



Scouts
AUSTRALIA

Governor-General's Camp 2024

PARTICIPANT BOOKLET

Version 2.2



Contents



1	Welcome to Governor-General's Camp 2024	3
2	Objectives and connection to the Scouting Program	4
3	Who can attend GG's Camp	4
3.1	Eligibility	4-6
3.2	Final payment date	4
3.3	Referee checks	6
4	Contact	7
5	Code of conduct	7
5.1	Be respectful	8
5.2	Do what is right	9
5.3	Believe in yourself	9
5.4	Unique considerations	10
6	Camping units	10
7	Youth leading, adults supporting	11
7.1	Unit leader	11
7.2	Patrol leader	11
8	Daily schedule	12
9	Lost property	13
10	Health & wellbeing	13
10.1	Rest	13
10.2	Hydration	13
10.3	Handwashing	13
10.4	Washing & showers	13
10.5	Sensory Support	14
10.6	Care of Personal Gear	14
10.7	Medication Management	14

Contents



10.8	Updating Personal Information	15
11	Mobile devices	15
12	Suggested gear list	16
13	Site Map	18
14	Menu	19
14.1	Dietary information	19
15	Program	19
16	Activity waivers	22
17	Merchandise	22
18	Shop	22
19	Transport	23
19.1	Act and nearby NSW participants	23
19.2	Interstate participants	23
20	Feeling safe	24



Governor-General's Camp 2024
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1. Welcome to Governor-General's Camp 2024

The Chief Scout of Australia, His Excellency General the Honourable David Hurley and Mrs Hurley, invite Scouts from across Australia to attend the Governor General's (GG's) Camp on the beautiful grounds of Government House in Yarralumla, Canberra.

This is the first time in almost a century that Scouts have camped at the residence of our Chief Scout.



This ONCE-IN-A-LIFETIME opportunity enables Joey Scouts, Cub Scouts, Scouts, Venturer Scouts, Rover Scouts, leaders and adult supporters to camp with the Governor-General and Mrs Hurley and enjoy a magnificent camp full of fun activities all around the Australian Capital Territory.

Participants will have the chance to embrace all that Scouting has to offer. Onsite and offsite activities will be explored through many varied Outdoor Adventure Skills and Special Interest Areas, and there will be a great entertainment program each evening.

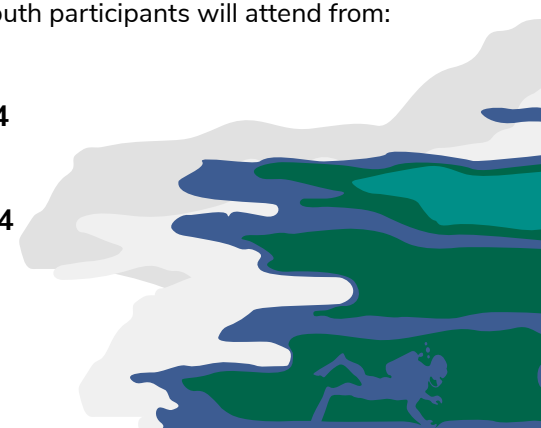
The GG's Camp is a unique opportunity to experience a large-scale event in the heart of our nation. With young people at the centre of this experience, this camp will provide unforgettable memories and real learning outcomes whilst enshrining an adventurous, fun, challenging and inclusive program.

In addition to the unique experiences, the event has the potential to generate significant community interest, given the location and historical importance. The event will capitalise on the opportunity to engage the political, government, business, and philanthropic sectors to promote the benefits, impact and importance of Scouting in the 21st century. This event will also be the largest ever held on the grounds of Government House.

The GG's Camp will be held from Sunday 14 April to Friday 19 April 2024. Youth participants will attend from:

Sunday 14 April to Friday 19 April 2024
(Scouts, Venturer Scouts and Rover Scouts)

Tuesday 16 April to Friday 19 April 2024
(Joey Scouts and Cub Scouts)



2. Objectives and connection to the Scouting Program

The GG's Camp objectives are to:

- Showcase modern Scouting in Australia.
- Apply best practice youth engagement.
- Model the Youth Program.
- Exercise patrol-directed programming.

As a major Scout's Australia event, the GG's Camp will clearly connect with the Scouts Program and provide opportunities for youth members to progress their Achievement Pathways through activities and events.

The camp will bring together all youth participants from Joey Scouts to Rover Scouts. This approach allows:

- Participants to engage in activities aligning with their personal achievement pathway needs, including assisting or leading others (for higher Outdoor Adventure Skill levels). For example, at the Cycling Zone, a participant working on Stage 5 Cycling could assist a participant working on Stage 2 Cycling, and both could check off I Statements at their respective stage.
- Greater participant numbers allow a broader selection of expedition options to be offered.
- Greater participant numbers create economies of scale through costs to be spread across total participant numbers. This means we can provide a more affordable event for all sections (Joey Scouts, Cub Scouts, Scouts, Venturer Scouts and Rover Scouts).

3. Who can attend the GG Camp

The GG's Camp 2024 participation is open to Scouts Australia and Girl Guides Australia registered members, from any Australian State or Territory Branch.

3.1 Eligibility

Scouts Australia registered members are eligible to participate in the GG's Camp in accordance with the eligibility criteria in **Table 1**.

Girl Guides Australia registered members may also apply to attend the GG's Camp with equivalent criteria to the detail in **Table 1**.

3.2 Application Opening and Closing Dates

Completed applications are to be through the Scouts Australia On-line Events Management system (OLEMS) available at <https://registrations.ggcamp2023.scouts.com.au/Login.asp>. All event fees can be paid online by credit or debit card using our online application system.

