedom Place, Chell in Google Maps).
Distance: 3.5 kilometres. **Time needed:** Around 1 hour 15 minutes.



STOKE READS



LOTTERY FUNDED



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**Make sure you're signed up for
Story Quest before you start.
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CREW ASSIGNMENT

OPERATION S.C.A.R. Save Clarice And Reggie

Chatterley Whitfield is inhabited by the very peaceful Tommyknockers so when head members of the Colliery Crew, Clarice and Reggie, received a distress call from the mine they zoomed straight over to investigate.



Do you think you have what it takes to rescue Clarice and Reggie, and become a member of the Colliery Crew? If so, write your name below, and let's go!

MISSION S.C.A.R. : ASSIGNED TO

Recruit's name:

Date://.....//.....

Signature:



Chatterley Whitfield is usually alive with the native Tommyknockers whistling and working. They help the miners find their fortunes and warn them of danger by knocking on tunnel walls. But today the mine was silent and still, until Clarice and Reggie heard three knocks coming from behind the soil wall of the mine. Thinking it was a Tommyknocker, they knocked back, and a door magically appeared. They walked through the door straight into a metal cage trap, set up for them by their arch nemesis King Coal and his Nasty Knights.



Reader you will need some assistance to help you navigate the heavily guarded mines, so we have called in Tommyknocker spy, Nelly Knocks to help you on your mission. Just speak the sacred spell to summon Nelly as your guide.

OVER TO YOU

Say the spell three times, and as fast as you can, without getting your tongue in a twist.

*'Tommyknocker Nelly Knocks,
Knocks Nelly Tommyknocker.'*

"Nelly Knocks reporting for duty! Thanks for your help, King Coal seized our mine and has been making us work terribly hard. We mine for coal all day under the watch of his Nasty Knights. The Tommyknockers are so tired and sad, they have stopped whistling songs."

"Let's head to the entrance of the mine which is located at the Bevin Boys Memorial Plaque, and get this rescue mission started!"



OVER TO YOU

You have arrived at the Bevin Boys Memorial Plaque, and there seems to be a padlock on the entrance. The code to unlock the padlock is the date that the Bevin Boys were demobilized. Read the plaque to find the code and write it in the padlock below.

[For more information on the Bevin Boys, go to page 14 for some fun FACTS!]



"Amazing, you did it! Now follow the path left to the end of the small grass triangle. You should now be able to see the side of the bridge. Tread carefully now, else we could set off a tra....Oh no! I stood on a trap button. We need to diffuse the trap by choosing the correct animal pattern."



OVER TO YOU

One of these animal patterns diffuses the trap.

Use the bridge to help you find the correct pattern and circle the right answer.



"Oh canary! The Nasty Knights must have heard all the commotion and spotted us! RUN!"



OVER TO YOU

Get to the football pitch as quickly as you can! Go through the gate and shut it behind you so the Nasty Knights can't get in.

"Oh no! It seems we have run straight into the Nasty Knights breakroom."



OVER TO YOU

Fight off the guards by doing ten star jumps on the spot. Really swing your arms and legs to get your heart pumping.



"Wow, someone eats their vegetables; you fought off every single guard!"

"There is a lot of important information in this breakroom. Listen to this: Did you know that deepest shaft at Chatterly Whitfield (The Hesketh Shaft) is 595m deep? That is approximately 6 1/2 lengths of this football pitch down underground. Take a look at the right side of this page to help you picture this."

"There is also some information here about a control room located at the nearby playground. Apparently there is a switch that disables all of King Coal's traps. Let's head there now!"

THIS IS HOW DEEP THE MINE GOES USING FOOTBALL PITCHES.



Don't worry if you can't get down the steps to the control room! We will just have to be extra careful not to set off any of King Coal's traps. Skip to the orange text located on the bottom of this page. If you can get down to the control room, continue reading below.

"Okay so this must be the control room. Wow, there's a lot of buttons. It says on the instructions that to turn off King Coal's traps, we must ride the revolvers in a specific order. Let's GO! Warning: Temporary dizziness awaits."



