

KODAIKANAL INTERNATIONAL SCHOOL

Hiking and Camping Guide



Introduction

Section 1 - Hiking

Why hike?

The KIS Hiking & Camping program at Kodaikanal International School gives students and staff a chance to:

- see the surrounding countryside
- get away from school on the weekends
- learn to live in the out-doors
- get to know each other better in a relaxed setting

Although hikes can be arranged at any time during the school year, the “Hiking Season” begins in the first semester when staff and students participate in pre-arranged hikes set up and organized by the Hiking Coordinator with the goal of earning the coveted hiking award the “Tahr Pin”. Those who earn a Tahr Pin are also eligible to go on the Tahr Camp – a special weekend camp during the second semester. All students are required to do some hiking while at KIS and to attend their class camps.

KIS Hiking Program

This section provides information about the Hiking Program and the Tahr Pin awards. Read it carefully and be ready to join in the fun.

The best of Kodai and the Palani Hills, the views, waterfalls, wildlife and jungles are all beyond the confines of the school campus and town. Few schools offer such a spectacular opportunity - take advantage of it! Getting away also provides a break from the community, good exercise and a change of pace... If you like hiking, but don't want to challenge yourself to obtain a Tahr Pin, sign up for the shorter hikes at the start of the semester that will familiarize you with the area around Kodai and give you a taste of the vistas and countryside that longer hikes offer. Try to do some of the "C" range hikes - the longer hikes are the most spectacular and show you more of the wilderness environment in which you live.

Procedure for signing up

Hikes organized by Hiking Coordinator

1. The hiking schedule will be posted by Monday noon each week.
2. Hikers should sign up by Wednesday 5:00 pm giving their full name, dorm, grade and indicating veg, non-veg or pure veg (no egg) food. Contact the Hiking Coordinator and/or hike leader regarding unavoidable cancellations as soon as possible.
3. The Hiking Coordinator orders meals from the kitchen on Thursday morning. Hikers who sign up should eat their packed meals and not eat in the dining room (if back while lunch is still being served).
4. Hikers will normally pick up their packed meals on the morning of the hike. Arrive 5-10 minutes before the scheduled departure if collecting food.

Privately organized hikes

If you wish to organize your own hike:

1. Talk to the Hiking Coordinator, get the hike slip from Student Services and fill it out giving:
 - a. name of staff chaperone
 - b. names of participating students with their dorm and food requirements
 - c. name of guide
2. A minimum of 4 persons is required (1staff and 3 students) for hiking credits and prerequisites must have been followed (a “B” hike before a “C” etc).
3. To set hike credits for a Tahr pin the hike must take place on a designated hiking day (Saturdays or holidays during the hiking season) unless an exemption is agreed with the Hiking Coordinator prior to the hike.
4. Private hikes must cover their own transport costs.

Equipment for hikes

For all hikers:

1. General clothing for hikes includes:
 - a. shorts (at least knee-length) or loose long pants – legs can get badly cut up in tall grass sections
 - b. t-shirt (no sleeveless tops except for swimming)
 - c. appropriate shoes or hiking sandals
 - d. thick socks or two pair of socks to minimize blisters
 - e. for hikes going through towns and returning by vehicle, girls must have long pants or wrap-around skirts to put on over their shorts
2. One extra pair of clean dry socks, a heavy pair if possible (for all hikes above “A” level).
3. One canteen or plastic water container.
4. Personal first aid items such as bandaids, gauze, disinfectant.
5. Hat, lightweight jacket, umbrella or raincoat for protection against wind, sun and rain - one light t-shirt is not enough
6. Day pack or shoulder bag to carry gear and food
7. Torch (flashlight) for overnight or longer hikes
8. Emergency bus/tea money (around Rs30)

Hikers found without the above items may be dropped from the hike.