- Final payment due 31 March 2024.

3.3 Referee Checks

Reference checks will be undertaken for each participant by their respective Branch prior to approval of an application to attend the GG Camp 2024.



Table 1 -GG's Camp Participant Eligibility Criteria

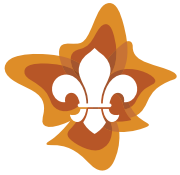


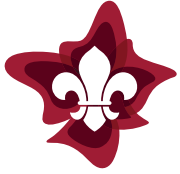
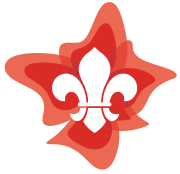
SECTION	SCOUT ELIGIBILITY CRITERIA
 <p>Joey Scouts</p>	<ul style="list-style-type: none">• Be registered as a Scout for the duration of the Camp.• Have completed the Introduction to Joey Scouts Section.• Have camped for two (2) nights in a tent at a Scouting activity, with two (2) of those nights being consecutive.• Aim to have achieved Outdoor Adventure Skills Camping Stage 2.• Complete a GG's Camp registration.
 <p>Cub Scouts</p>	<ul style="list-style-type: none">• Be registered as a Scout for the duration of the Camp.• Have completed the Introduction to Cub Scouts Section.• 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.• Complete a GG's Camp registration.
 <p>Scouts</p>	<ul style="list-style-type: none">• Be registered as a Scout for the duration of the Camp.• Have completed the Introduction to 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 3.• Complete a GG's Camp registration.
 <p>Venturer Scouts</p>	<ul style="list-style-type: none">• 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.
 <p>Rover Scouts</p>	<ul style="list-style-type: none">• 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.

Table 1 -GG's Camp Participant Eligibility Criteria - continue

SECTION	SCOUT ELIGIBILITY CRITERIA
<p>Adult Leaders</p>	<ul style="list-style-type: none"> • Be registered as an adult member of Scouts Australia for the duration of the Camp. • 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. • Be capable of handling the physical and emotional requirements of the event. • Complete a GG's Camp registration. • Have Australian Government recognised photo identification at the camp.
<p>Adult (Scouts) Helpers</p>	<ul style="list-style-type: none"> • Be registered as an adult member of Scouts Australia for the duration of the Camp. • 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. • Be capable of handling the physical and emotional requirements of the event. • Complete a GG's Camp registration. • Have Australian Government recognised photo identification at the camp.
<p>Other Volunteers, Contractors, Entertainers and VIPs</p>	<ul style="list-style-type: none"> • 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.

Table 1 GG's Camp Participant Eligibility Criteria.

4. Contact

Please direct all questions to your GG's Camp Line Leader in the first instance, and then ggcamp2024@scouts.com.au if further assistance is required.

The ggcamp2024@scouts.com.au email address will be operational throughout the event for routine issues and will be monitored 24 hours a day by the Event Team.

You can contact us during the event for emergencies ONLY by calling the Event Operations Centre on **0437 865 482**. For child safety, call **0409 760 424**.

5. Code of Conduct

All Scouts are reminded that the Scout Law and Promise always applies during the GG's Camp. The code of conduct outlined below is intended to create a safe space for everyone at the GG's Camp.

Australia Scout Promise

On my honour, I promise
To do my best,
To be true to my spiritual beliefs,
To contribute to my community and our
world,
To help other people,
And to live by the Scout Law.

or

On my honour
I promise that I will do my best
To do my duty to my God, and
To the King of Australia,
To help other people,
And to live by the Scout Law.

The Australian Scout Law

Be Respectful

Be friendly and considerate
Care for others and the environment

Do What is Right

Be trustworthy, honest and fair
Use resources wisely

Believe in Myself

Learn from my experiences
Face challenges with courage

5.1 Be Respectful

This code of conduct relies on an understanding of consent. In Scouts we hold that:

1. Consent has a legal meaning. Where sexual activities are concerned, a person may not legally consent until they have achieved 16 years of age; a person is also considered unable to consent if their judgement may be impaired by drugs, alcohol or fatigue.
2. During the event this also includes is no physical or sexual interaction of any kind between children aged 17 and under with members aged 18+. This includes those already in existing relationships.
3. Consent is given freely and voluntarily. This means that consent is not given where there is any coercion; or where negative consequences of withholding consent are real or imagined.
4. Consent is clear, unambiguous, positive, and enthusiastic. Receiving no response is not consent. Reluctant acceptance and/or submission is not consent.
5. Consent and sexual activity. Any unwanted sexual activity, or unwanted touching of a person's body by another person may be sexual assault. For example, it can include kissing or inappropriate touching of a person's breasts, bottom or genitals, or even performing a sexual activity in front of another person.

At all Scouts activities, respecting others means that all members, youth and adult are entitled to privacy.

- 1. Physical privacy.** All members are entitled to have their personal space respected, and members must not make physical contact with any person, or their belongings without clear and unambiguous consent. Scouts expects every member to have their own bedding and to respect bedding belonging to someone else as that person's personal space. It is the position of Scouts that Scouting activities are not an appropriate place for sexual activities.
- 2. Visual privacy.** All members are entitled to have privacy for themselves and their belongings and must respect the privacy of others in return. This means that without consent it is not appropriate to observe them as they conduct private activities. It is not appropriate to search their belongings, or speak to others about what we have seen, deliberately or accidentally.
- 3. Audible privacy.** All members are entitled to have privacy and must respect the privacy of others. This means that without consent it is not appropriate to listen to them as they conduct private activities or conversations. It is not appropriate to speak to others about what we have heard, deliberately or accidentally.
- 4. Digital privacy.** Taking and sharing of intimate photo or videos of young people is a crime. Regardless of age, taking intimate photo or videos without consent is a crime, and sharing of intimate photo or videos without consent is a crime. For information about image-based abuse, you can visit the e-safety website (<https://esafety.gov.au/image-based-abuse>)

Respect for others in this context means respecting their privacy; respecting the decisions that they make in providing consent; and respecting their emotional and mental health.