OVER TO YOU

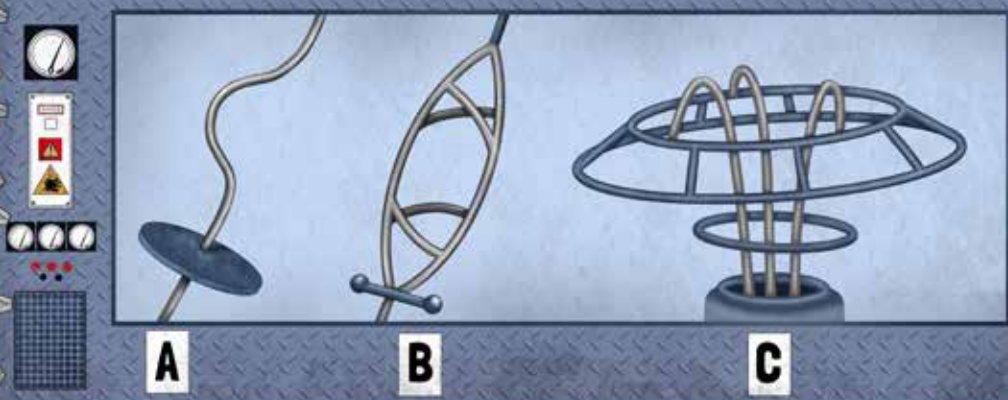


Ride the revolvers in the following order to disable King Coal's traps.

Revolver A : 10 spins clockwise

Revolver B : 5 Spins anticlockwise

Revolver C : 5 Spins anticlockwise & 5 Spins clockwise.



"BRILLIANT! The traps are disabled! We are so close to rescuing Clarice and Reggie, imprisoning King Coal and his Nasty Knights, and hearing the Tommyknockers whistle a beautiful song again!"

"Let's head to the second green bench, on the left of the path for our next task. Reader you can use your map to help you find it"



OVER TO YOU – PATAM BENCH



PATAM is an anagram for Pause And Take A Moment. It is always important to keep your head healthy, as a clear mind always allows for a successful mission. Let's sit here for a few seconds. Breathe in through your nose for the count of 5, holding in that breath for the count of 4, and breathing out for the count of 6. Do this 5 times.

"Great work reader, now you're ready for anything! Let's set course for the Pole of Many Directions, we are unstoppable!"

"Oh look! There's a note on the pole!"



OVER TO YOU

The note reads: To find out which direction you should go, count the how many bike symbols there are on the poles' signs! The total number of bikes reveals which direction you should take from the choice below.



1 Bike Symbol - Go back to the start.



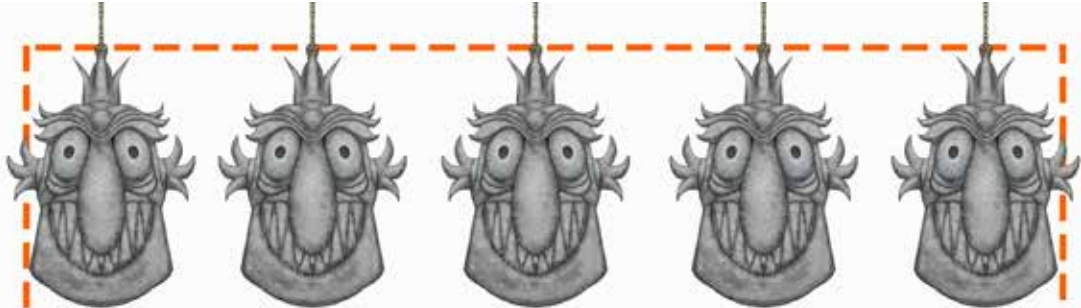
3 Bike Symbols - Head to the bridge.



6 Bikes Symbols- Head to the enormous chimney.



"So that's 6 bike symbols by my count! It looks like King Coal has Clarice and Reggie imprisoned in the chimney at Chatterley Whitfield Colliery. So let's head there right away!"



"Look up ahead reader! Traps! Seventeen heavy boulders, just waiting to squash us! It seems that some traps can only be disabled by speaking a secret password into the mine's security system. So let's figure out the password, and save ourselves from a flattened fate."



OVER TO YOU



We must unscramble the word below to find the password.
Once you have figured out the password, say it out loud to disable the trap.



Clue: A miner's tool used to PICK coal.

KAPCIEX



"Oh my! It seems we disabled the trap by setting it off. The boulders have crashed onto the floor but luckily not onto us! Let's count the fallen boulders on the floor, to make sure that the whole trap was triggered. We don't want any stray boulders falling on our heads!"


OVER TO YOU

Head along the path and keep a tally chart of the fallen boulders in the space below. If you find 17 boulders we are safe.

"While you're counting the boulders along this path you should know that a Tommyknocker's biggest weakness is Knock Knock jokes. We find them hilarious and our laughs are awfully loud!"