Optional

1. Pocket knife
2. Matches (wrapped in plastic bag)
3. Ankle or knee wraps
4. Camera
5. Swimming suit and towel if appropriate
6. Compass
7. Extra food, candy, gum, salt, fruit
8. Water purification tablets or iodine
9. Sunscreen lotion

Rules

General hiking rules

1. Each person carries his or her own personal gear.
2. All hikes will have one or more adult chaperone. Hikers are under the direct responsibility of the chaperone and must follow instructions.
3. A minimum of four hikers are required for a hike to be authorized. This is to ensure the maximum safety of each individual. In case of emergency, one hiker will stay with the injured person and give first aid while the other two will go immediately for help.
4. For the purpose of conditioning, hikers must take one “A” and/or “B” hike before being permitted to go on longer hikes. All hikers must take at least one “B” hike before being allowed on a “C” hike. Any hike to the plains may not be taken without prior conditioning.
5. Hikes for credit may normally only be done on Saturday. Friday and Sunday hikes are counted only if the hike lasts more than one day. Chaperones are requested to make provision for devotions when hikes take place on Sundays. Overnight hikes can be combined into one longer hike (ie a C+B can be counted as one D hike).

6. Hikers should obey the trail rules, that is, to carry their own gear, stay together and help one another when necessary. Those found separating from groups or disobeying chaperone instructions may lose the credit for that hike. Repeated offenders will be refused permission to go on future hikes.
7. Hikes will leave on time so all hikers should make sure they are ready to leave at the designated time.
8. Hikers may take a bus to begin or complete hikes with the consent of the Hiking Coordinator or hike chaperone only. Credit for the hike will be adjusted accordingly.
9. Hikers using any kind of transport without the consent of their chaperones will lose their credit for that hike and may lose previous credit also.
10. If there are any unavoidable change of plans, hikers should notify the chaperone (and Hiking Coordinator when possible) in person or by written note before the start of the hike.
11. Failure to show up more than twice may result in a student being ineligible for a Tahr Pin. If transportation was arranged for the hike, charges will be made either to the account or from the student's allowance.
12. Taking a lift in a lorry is against the school rules because they do not carry accident insurance. Only in a dire emergency should a chaperone give permission for hikers to use this form of transport. Disobedience in this respect may result in credit for that hike being lost.

Swimming rules

Swimming at hike destinations and camps is permitted under the following conditions:

1. Students should inform the chaperone of their swimming ability before entering the water. A designated person is assigned to check the water before any student enters.
2. An adult chaperone must be present.
3. If the adult present is not comfortable supervising, a student trained in life saving must be present.
4. Students should follow basic swimming rules:
 - a. Never swim alone
 - b. Check high or swift water with a rope before entering
 - c. No diving at any swimming holes

General chaperoning duties

1. Check attendance.
2. Check required equipment (including day pack).
3. Put students in groups of four to eight and appoint a student leader for each group. Hikers must stay with and be responsible for each member of their group. These groups may be reorganized if required at any gathering point.
4. Set predetermined gathering points.
5. Check to see that all students and staff have returned to the school campus safely. Students and staff should sign in at the Watchmen's Bunk at the front gate upon returning from a hike, unless returning by vehicle.
6. Provide the Hiking Coordinator with a list of students and staff completing the hike by Monday morning and the names of any hikers who had difficulties with a particular hike and those who disobeyed any hiking rules.

The Tahr Pin & hiking awards

The Tahr pin is a silver or gold plated pin named after the rare and illusive Nilgiri Tahr. The Tahr was mistakenly called an Ibex by early explorers hence the use of Ibex in the names of certain hikes. This wild mountain goat can still be found on the steepest cliffs in the Kukkul area and towards the Kerala border in the south. The first Tahr pin award is a pin, subsequent awards may be pendants, key chains, earrings, even small decorative spoons and forks. The fourth earned pin is known as the

Gold Pin award. Students and staff who hike all MS and HS years earn the Outstanding Hiker plaque.