Respect for others includes respecting legal and ethical obligations of the organisation, its Leaders and other youth members.

Respecting others and the program:

1. As a member you should show respect to yourself, as well as all other members, Leaders, volunteers and external operators, as well as the members of the public.
2. You should respect the environment and community where the camp is held.
3. Bullying, discrimination, harassment or assault of any kind has no place in Scouting. You should not engage in any of these activities and are encouraged to report any instances of this to a trusted adult.
4. You should comply with all reasonable directions from supporting adults and external operators.
5. You will have decent amount of freedom during the event; however, there are many points when it very important to be at the right place at the right time (especially for transport). If you are asked to be somewhere, you have a responsibility to be there at the right time and follow all instructions.

Failure to follow this code of conduct will result in disciplinary action. Depending on the severity of the offence, possible actions could range from missing activities to being sent home at your own expense. Not knowing the code of conduct is never an excuse and it is your responsibility to know and understand these rules that are put in place to keep the event safe.

Remember to have fun and make the most of your time here, it's not just a two-night camp so don't burn yourself out, look after your physical and mental wellbeing, and look out for the other members,

5.2 Do what is right

Event participants are trusted to follow the rules and ensure that others also follow these rules. In this instance it may mean reminding our friends that their behaviour is inappropriate or reporting that behaviour by speaking with a trusted adult. Doing what is right may include seeking assistance for others who have been using drugs or alcohol.

5.3 Believe in Yourself

If you would like support in discussing, challenging, or reporting inappropriate behaviour, please speak with a trusted adult or a member of the Health & Wellbeing Team.

Should you wish to report a matter that is concerning you anonymously, you can call the Event Operations Centre on 04XX XXX XXX, 04XX XXX XXX or 04XX XXX XXX.





5.4 Unique Considerations

Government House in Canberra is a secure site that is managed by the Australian Federal Police (AFP) and not a traditional campground as normally used by Scouts. This means that there are special unique considerations that must be included when camping at this location.

This includes:

- All people entering the site must be pre-approved by the AFP, with details provided to the Event Team no less than 1 day (24 hours) prior to arrival;
- All participants must stay within marked or always directed pathways and areas and not explore the site beyond these boundaries unless part of an organised tour; and
- All participants must remain within the designated camping and entertainment area of an evening and overnight, and anyone found outside of the approved area may be sent home at their own cost. Any exceptional requirements will only be through Event Team authorisation and oversight.

6. Camping Units

Scouts and Venturer Scouts will camp together in Camping Units of around 46 people, with up to 36 youth members and six to nine Leaders.

Rover Scouts, Non-Line Leaders & Adult Helpers that are part of the Event Team will camp together in the Event Team Camping area.

Camping Units will be divided into six patrols of up to 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).

Duty Patrol will be required to prepare meals. Line Leaders may wish to assist Duty Patrols with collecting food while they are on activities (Unit Council decides).

A Unit Line Leader will need to rotate remaining at Camp to organise food from the Q Store while other leaders provide support to activities (Unit Council decides).

Benefits to this approach:

- | | |
|--|------------------------------------|
| ✓ Different sections share stories | ✓ Leadership from older sections |
| ✓ Groups provide equipment only for one site | ✓ All catering in group campsites |
| ✓ Across district project patrols | ✓ Supports the One Program concept |

Activity Units will be made up of patrols from a mix of Branches.

Activity Units will participate in the same daily activities together, building networks and friendships.

7. Youth Leading, Adults Supporting

There are two roles specifically for young people in every GG's Camp Unit – Patrol Leaders and a Unit Leader. A Unit Leader will be a member of a Patrol – they could even be a Patrol Leader too!

These role descriptions are intended as a guide. Your home Unit Council should be involved in decisions around how roles are allocated within a GG's Camp Unit.

7.1 Unit Leader

Position: Unit Leader

Type: This position is for a Youth Member

- Plan>
- Participate and represent their Unit in pre-GG's Camp events, such as online briefings or site visits.
 - Assist the adult Leaders in developing a Unit-based approach to the event (e.g. Unit code of conduct).
- Do>
- Run meetings of the Unit Council whilst at GG's Camp
 - Attend meetings with other Unit Leaders and the GG's Camp Event Team to communicate feedback for improving the event.
 - Be a member of a Patrol and fully participate in the GG's Camp Program.
 - Assist the adult Leaders in improving and adapting the Unit's approach to the camp, providing a youth perspective to the running of the Unit.
- Review>
- Be an exemplary role model for all those in your GG's Camp Unit.
 - Support the Review> process in their GG's Camp Unit.
 - Review their experience as a Unit Leader to inform potential future events (super important as appointed Scouts will be the inaugural GG's Camp Unit Leaders).