OVER TO YOU

Listen to these Knock Knock jokes and try to keep a straight face. If you or Nelly so much as smirk or laugh, the guards could hear you!



*Knock Knock,
Who's There?
Owls Say,
Owls say Who
Yes they do!*



*Knock Knock,
Who's There?
Europe,
Europe Who
No you're a poo!*

"HAHAHA! Oh no! I'm so sorry! Those jokes were so funny I couldn't help laughing. The guards have heard us! Okay I have a plan! Instead of running, lets get into disguise!"



OVER TO YOU



Whilst we make our way to the chimney, let's have some fun with these Nasty Knights! Ruffle your hair, change your name, swap jackets with whoever you're with! You must not break character, else the Nasty Knights will know it's us. If someone calls you by your real name, point in a random direction and say "They went that way!"

"Good job, that sure fooled them! They didn't suspect a thing! Look! I've spotted Clarice and Reggie; they're being suspended in a cage from the top of the collieries chimney! Let's head there now! Turn left at the end of the path between the two yellow posts. Then stop when you find the next blue post."



**NOT NELLY
NOCKS**



Oh them daft disguises will fool my silly knights, but nothing gets past my enormous shnozzler! Yes it's me; the legend, the icon, King Coal; the pleasure is all yours! As you can see, Clarice and Reggie are being suspended from a metal cage from the top of the chimney. In my hand, I hold a red button. If I press it Clarice and Reggie will hurtle towards the ground. Although I'm mean, I like to play fairly! So solve this puzzle, and I will let Clarice and Reggie down gently, and you are all free to go!"

OVER TO YOU

Put these iconic landmarks in height order from smallest to tallest and use the letters next to them to spell out a word. If you get this correct, King Coal will release Clarice and Reggie!



N – *Chatterley Whitfield Chimney* – 55m

G – *Leaning Tower of Pisa* – 57m



A – *The Roman Colosseum* – 48m

D – *Buckingham Palace* – 24m



E – *Eiffel Tower* – 324m

R – *Burj Khalifa* – 828m



YOU'RE IN

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"MWUHAHAHA you silly things, did you really think it would be that easy? As a result of your stupidity I am pressing the button right.. NOW!"

BEEP!



THUD! "Ahhhh"

"Great job reader! Whilst you distracted King Coal by playing his wicked game, I quietly snuck up the chimney to Clarice and Reggie. Knowing he was a cheat, I angled the cage over King Coal; so when he pressed the button, he would break their fall. Now Clarice, Reggie and the mine are free again, and King Coal and his Nasty Knights have been arrested... but something is still off..."



OVER TO YOU

The mine is still rather quiet. Whistle a small tune to tell the Tommyknocker's that it is finally safe in the mine.

"You have done it reader. The mine is alive again with the sound of Tommyknockers happily whistling and working. King Coal has been locked away. Clarice and Reggie are so impressed with your work, they want to make you a permanent Colliery Crew Member. Cut your badge out and wear it with pride! Congratulations reader! Mission complete."



The End



FUN FACTS!

For this facts page, Story Quest got in contact with Lloyd Bateman, a former coal geologist and present member of the Chatterley Whitfield Mining Heritage Center. Here are some facts that he wanted to share;

The Bevin Boys

As Britain was running low on coal supplies during the Second World War, Bevin Boys were men that were subscribed to work in the coal mines, instead of joining the armed forces. These recruits had no choice, and mining was a very dangerous and important job. However, lots of people thought they were draft dodgers avoiding going to war, which meant some were treated badly by society.

Fifty years on from the outbreak of World War II, few people remembered the Bevin Boys war efforts. To set the records straight, Chatterley Whitfield Mining Museum staged the first reunion of the 'Forgotten Army' on November 11 1989.

Bevin Boys didn't receive any recognition for their service until 1995, when Queen Elizabeth II mentioned them in a speech. It wasn't until the 25 March 2008 that the first badges for war efforts were awarded by the ministry of defence. Finally, on the 7 May 2013 (68 years after the end of World War II) The Bevin Boys finally received a memorial plaque at the National Memorial Arboretum at Alrewas, Staffordshire, to commemorate and recognise the important part they played in the war.

The first to...

Chatterley Whitfield was the first colliery to produce a million tons of saleable coal in Great Britain. (1937)

For more information...

and history on the mine, or to see dates of future events being held at Chatterley Whitfield Colliery, visit chatterleywhitfieldfriends.org.uk

Chatterley Whitfield Friends is the official charity that is helping to preserve this wonderful colliery featured in the quest.



Now turn the booklet over to go on The Chimney Chase!