1. Students in MS (Grades 6-8), HS (Grades 9-12) and staff members are eligible to earn a Tahr Pin award.
 2. All hikes for the Tahr Pin must be earned in a maximum of 10 hiking days (MS) and 9 hiking days (HS) out of the 14 opportunities offered during the hiking season.
 3. Students or staff planning to complete the Tahr Pin requirements do not have to hike each week but should secure a schedule of hikes planned during the full season from the Hiking Coordinator and plan ahead. They should start hiking early and plan to complete early so that unforeseen circumstances such as illness, field trips, or other obligations do not keep them from reaching their goal.
 4. Hikes needed for a Tahr Pin are:
 - a. Grades 6-8 minimum of 2 A, 5B and 3C hikes
 - b. Grades 9-12 minimum of 1A, 2B, 3C and 3D hikes
 - c. Staff who are not committed to the Grade 6-8 program will be expected to meet Grade 9-12 requirements
- * longer hikes may always be substituted for shorter ones if desired
5. Other requirements for Tahr Pin awards:
 - a. Exhibit good attitude such as consideration for the group and consistently follow all hiking rules.
 - b. Exhibit knowledge of basic first aid, emergency procedures and survival skills through behavior on hikes and completion of a short written quiz if the Hiking Coordinator decides this is desirable.
 - c. If a student does not follow hiking rules and guidelines, they may be required to write a test before being allowed to continue in the hiking program.

Tahr Camps

1. A special camp for Middle School students who earn Tahr Pins is organized at Palangi Kombay or another suitable site early in the second semester. The purpose of this weekend is to allow all the "regular hikers" to enjoy a weekend in the outdoors and to enjoy their achievement together.
2. The camp for High School students is a back-packing trip to Manjampatty Valley or Kukkal Valley. Swimming, tracking animals and outdoor cooking are major activities of this weekend.

What to take on overnight hikes based in Poondi (the 40 & 80 mile rounds)

1. Pack to be sent by bus (if staying at Poondi) or to carry (for back pack hikes):
 - Sleeping bag, sheet
 - Raincoat or piece of plastic for protection (optional)
 - Toilet paper, soap, toothbrush/paste etc
 - Towel
 - Hat
 - Swimming clothes (t-shirt for protection from sun and old shorts for rock sliding)
 - Chappals
 - Flashlight, extra batteries
 - Sunscreen lotion
 - Girls: shirt and long pants or skirt to wear for return trip (no sun dresses or brief top t-shirts)
 - Light jacket/sweatshirt
 - Money (Rs 30-50)
 - Extra socks and hiking shoes in case of rain
 - No valuables or tape recorders/walkmans/discmans etc
2. Pack for hiking:
 - Knee length shorts or loose long pants (it gets warm going down to the plains)

- Appropriate shoes and good socks
- Canteen of water (each must carry their own – no sharing!)
- Day pack or shoulder bag to carry packed meals, water etc (each must carry their own – no sharing!)
- Some first aid supplies (band aids etc)

What to pack for Tahr camps

Same as above but all gear goes into one framed backpack with additional food items and cooking utensils for the HS Tahr camp. Framed back packs can be borrowed from the hiking program if students do not have their own.

Tip to HS hikers – warm gear can be worn during the trip to the start of the hike and left on the vehicle to be collected at pick up on the plains at the end of the hike for the ride back up to Kodai.

MS students carry their personal gear including sleeping bags to their Tahr camp but are not normally asked to transport food or tents (if needed).

Trail information for hikers

Characteristics of a good hiker

1. One who can put the group first:
 - a. A hike is a group activity. Individuals going unnecessarily fast or slow do not exhibit team spirit.
 - b. Individuals' needs can be discussed and expressed so agreements can be made within the group.
 - c. Individual problems of injury or illness need to be met by the group.
2. One who obeys all the rules of hiking.
3. One who can be a good leader – keeping all members of a group together or can, if necessary, be a follower who cooperates and helps others.