7.2 Patrol Leader

Position: Patrol Leader

Type: This position is for a Youth Member

- Plan>
- Attend the online pre-GG's Camp Patrol Leader briefing on-line.
 - Organise a Patrol meeting (face-to-face or online) to decide the Patrol's activity preferences.
 - Submit the Patrol's activity preferences by the deadline.
- Do>
- Attend Unit Council meetings.
 - Support your Patrol to undertake Duty Patrol responsibilities on the specified day.
 - Fully participate in the GG's Camp Program.
 - Be an exemplary role model for all those in your GG's Camp Unit.
- Review>
- Support the Review> process in their Patrol (e.g. encourage Patrol members to update Terrain after GG's Camp).

8. Daily schedule

TIME	ACTIVITY	LOCATION
6.00am	Wake up	Campsite
6.30am - 7.30am	Breakfast	Campsites for Units Leaders Dining for Event Staff
7.45am	Buses depart for offsite activities	Bus zones
8.00am	Hub Opens	Hub
8.30am	Activities (onsite and offsite) commence	Onsite and offsite activity and event zones
TIME	ACTIVITY	LOCATION
10.00am	Duty Line Leader meeting	Event HQ
11.30am	Onsite and offsite activities conclude (AM session)	Onsite and offsite activity and event zones
11.30am	Buses depart for camp site	Bus zones
12.00pm - 1.00pm	Lunch	Campsites for Units Leaders Dining for Event Staff
1.30pm	Buses depart for offsite activities	Bus zones
2.00pm	Activities (onsite and offsite) commence	Onsite and offsite activity and event zones
2.00pm	Food collection (Camping Units 1-15)	Q Store
2.30pm	Food collection (Camping Units 16-30)	Q Store
4.00pm	Food collection (Camping Units 30 onwards)	Q Store
5.00pm	Onsite and offsite activities conclude (PM session)	Onsite and offsite activity and event zones
5.00pm	Buses depart for camp site	Bus zones
5.30pm - 7.00pm	Dinner	Campsites for Units Leaders Dining for Event Staff
7.00pm	Entertainment begins	Entertainment hub
9.00pm	Entertainment concludes	Entertainment hub
9.00pm	Hub closes for Joey Scouts, Cub Scouts and Scouts	Hub
9.30pm	Camp quiet time	Entire site

9. Lost Property

The Camp Headquarters near the Entertainment Hub will be the central location for all lost property. It is recommended that items are labelled with the person's name and Unit so they can be returned.

10. Health & Wellbeing

Parents and carers are encouraged to read through this section with their young person. To ensure a successful experience, it is essential that Scouts are well prepared regarding personal hygiene.

10.1 Rest

Tiredness and fatigue can be real problems for several reasons. Fatigue causes irritability and arguments to increase, concentration to decrease and accidents to increase. Being away from home for a long period of time, being in strange surroundings, over excitement, repeated early mornings/later than usual nights, constant activity, homesickness and pushing to do all the activities often results in Scouts not gaining enough sleep or rest. Fatigue symptoms are worse when combined with low blood sugar. If this is happening in your Unit it may be necessary to have a rest hour each day, given snacks in the late afternoon or have earlier 'lights out'.

10.2 Hydration

The combination of heat, sun and activity means that it is imperative for everyone to drink ample fluids on a regular basis each day. Dehydration can strike suddenly and viciously – both for youth and adults alike. It is recommended that every person drinks at least 2-3 litres per day – but not soft drink, these should be kept to a minimum. Water is the best option, otherwise possibly with some flavour added or electrolyte drinks, fruit juices and hot/cold tea, coffee or Milo. Unit sites must supply a bulk water container filled and freely available to drink from as necessary. Carrying a water bottle with you around the site is also a must.

10.3 Handwashing

Hand washing is a must. Each Unit will have a hand wash station somewhere and hand sanitiser available at the gate. Everyone must sanitise every time they enter and leave the gate. Wash and sanitise hands before meals. Duty Patrol Leaders will distribute hand sanitiser to ensure it is used.

10.4 Washing & Showers

Unit members will be encouraged to get into a regular, daily washing routine whilst at the Camp. In general: it is important that Scouts are regularly using the toilet, showering every day, shampooing their hair, looking after their feet, eating properly, and cleaning their teeth. Particular attention must be paid to making sure that feet are properly washed and are completely dried to prevent infection. Remember that bacteria in faeces that reach the mouth via the hands cause gastroenteritis and/or food poisoning. Hands need to be spotless while preparing food, and fingernails need to be kept short. The Patrol System will be used for a quick inspection of faces, hands, nails, knees, hair and ears each morning before breakfast. This can give a fair indication if personal hygiene is being attended to properly.

10.5 Sensory Support

Some activities at the GG Camp 2024, including the nightly entertainment, contain loud noises, moving lights and crowds in confined spaces. If you are sensitive to any of these conditions, please inform your leaders on arrival at camp so that they can accommodate your needs. If you require any hearing or eye protection, please ensure you bring these with you to camp and let your leaders know that you have them on site. If you have a safety plan from a medical professional, please provide this to your leader prior to camp. We will attempt to accommodate your needs during camp and will discuss with you or your carer if we need to make alternative arrangements.

10.6 Care of Personal Gear

Particular attention will be paid to the tidiness of tents and clothing. It can be a real source of irritation for Scouts if they cannot find some of their possessions because others have left things in a mess, especially if they are tired. Leaders will insist that tents and gear are always left neat and tidy. Uniforms should be hung in protective bags, and shoes kept off the ground to dry and air. Food and drink should never be consumed in the tent and never kept there. Lollies pose a problem, and Scouts should be encouraged to be extremely careful, especially with chocolate as it can make a terrible mess if forgotten or not properly stored. Leaders will regularly check to ensure that wet clothing and towels are not put in bags.

