



Governor-General's Camp 2024

Sunday 14 April – Friday 19 April 2024

Get Ready for an Adventure Like
Never Before





What is GG's Camp 2024?



Unique event not held before in our lifetime.



Set amongst the grounds of Government House Canberra.



Meet Scouts from all around Australia.



Onsite and offsite program with nightly entertainment.

SHOWCASING THE BEST OF OUR YOUTH PROGRAM.

Camp Timeline



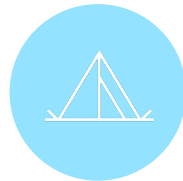
Friday 15th March

Limited Access to site granted
Bump in commences



Saturday 13rd April

Bump in Contingents



Sunday 14th April

Bump in continues
Participants arrive
Opening Ceremony



Monday 15th April

Activities
Night Entertainment



Thursday 18th April

Activities
Joey Scouts & Cub Scouts
Closing Ceremony



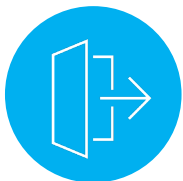
Wednesday 17th April

Activities
Joey Scouts & Cub Scouts
Night Entertainment



Tuesday 16th April

Activities
Joey Scouts & Cub Scouts Arrive
Night Entertainment



Friday 19th April

Participant bump out
Infrastructure bump out commences

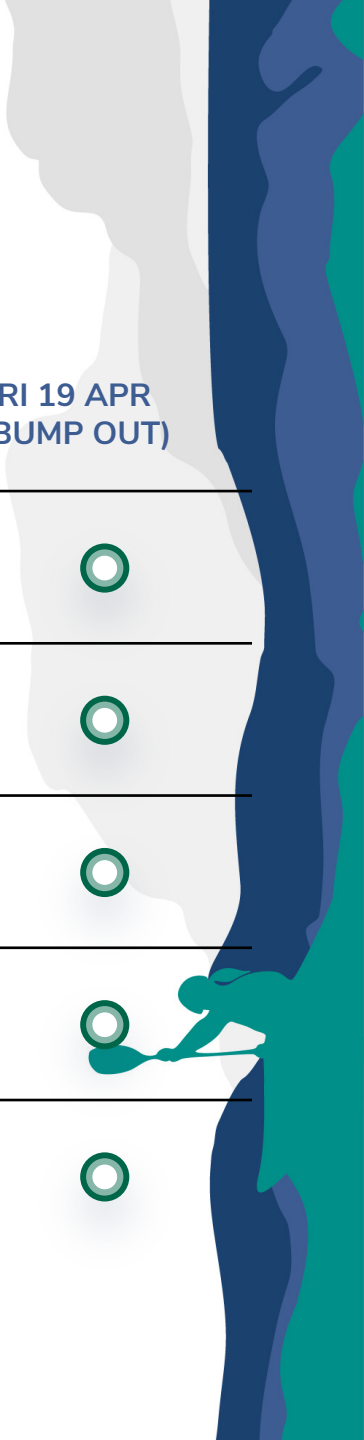


Saturday 20th April

Infrastructure bump out continues
Participant bump out concludes

Camp Stages

		SUN 14 APR	MON 15 APR	TUES 16 APR	WED 17 APR	THURS 18 APR	FRI 19 APR (BUMP OUT)
Joey Scouts	3 nights			○	○	○	○
Cub Scouts	3 nights			○	○	○	○
Scouts	5 nights	○	○	○	○	○	○
Venturer Scouts	5 nights	○	○	○	○	○	○
Rover Scouts	5 nights	○	○	○	○	○	○



Program

CHALLENGE ZONE

Colour run, MasterChef, outdoor Olympics, carnival games, open air escape room, scavenger hunt, laser tag

ADVENTURE ZONE

Amazing race, 4WD, ice skating, golf, frisbee golf, horse riding, inflatable obstacle course

OUTDOOR ADVENTURE SKILLS ZONE

The Wilderness (bushwalk), The Lake (paddling, sailing), The Rapids (white water), The Mountain (alpine vertical, flying fox), The tour (cycling), The Village (pioneering, survival, camping skills)

SPECIAL INTEREST AREA ZONE

Archery, sports clinic, regaining, wide games, arts and craft, Aboriginal history & culture, photography, backstage pass, theatre sports, science, water watch, bush blitz, heritage, youth empowerment)