How to keep from getting lost

1. Know the trail plan as well as possible – those who have been there before should describe the route.
 - a. Know the general direction.
 - b. Be aware of any significant landmarks – trees, hills etc
2. Watch for the most worn trail, check for shoe prints if you are following another group.
3. Stay with a group with someone who knows the way if the hike splits into smaller sections.
4. Be aware of the trail you are on. Take time to look around, especially if you are following others.
5. If you leave the main trail:
 - a. Mark the spot and the trail you take
 - b. Take your back pack with you.
 - c. Take notice of the surrounding area and site landmarks – hills, trees, other paths crossed etc so you will return to the right point and be able to continue in the right direction. Ideally have someone wait for you if you are making a stop.
6. Those that are leading or are in the lead group should mark the trail at any fork.
7. When checking two possible trail choices, keep in voice contact with each other.

What to do if you are lost

1. Don't panic – sit down, calm down, think.
2. Think – retrace steps mentally:
 - a. Any landmarks?
 - b. Direction?
 - c. Lay of the land – up, down, flat?

- d. Any streams crossed?
 - e. Look for shoe prints which can confirm if others from your group have passed ahead of you.
3. Listen – noises, voices, water, traffic sounds may help.
 4. Look around.
 - a. Climb a tree or a nearby high spot and check for landmarks again.
 - b. Try to get directional bearings.
 5. Stay where you are if the above tips haven't helped you.

Remember

 - a. If you are with a group, they will look for you and the closer you are to the right trail the more likely they are to find you.
 - b. Moving uses energy and fluids
 6. If you move:
 - a. Remember when lost one often travels in circles
 - b. Mark your trail
 - c. Walk a straight line by lining up two landmarks and walk directly toward the first. Determine a third one before reaching the first
 - d. A rectangular search pattern may be useful when looking for a trail on flat land
 - e. Take your pack with you.
 7. Water is more essential than food – think and try to locate a stream.
 8. If you must leave your immediate surrounds, try to locate a stream and walk down stream – you will usually find people (but sometimes cliffs and waterfalls, in the mountain areas so only use this as a last resort unless in the plains).

What to do if a member of your party is lost

1. Don't panic – think before acting.
2. Ascertain when he/she was last seen.
3. Organize a search party:
 - a. One group to stay on the spot.
 - b. One group to move to high ground if possible to try and see the last person or call them.
 - c. Others to go to place where the lost person was last seen and branch out by twos.
4. Prearrange a signal upon location of lost individual(s).
5. Prearrange a time and plan for checking between search parties.

Backpacking items for trail survival

1. Ten essentials:
 - a. Extra clothing for keeping warm and dry – jacket, socks, poncho
 - b. Enough water
 - c. Extra food – emergency packet of high energy food (peanuts, dates, chocolate)
 - d. Knife
 - e. Matches in waterproof bag
 - f. Fire starter – small candle ends
 - g. Flashlight and extra batteries
 - h. First aid kit – band aids, disinfectant, aspirin, salt, ankle wrap
 - i. Signal – whistle, mirror, bright-colored items
 - j. Small notebook and pencil, chalk
2. Six useful, but not absolutely essential items:
 - a. Provision for emergency shelter (poncho, small tarp, plastic)
 - b. Water purification tablets or iodine
 - c. Piece of light-weight rope
 - d. Sewing or repair kit
 - e. Insect repellent – not essential for life, but may be for sanity!
 - f. Toilet paper – not essential, but take it!

Section 2 - Camping at Poondi

Class camps

Objectives

1. To provide a relaxed atmosphere for classmates and staff to get to know each other better outside the classroom
2. To provide an outdoor experience away from the campus.
3. To provide an opportunity to live without modern conveniences.
4. To familiarize yourself with jobs you might not otherwise do.

To summarize: fun, fellowship and learning in the outdoors.

To accomplish these objectives

1. All students are expected to attend their class camp and be involved with all activities offered
2. Students are requested to leave all electronic equipment except cameras (including Walkmans, iPods, laptops) back on campus
3. Staff leaders will work with students to plan an interesting, yet relaxed, program of activities at camp

To get to camp

There is a short ½ hr hike to reach the Poondi camp site. All students, except those with medical notes from the school doctor are expected to walk in.