10.7 Medication Management

All medication must be listed in the GG Camp 2024 registration system prior to the Camp. This includes non-prescription medication such as Panadol – Camp Leaders cannot dispense such medication to Scouts if it is not listed as a medication on the Scouts' medication form. Leaders cannot administer any medications without the specific written permission and instructions from parents/guardians.

Parents/guardians are to supply all medication to be given to youth members to be packaged in Webster packs, Webster roll or similar. These are packaged by the pharmacy with the child's name, medication and direction as to the time and way to be given. This may take up to a week to dispense in this form, so make parents/guardians aware of this requirement early.

Medication without packaging and correct instructions cannot be given. If sending paracetamol, it must be in the box with the prescribed dose written on it.

Asthma puffers and EpiPen's should be carried by the youth member who requires it.

It is **imperative that participant's personal, medical, and dietary information is current and updated as necessary in the Online Application System.** Should the applicant's medical conditions change from the information provided on their initial application, it is the obligation of the applicant (or parent/guardian) to advise the Event Team immediately of any such change either through the Online Application System or by written confirmation directly to ggcamp2024@scouts.com.au.

10.8 Updating Personal Information

It is important that all medical and dietary information listed on the GG Camp 2024 Application system is up to date before the Camp.

To update your medical or dietary information, follow these steps. Health data must be updated by March 10 to ensure correct food can be provided.

1. Go to the GG Camp 2024 application system <https://registrations.ggcamp2023.scouts.com.au/Login.asp>
2. Log in with the username and password of the participant you wish to update
3. Click on the medical tab
4. Check all information including the general medical statement, medications, allergies & dietary requirements are updated.
5. Save the page after any details have been amended.
6. Please ensure Next of kin details are updated.

If you are unable to locate the confirmation of registration email, please contact ggcamp2024@scouts.com.au and our team will assist.


11. Mobile Devices

Mobile devices are not required for youth participation at the GG's Camp.

For those bringing mobile phones, the event site has at least reasonable mobile phone coverage for most mobile phone carriers, however capacity may degrade at times with the numbers of participants onsite. A Telstra (only) capacity booster will be provided which will increase signal strength and bandwidth. No free wifi will be provided and participants with mobile devices are expected to have a mobile phone plan with a service provider (e.g. Telstra, Optus, etc).

It is the responsibility of Unit Councils (the Unit Leader, Patrol Leaders and Line Leaders in each Unit) to determine how mobile devices are used at the GGs Camp 2024. A sample Unit Code for mobile devices at the Camp is below. Please note this is a sample only and each Unit Council (Unit Leader, Patrol Leaders and Line Leaders) is encouraged to create their own Unit Code for mobile devices.

Provision for the charging of mobile devices will be available at the camp.

- 
- Plan>
- We have planned a way of charging our devices
 - We have arranged how these devices will be stored at camp
 - We have decided when devices will be available for use, and when they'll be locked away
 - We have communicated our plan for mobile devices to our GGs Camp 2024 Unit
- Do>
- We respect our fellow Scouts' privacy and do not take or post unwanted images
 - We are present at the Camp and not here on our devices
 - We treat our fellow Scouts' devices with respect
 - We respect our Camp Leader's discretion when it comes to our devices
 - We take responsibility for any lost, damaged or stolen devices and take precautionary methods to prevent such occurrences
- Review>
- Phone usage is reviewed at Unit Council

12. Suggested Gear List

All items taken should be labelled with your name and Unit number. Please note that this is a recommended list and assumes Scouts will be hand washing their clothes during the Camp.

Bedding

- 1 small inflatable mat
- 1 sleeping bag (September overnight temperatures can get down to 0°C)
- 1 cotton/silk inner sheet
- 1 pillow (inflatable suggested)

Clothing

- Scout Uniform shirt
- Scout Uniform pants
- 1 pair of comfortable walking shoes
- 1 pair of shoes for water/mud activities
- 1 pair of canvas shoes to wear to and from the showers
- 1 pair of thongs for the showers only
- 1 pair of swimmers
- Rash vest for swimming
- Collared t-shirts for the duration of the event (in addition to provided Camp shirt)

Warm layers for evening

- 1 set of clothes for messy activities
- 1 pair of long pants (not denim jeans)
- 1 pair of pyjamas
- Socks & underwear for the duration of the event
- 1 to 2 jumpers/windcheaters
- 1 waterproof raincoat
- Broad brimmed / bucket style hat

Medication

Personal medication, provided in a Webster pack (or similar) - please make sure that your Unit Health & Wellbeing Leader is aware of this, including any storage requirements, and that your details in the GG Camp 2023 application system are fully up to date.

Suggested Gear List continues next page

12. Suggested Gear List

All items taken should be labelled with your name and Unit number. Please note that this is a recommended list and assumes Scouts will be hand washing their clothes during the Camp.

Bedding

- 1 small inflatable mat
- 1 sleeping bag (September overnight temperatures can get down to 0°C)
- 1 cotton/silk inner sheet
- 1 pillow (inflatable suggested)

Clothing

- Scout Uniform shirt
- Scout Uniform pants
- 1 pair of comfortable walking shoes
- 1 pair of shoes for water/mud activities
- 1 pair of canvas shoes to wear to and from the showers
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- 1 set of clothes for messy activities
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- 1 to 2 jumpers/windcheaters
- 1 waterproof raincoat
- Broad brimmed / bucket style hat

Medication

Personal medication, provided in a Webster pack (or similar) - please make sure that your Unit Health & Wellbeing Leader is aware of this, including any storage requirements, and that your details in the GG Camp 2023 application system are fully up to date.