MINI EXPEDITION

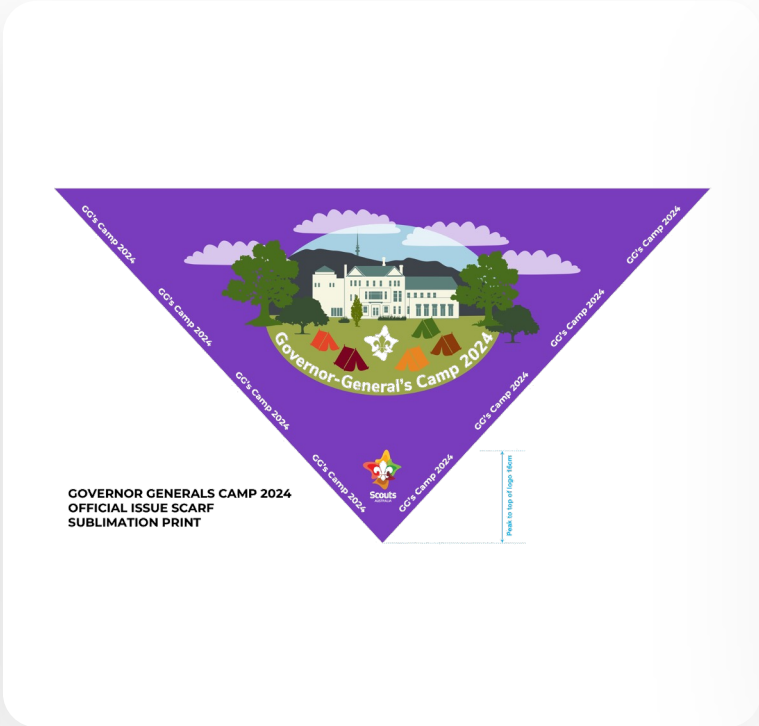
Parliament House, Questacon, War Memorial, Zoo & Aquarium, National Mint, NGA & Portrait Gallery, Botanic Gardens



Merchandise



BEANIE

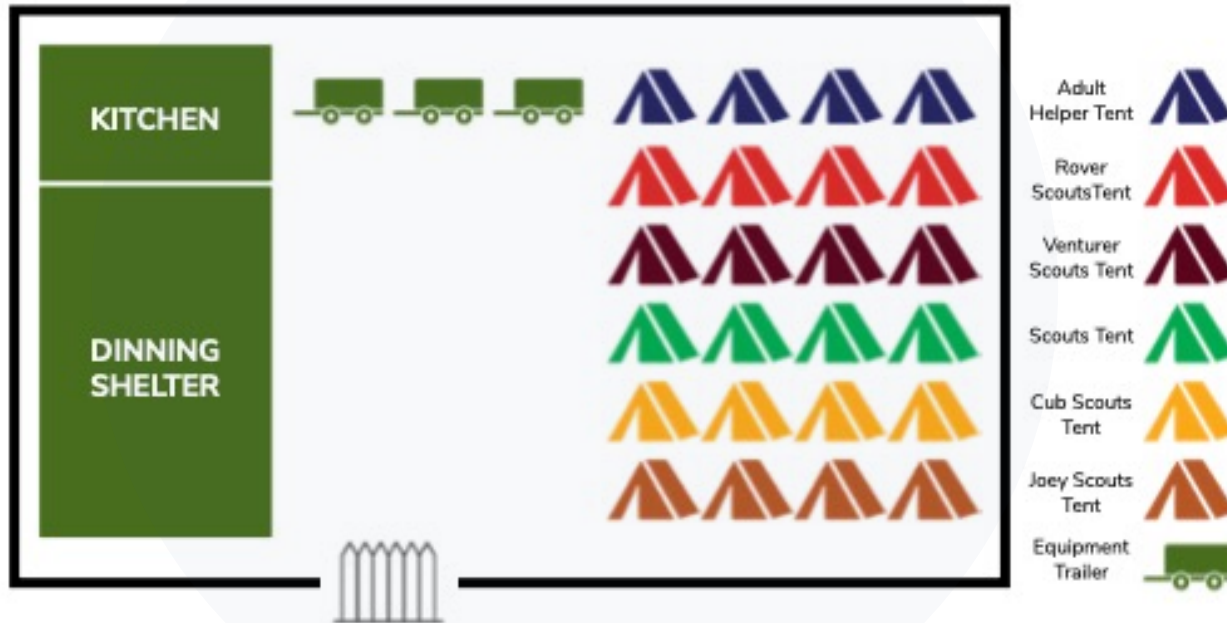


SCARF



HOODIE

Unit Structures



- Scouts will camp together in Camping Units of around 40 people, with up to 36 youth members and at least four Leaders.
- Camping Units will be divided into six patrols of six youth with an assigned PL & APL (Unit Council decides).
- Camping Units will generally be along Group or Branch lines, plus combined Units as required with people from different Branches.
- Patrol members can be from across age sections or from single age section (Unit Council decides).