What to take to camp

1. Pack to be sent by bus:
 - Sleeping bag, pillow (if desired)
 - Toilet paper, soap, toothbrush/paste, comb etc
 - Towel, washcloth
 - Flashlight and extra batteries
 - Jeans (extra pair), shorts, two t-shirts, extra socks, underwear, shoes, chappals, swimsuit, sweatshirt and/or jacket (it can be cold in the evening), hat, raincoat or umbrella, appropriate head gear to protect from damp
 - Small games such as cards or a book (for entertainment if it rains)
 - Do not bring valuables and electronic equipment except cameras**Optional:**
 - Camera
 - Guitar
 - Sports equipment
 - Air mattress or foam pad
 - Pack for hiking - day hikes may be part of the camping program and some may opt to hike back from camp for further hiking credits towards the Hiking program:
 - Proper hiking clothes (girls may wear shorts for hiking but must have long pants or skirts for the bus or walking into town)
 - Appropriate shoes and good socks
 - Water bottle (each must carry their own – no sharing!)
 - Day pack or shoulder bag to carry packed meals, water etc (each must carry their own – no sharing!)
 - Some first aid supplies (band aids etc)

Running a class camp

KIS Camping Coordinator will meet with the class sponsor to determine chaperones for camp (class advisors are strongly encouraged to attend) and to inform the sponsor who will be Camp Director.

The Camp Director's duties are to:

1. Ensure that menus are given to the kitchen by the Monday of camp week, including total numbers (staff and students) with veg/non-veg breakdowns.*
2. Ensure that tent groupings have been arranged (by sign-up in homeroom).*

3. Give a final list of those going to camp to the Camp Coordinator by the Monday of camp week.
4. Assign duties to chaperone for meals, swimming, canoeing (if available) and other activities.
5. Ensure that the Hiking Coordinator gets final lists of those who hike back from camp by the following Monday. One of the camp watchmen is available to guide hikers back and will be paid by the Hiking Coordinator if his services are requested.
6. Prepare a Sunday devotional (can be organized by staff or students).
*May be delegated to group chaperones but the Camp Director must check that these have been followed up on.

The Camp Director should be ...

1. An experienced camper who has been at previous class camps in Kodai.
2. One of the class advisors if possible.
3. Responsible for working with class committees to plan camp programs. Check that necessary equipment is ordered.
4. Responsible for overall supervision and direction of camp schedule and activities. Communicate the rules of the camp, plans and schedules to all students.
5. Be the head chaperone organizing, coordinating and delegating the various duties so that all chaperones take their share. Call a meeting ahead of time to plan and update other members of the team.

Chaperones' duties are to...

1. Work with class committees to plan camp meals and activities, especially evening camp fires
2. Check mealtimes and menus with cook ahead of each meal
3. Be available and expect to be active and participate with the students
4. Teach and/or supervise group activities, including canoeing and swimming
5. See that camp is cleaned up at the end
6. Be responsible for student discipline/camp rules:
 - a. Students need permission to leave the camping area. Be aware of where students are
 - b. All students should be present for all meals unless out on arranged hikes. Take attendance
 - c. Set realistic times for all to be in at night and see that all are in.
 - d. Make sure all hiking and regular school rules are adhered to (smoking, drinking, substance use etc.)

At least one chaperone must be present whenever students are swimming and canoeing.

Swimming rules:

Swimming at hike destinations and camps is permitted under the following conditions:

1. Students have been checked for swimming levels and expectations pre set (non swimmers may have a chance to take swimming lessons if a chaperone can offer these)
2. An adult chaperone is present.
3. If the adult is not a qualified swimmer, a student trained in life saving should also be present.
4. Students follow the basic swimming rules:
 - Never swim alone
 - Check high or swift water with a rope before entering
 - No diving
 - Swim only at designated times and places
 - Non swimmers use life jackets
 - Wait an hour after eating
 - Swimming across the lake is only permitted after checking swimming ability with Head Chaperone and accompanied by boat / inner tube
 - Operate with a 'buddy' system
 - Inner tubes must be at the site when students are in the water