Other

- Day pack
- Water bottle/s
- Hearing protection if you are sensitive to loud noises (earmuffs and ear plugs only, no headphones or ear pods)
- Eye protection if you are sensitive to bright lights, sunlight or flashes
- Sunglasses (these can double as eye protection if suitable to your needs)
- Pens and small notebook
- Badges to swap (optional)
- 1 mess kit containing knife, fork, spoon, plate, bowl, cup in a breathable cloth dilly bag (not plastic)
- 1 small torch and spare batteries
- Plastic bags for dirty clothes
- 6-8 clothing pegs
- 2 towels (one for water activities/beach)
- Sunglasses
- Book(s), magazines
- A deck of cards
- An inexpensive or disposable camera with spare batteries – optional

Personal items

- Soap (in container)
- Toothbrush and toothpaste
- Comb/brush
- Small moisturising cream
- Face washer
- Shampoo/conditioner
- Sunscreen
- Roll on insect repellent
- Roll on deodorant

NO spray products as these may damage tents and affect some people.

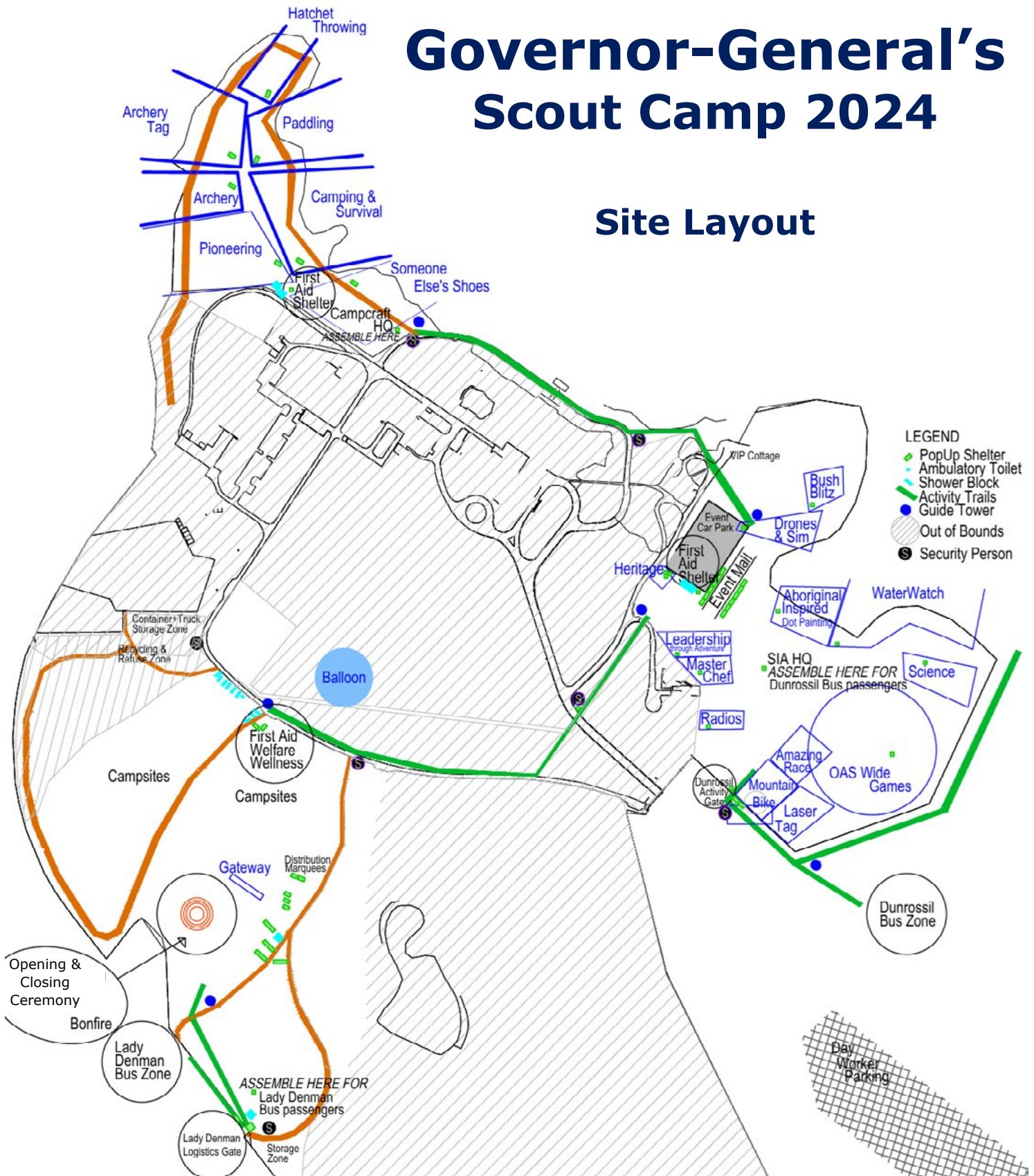
- Sanitary products
- Small personal first aid kit





