Durham Safeguarding Children Partnership Briefing – Ashleigh's Rules



Ashleigh

Ashleigh Hall was a **regular teenage girl**, her mobile phone and the internet featured in her everyday life, she was well liked by her friends and had around **400 friends on Facebook**, all of whom she knew.

In September Ashleigh added a **good looking bare-chested 17-year-old boy** going by the name of **Peter Cartwright**. Ashleigh was one of **173 people** to accept him as a friend on the networking site, almost all of whom were young women.

After speaking to 'Cartwright' on Facebook she added him on other popular social networking sites and began to **chat online with him regularly** on MSN and tagged.com.

One month later 'Cartwright' enticed Ashleigh to **meet him in person**; she packed her bags and told her mother she was "going to stay at her friends".

'Cartwright' then texted Ashleigh to tell her that his **dad was going to pick her up** and bring her to his house, this was followed up by a text from the 'father' from **another phone**.

Within hours she had been **raped and killed** with her body being dumped in a field.

Peter Cartwright and his father never existed; the Facebook profile was a fake created by convicted **sex offender Peter Chapman**.

Peter Chapman, 33, spent months creating fake profiles on various social networking sites hoping to eventually lure a victim like Ashleigh. He used the internet to make contact with **2,981** girls aged between **13 and 31**. They posted **854 comments** on his Facebook page.

Days before he **murdered Ashleigh**, Chapman tried to tempt **a girl of 15** into his car in Hartlepool after using the same Facebook trick. Fortunately **she ran away** as soon as she saw his car in a lay-by.

Chapman was **arrested and sentenced to 35 years** by Judge Peter Fox who said Chapman was a **significant danger to young woman**.

Ashleigh Hall's one mistake in adding a stranger cost her her life and cost a mother a beloved daughter and 'best friend'.

Ashleigh's friends launched a campaign highlighting the potential dangers of the internet by creating a **set of rules** in the hope that they will keep young people safe in the future.

Ashleigh's Rules

- 1. Never go on your own to meet up with somebody you or your friends don't know, make sure that you meet them in a group of at least 2-3 and in a public, well-lit and populated area.
- 2. Inform somebody of where you are going and what time you should be back, also the name of who you are meeting.
- 3. Don't accept anyone on social networking sites that you don't know.
- 4. Remember never to trust anyone who you have met online, you don't know what they are capable of doing.
- 5. Never tell a stranger on network sites or chat rooms anything personal about yourself, e.g. where you live, date of birth etc.
- 6. Never meet anyone you don't know, simple as!

For more information about safeguarding and keeping children safe visit the Partnership's website:

www.durham-scp.org.uk

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