Event Eligibility



JOEY SCOUTS

- Be registered as a Scout for the duration of the Camp.
- Have completed the Introduction to Joey Scouts Section.
- Complete a GG's Camp registration.
- Have camped for two (2) nights in a tent at a Scouting activity, with two (2) of those nights being consecutive.
- Aim to have achieved Outdoor Adventure Skills Camping Stage 2.



CUB SCOUTS

- Be registered as a Scout for the duration of the Camp.
- Have completed the Introduction to Cub Scouts Section.
- Complete a GG's Camp registration.
- Have camped for two (2) nights in a tent at a Scouting activity, with two (2) of those nights being consecutive.
- Aim to have achieved Outdoor Adventure Skills Camping Stage 2.



SCOUTS

- Be registered as a Scout for the duration of the Camp.
- Have completed the Introduction to Scouts Section.
- Complete a GG's Camp registration.
- Have camped for five (5) nights in a tent at a Scouting activity, with two (2) of those nights being consecutive.
- Aim to have achieved Outdoor Adventure Skills Camping Stage 3.



VENTURER SCOUTS

- Be registered as a Venturer Scout for the duration of the Camp.
- Have completed the Introduction to Venturer Scouts Section.
- Have camped for five (5) nights in a tent at a Scouting activity, with two (2) of those nights being consecutive.
- Aim to have achieved Outdoor Adventure Skills Camping Stage 5.
- Hold a Working With Vulnerable People (WWVP) card or Australian state/territory equivalent for the duration of the camp (those who are 16 years or older during the camp).
- Complete a GG's Camp registration.



ROVER SCOUTS

- Be registered as a Rover Scout for the duration of the Camp.
- Have completed the Introduction to Rover Scouts Section.
- Have completed the WHS and Child Safe Scouting e-learning modules.
- Hold a Working With Vulnerable People (WWVP) card or Australian state/territory equivalent for the duration of the camp.
- Aim to have achieved Outdoor Adventure Skills Camping Stage 5.
- Complete a GG's Camp registration.
- Have Australian Government recognised photo identification at the camp.

ADULT LEADERS EVENT ELIGIBILITY



Be registered as an adult member of Scouts Australia for the duration of the Camp.



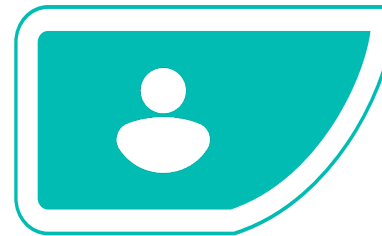
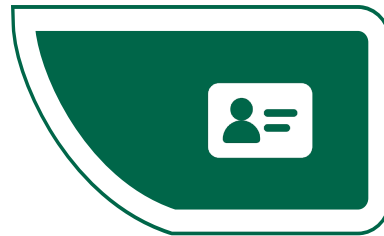
Be capable of handling the physical and emotional requirements of the event.

Have completed the WHS and Child Safe Scouting e-learning modules.

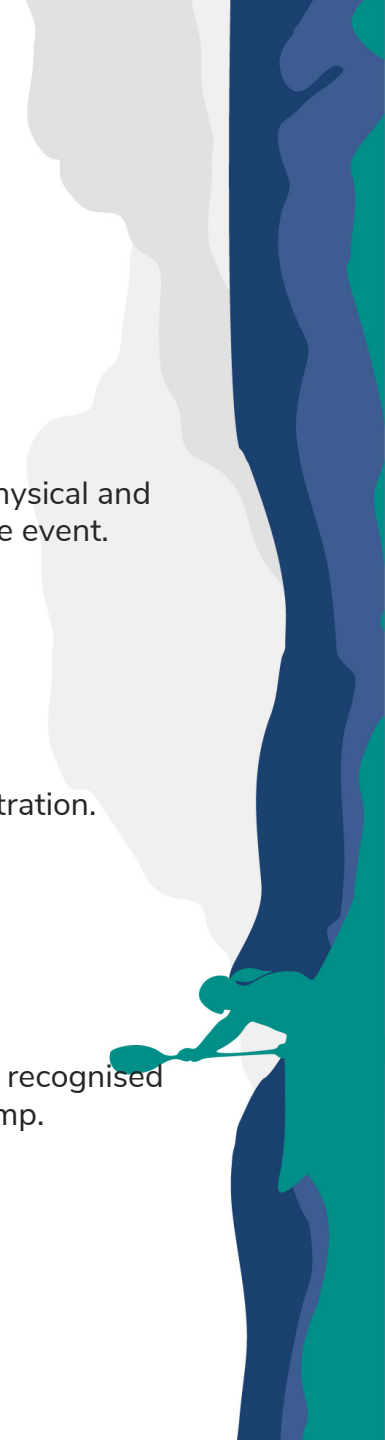


Complete a GG's Camp registration.