13. Sitemap

Governor-General's Scout Camp 2024

Site Layout



14. Menu

	SUNDAY APRIL 14	MONDAY APRIL 15	TUESDAY APRIL 16	WEDNESDAY APRIL 17	THURSDAY APRIL 18	FRIDAY APRIL 19
	Cereal Toast Muesli Yoghurt & Tinned Fruit	Cereal Toast Bacon & Eggs	Cereal Toast Muesli Yoghurt & Tinned Fruit	Cereal Toast Spaghetti & Baked Beans	Cereal Toast Muesli Yoghurt & Tinned Fruit	Cereal Ham/Chees/ Tomato Toasties
	Chocolate or Berry Muffins & Fruit	Iced Donut & Fruit	Choc Chip or Strawberry Muesli Bar & Fruit	Chocolate or Berry Muffins & Fruit	Donut Jam Ball & Fruit	Choc Chip or Strawberry Muesli Bar & Fruit
	Selection of premade sandwiches, wraps, paninis, rice paper rolls and sushi					
	Potato Chips & Fruits	Grainwaves & Fruit	Popcorn & Fruit	Potato Chips & Fruits	Rice Crackers & Fruits	Popcorn & Fruit
	BBQ Hamburgers, Sausages & Potato Salad	Butter Chicken & Lam Korma with Rice, Veggies & Roti	Pulled Pork Soft Tacos with Salad & Corn Chips	Pasta Bolognese, Garlic Bread & Garden Salad	Chicken & Lamb Souvlaki with Salad & Potato Wedges	
	Chocolate Cake with Custard	Cheesecake with Berries	White Chocolate & Raspberry Cake with Cream	Chocolate Cake with Custard	Lemon Cake with Yoghurt & Blueberries	
	Milo & Biscuits					

14.1 Modified Diets

Please note that GG's Camp is entirely nut free. All products provided will be free from nuts and we request that any food brought on site by participants is also free from nuts.

The following modified diets will be catered for at GG's Camp:

- | | | |
|------------------------|-------------------|------------------|
| 1. Gluten free | 6. Diabetic | 11. Pork free |
| 2. Dairy free | 7. Egg free | 12. Kosher |
| 3. Lactose free | 8. Vegetarian | 13. Halal |
| 4. Gluten & dairy free | 9. Vegan | 14. Low fructose |
| 5. Gluten free & vegan | 10. Red meat free | 15. Low FODMAP |

Modified diets need to be identified in the Online Event Application System. Due to the volume of participants attending, we will not be able to cater for all dietary choices or supply specific brand requests. Any questions regarding diets should be directed to ggcamp2024@scouts.com.au.

15. Program

The Activities Program includes various Activity Zones, with each zone having multiple Activity Bases, as per below table.

Scouts, Venturer Scouts and Rover Scouts participants will rotate around six half-day activity zones, plus one full offsite day doing expeditions from Monday 15 to Thursday 18 April. The seven activity zones and activities for Scouts, Venturer Scouts and Rover Scouts participants are outlined on next page.

15. Program - Scouts, Venturer Scouts and Rover Scouts

Program Element	Indicative Activity Bases
1.0 Water	<ul style="list-style-type: none"> • Paddling • Sailing
2.0 Land	<ul style="list-style-type: none"> • Bushwalking • Mountain Biking • Rogaining
3.0 Vertical	<ul style="list-style-type: none"> • Abseiling • Ziplining • Vertical Cluster • Crate Stacking • Bouldering
4.0 Campcraft	<ul style="list-style-type: none"> • Pioneering • Survival • Archery • Archery Tag • Hatchet Throwing • Camping Skills • Water Rockets
5.0 SIA	<ul style="list-style-type: none"> • Bushblitz • Aboriginal inspired dot painting • Waterwatch • Science & Drones • Radios • Lazertag
6.0 Challenge	<ul style="list-style-type: none"> • 4WD • Amazing Race • Masterchef
Mini Expeditions	<ul style="list-style-type: none"> • Questacon • Parliament House • War Memorial

15. Program - Joey Scouts and Cubs Scouts

Joys and Cubs will rotate around four half-day activity zones, including a half-way offsite expedition to Questacon from Wednesday 17 to Thursday 18 April.

The activity zones and activities for Joeys and Cubs are outlined below:

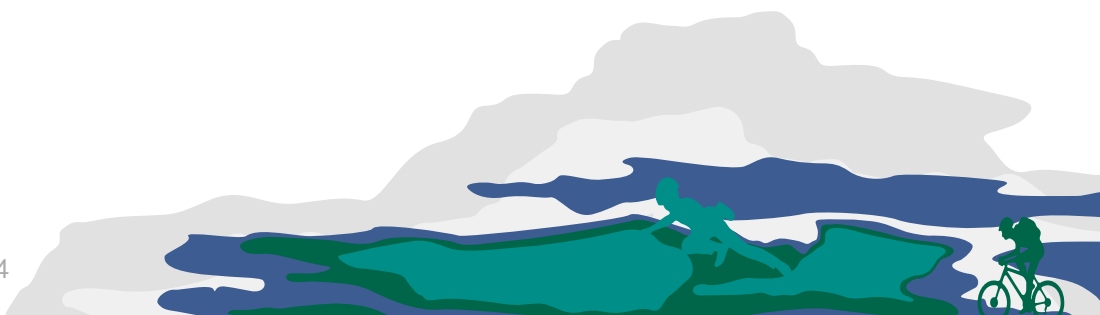
Program Element	Indicative Activity Bases
1.0 OAS	<ul style="list-style-type: none"> • Bushwalking • Rogaining • OAS Wide Games
2.0 Campcraft	<ul style="list-style-type: none"> • Pioneering • Survival • Archery • Archery Tag • Hatchet Throwing • Camping Skills • Water Rockets
3.0 SIA	<ul style="list-style-type: none"> • Bushblitz • Aboriginal inspired dot painting • Waterwatch • Science & Drones • Radios • Lazertag
Mini Expeditions	<ul style="list-style-type: none"> • Questacon

Patrols will attend offsite activities either by travelling to and from the activity in a bus or cycling or walking to and from the activity.