Boating rules:

1. All boaters must wear life jackets
2. Boating will be allowed only under adult supervision (at least one adult in each boat)

3. Generally keep to half-hour limits
4. Boating at night is not allowed
5. Swimming from boats is not allowed

Zip line rules

1. Must be a chaperoned activity
2. One chaperone must be at the end zone to slow down the user
3. User must have both hands on the bar and leg in the loop of rope provided for safety purposes
4. Not to be used in wet weather
5. Not to be used in the dark

Canoeing rules

1. Life jackets are a must.
2. No rocking the canoe.
3. Not more than three in a canoe
4. No getting in or out of canoe when it is not docked
5. Has to be a chaperoned activity
6. To be stored on land after use and cleaned.
*canoes are turned upside down when stored on land
7. One chaperone should be out in one of the canoes.

Climbing wall rules

1. Only trained chaperones will be allowed to lead this activity
2. The chaperone must have clearance from the Camping Coordinator to lead this activity
3. Climber and be-layer should be fully harnessed
4. Climber should wear a helmet
5. Do not force any one to climb.
6. If any equipment is damaged it must be reported to the Coordinator so that repair / replacement can be attended to

WHEN IN DOUBT DO NOT ATTEMPT THE CLIMBING WALL!

Archery rules:

1. Only trained chaperones will be allowed to lead this activity
2. The chaperone must have clearance from the Camping Coordinator to lead this activity
3. Do not use damaged bows or arrows
4. Archers to stand behind designated line and retrieve arrows only after all have finished
5. No one must move between the archer and target
6. Archers must only face the target throughout their turn
7. Equipment to be checked by chaperone after use and if any equipment is damaged it must be reported to the Coordinator so that repair / replacement can be attended to.

List of hikes

Name of Hike	Level
1. Bear Shola	mini hike
a. Bear Shola loop/Spring Valley loop.....	A
2. Lower Lake Road.....	mini hike
3. St. Mary's church	mini hike
Mini hikes can be used for mandatory hike credit but not towards the Tahr Pin	
4. Upper Lake Road.....	A
5. Prospect Point and bazaar	A
6. Pillar Rocks via long short-cut	A
7. Back of Pillar Rocks (Devil's Kitchen).....	A
8. Start of Coolie Ghat (the "Poles") via Munjikal and return.....	A
9. Dolphin's Nose.....	A
10. Golf Course and play 18 holes	A
11. 10 mile round & Perkin's Place.....	A
12. Seven Sisters waterfall from Vattakavunji and out by bottom road	A
13. Pallangi/Kombay	A
14. Neptune's Pool	B
a. Neptunes' Pool and 10 mile round	B
15. Jerry's Point	B
16. Wiffy Pool.....	B
17. Cloud Land's Peak.....	B
a. Drive both ways.....	mini hike
b. Drive one way.....	A
c. Walk both ways	B
d. Continue to Palangi and drive back	B
18. Doctor's Delight	B
19. Villagavi.....	C
20. Perumal Peak	
a. Perumal Peak from Perumalmai, ride both ways	B
b. Over Perumal, ride to Perumalmai, ride back from Vattakavunji	B
c. Over Perumal, hike from school	C
d. Perumal Peak from Kodai and return.....	D
21. Kunaloor Loop	
a. Poondi to Berijam via Kunaloor loop	B
b. Kunaloor Loop from Neptune's Pool and return.....	C
22. Tope	
a. Tope via Villagavi, down only	B
b. Tope via Poles, down only	C
c. Tope via Villagavi and return.....	D
23. Gundar Valley	
a. Gundar Falls view, ride out and back.....	A
b. Gundar Valley upper pools.....	B
c. Gundar Falls (depending on height of water).....	B
d. Gundar Falls view & back via ridge.....	C
24. Vembadi Peak	
a. Vembadi Peak from Kodai or Moir's Point & back	C
b. Vembadi Peak from Moir's Point to Neptunes Pool	B