Hold a Working With Vulnerable People (WWVP) card or Australian state/territory equivalent for the duration of the camp.



Have Australian Government recognised photo identification at the camp.





OTHER VOLUNTEERS, CONTRACTORS, ENTERTAINERS AND VIPS

- Be registered on the GG's Camp site access list no later than 24 hours prior to requiring accessing to the site.
- Hold a current Working With Vulnerable People (WWVP) check (or equivalent) for the duration of the camp (for those requiring unescorted access).
- Be capable of handling the physical and emotional requirements of the event.
- Have Australian Government recognised photo identification at the camp.

Pricing

Joey Scouts
Cub Scouts

\$500

Scouts
Venturer Scouts
Rover Scouts

\$750

Adult Leaders
Adult Helpers

\$250



Pricing based on scalable costs due to nature of event



Budget has capacity to flex to cater to additional registrations to a Government House capacity of 2,500 participants, 1,000 adult supporters



Transport to Sydney or Canberra Airports are at no additional cost



Registration Timeline

01



Registrations Open
NOW



Ongoing Marketing
NOW

03



Registrations Close
**NOV 30
2023**

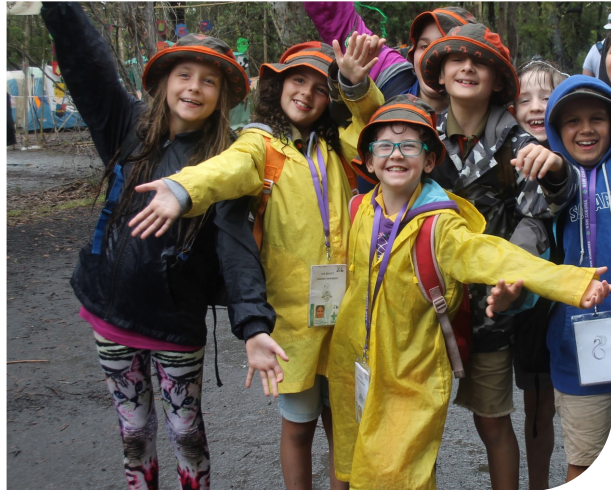


Confirmation
EARLY 2024

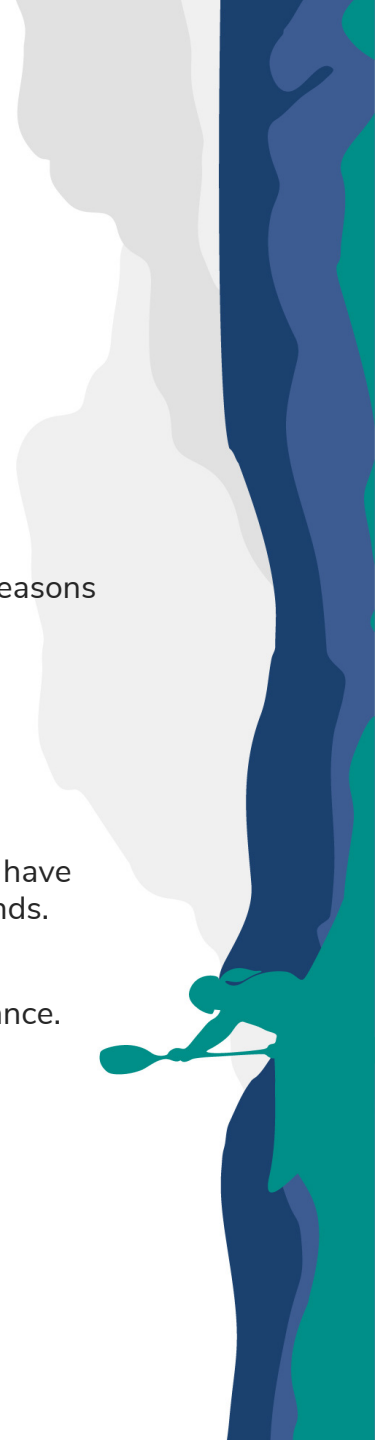
02

04

Registration Conditions



- Participant must be in good financial standing with relevant Branch.
- Participant must not have been sent home for behaviour reasons from a major National or International event.
- Participant must be endorsed by relevant Branch Chief Commissioner.
- Australian Federal Police will conduct security checks and have the right to refuse access to any persons on security grounds.
- Camp Chief can make final decision on participant attendance.



Registration



Registrations close
30 November 2023



Must register by
this date to receive
merchandise,
guarantee transport
and Unit placement



Search "Scouts
Governor-General's
Camp 2024" to register



Email questions to
[ggcamp2024@scouts.
com.au](mailto:ggcamp2024@scouts.com.au)