Night activities consist of nightly entertainment at the Main Stage or relaxing around your campsite.

Lazer Tag and Pioneering MAY be offered as a nighttime activity on some nights.

Camping Units will be allocated up to six Patrol Activity timetables with a preselected mix of activities from the various zones.



15. Program - continues

Patrols will be based on either a Scout / Venturer / Rover based patrol or a Joey / Cub patrol.

Unit Councils then meet to allocate youth members to patrols, based on their personal preferences and individual wants with regards activities, creating choice for youth in what patrol they are in and what activities they attend.

16. Activity Waivers

Some activities may require a waiver. Participants will be contacted directly if a completed waiver is required.

17. Merchandise

Your event fee includes an official GG's Camp merchandise pack with a hoodie, beanie, scarf and badge. Merchandise for registrations completed after the closing date cannot be guaranteed or may incur an additional fee.

To ensure the correct size is ordered, please carefully refer to the sizing charts available in the online application system. Remember to allow for changes in size between now and the event.

18. Shop

The onsite GG's Camp Shop, supported by The Scout Shop, will have a range of items for sale. EFTPOS sales will be available at the shop.

Potential items will include:

- Polo shirts
- Tee shirts
- Purple hoodies
- Drink bottles
- Badges
- Towels
- Drinks
- Snacks
- Limited toiletry and personal items

There will also be items that weren't for pre-order. More details about these items will be available before the event.



19. Transport

19.1 ACT and Nearby NSW Participants

Transport to and from the event is included for all ACT and near NSW participants from designated departure points in or near the ACT border. This is to minimise traffic onsite with the limited gate access available and to ensure a safe event site for all participants.

Transport to the event will occur on the following days:

- Scouts, Venturer Scouts and Rover Scouts – Saturday 13 and Sunday 14 April 2024
- Joey and Cub Scouts – Tuesday 16 April 2024

Transport home from the event will occur on Friday 19 April 2024.

Each departure location will likely have youth members from different Camping Units travelling together to and from the event to fill all the seats on the coach. This will enable us to pool adult resources to ensure there is sufficient adult supervision on each coach.

Each participant will receive a camp induction and camp pass at the designated departure point prior to board the coach to the event site.

19.2 Interstate Participants

Interstate Camping Units are responsible for organising their own flights and/or coach transport to Canberra through their Branch and Contingent Lead. Interstate participants are expected to travel as a unit or contingent and individual participant travel and arrival at the event site will NOT be supported.

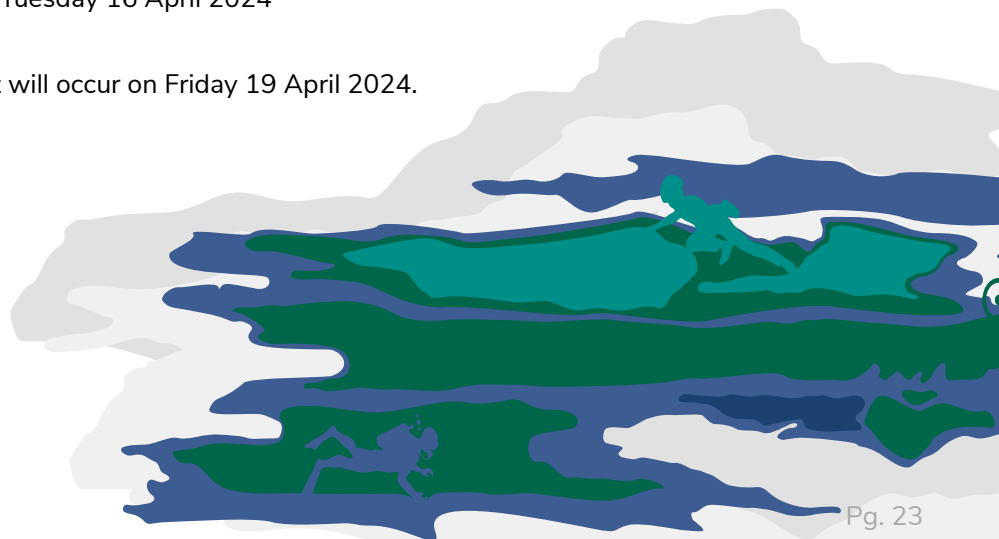
Transfers to and from the event site from Canberra Airport or Sydney Airport are included in your event fee. The online application will ask interstate participants to nominate flight or coach details for travel to Canberra – these details can be provided later if they are unknown at the time of application.

On arrival in Canberra, coaches with participants will travel to a designated location where a camp induction and camp passes will be provided prior to arriving at the event site.

Transport to the event should occur on the following days:

- Scouts, Venturer Scouts and Rover Scouts – Saturday 13 to Sunday 14 April 2024
- Joey and Cub Scouts – PM Tuesday 16 April 2024

Transport home from the event will occur on Friday 19 April 2024.



20. Feeling Safe

Feeling safe in Scouting

All members have the right!



Tell an adult if you experience **ANYTHING** that makes you feel unsafe or unsure



I know five adults that are my safe place and I can tell them anything

Everyone here will do their best to make you feel safe and cared for



My body is my body and it belongs to me... I can say **NO** to any type of touch – all of my body is my private business



Secrets that make me feel bad or uncomfortable are not safe... I can tell my safe people straight away



If you are scared... if someone hurt your body... if someone makes you feel very sad – talk to your safe place people



How you feel is important and we will always listen



If I see something that makes me or someone else feel unsafe, I can tell my safe place people