25. Palar Waterfalls
- Palar waterfalls via Vilpatti to Valley View B
 - Palar waterfalls to base of falls and valley explore..... B
26. Poombarai
- Poombarai-Pallangi, drive to Poombarai and back from Palani C
 - Kodai/Poombarai/Pallangi/Poombarai/Pallangi/Kodai D
27. Kukkal
- Kukkal temple B
 - Kukkal to Kukkal caves C
 - Kukkal to plains (Kudrujar) D
28. Rattail
- Rattail from Moolayar to Manjular Dam..... C
 - Moolayar/Rattail/swim hole (upstream) and return C
 - Jungle trail to Rattails via Moolayar or Manjular Dam..... C
 - Rattail from Kodai or Christian College to Moolayar or plains D
 - Rattail via dolmens starting below Perumalmalai D
 - Kodai or Christian College to falls to plains..... D
29. Berijam Lake
- Berijam lake outlet from Kodai and return C
 - Berijam lake bungalow and return D
 - Berijam lake to overflow and return via Vembadi D
30. Berijam cliffs
- Berijam cliffs via old 80 to Berijam check post..... C
 - Fools Mountain (past Berijam cliffs) and back to Berijam check post D
31. Berijam Ridge – Vagai View
- Berijam ridge from Moir’s Point to bottom D
 - Berijam ridge from Kodai to bottom D
32. Manjampatty Valley
- Manjampatty Valley from Mannavanur and out to road..... D
(two day minimum hike)
33. Palani
- Villapati to Palani via Palar waterfall to Palani ghat (Ashoka pillar) C
 - Kodai to Palani via Palar waterfall down to Palani Ghat (Ashoka pillar) D
 - Palani via Pallangi via MS Tahr camp D
34. Poondi Hikes
- Poondi Rim walk/explore A
 - Poondi to Kunaloor A
 - Poondi to Kunaloor Loop B
 - Poondi to Merion Shola natural weir..... A
 - Poondi to Merion Shola cliffs B
 - Poondi to 1st ibex cliffs view D
 - Poondi to 2nd ibex cliff/fire tower D
 - Poondi to Vandaravu via cliffs..... D
35. 40 mile round from Poondi campsite
- Day 1 – Moir’s Point to Poondi C
- Option A Day 2 – Poondi via Vembadi Pass to Neptunes Pool B
- Option B Day 2 – Poondi to top of Vembadi to Neptunes Pool C
- Option C Day 2 – Poondi to Neptunes Pool to Kodai on road..... C
36. 80 mile round and variations

a. Original 80 mile round (full day with day packs) – Old 80

- Day 1 – Kodai to Berijam to Merion shoal D
- Day 2 – Merion Shola to ibex cliff to Vandervu to Poondi D
- Day 3 – Poondi/Poombari/Gundar/Kodai (mostly road) C

b. Back of the 80 (back 40 with back packs, tents & gear)

- Day 1 – Poondi to Merion shola to ibex cliffs..... D
- Day 2 – Cliffs to Vandervu to 2nd trout stream to paved road..... D
- to camp (walk the road) D
- Day 3 – Poondi to Kunaloor Dam to Berijam to Vembadi to Neptunes PoolB
- Option A – to top of Vembadi to Neptunes Pool..... C
- Option B – Poondi to Neptunes Pool to Kodai (road walk) C
- Option C – to top of Vembadi plus road to Kodai D

37. Day hikes

- Day 1 – Poondi to Merion Shola to 1st cliff view or to 2nd cliff view/fire tower D
- Day 2 – Poondi to Neptunes Pool (see Day 3 – 80) orB
- Day 2 – 2nd Trout stream to Vandaravu and return D

New hikes are encouraged and points must be estimated by experienced hikers and verified by the Hiking Coordinator.

If a hike requires carrying food / sleeping gear, it moves up one level (ie a 'C' hike becomes a 'D' hike)