

GET IN



EVENT MANUAL VERSION 3

RAGLEY HALL, 20-22 MAY 2022

EVENT PHONE NUMBER: 01789 576 020
(ACTIVE 19-23 MAY 2022)



INTRODUCTION & CONTENTS

What are we doing here?



Welcome to the Get In event manual! This document will tell you everything you need to know about Warwickshire Scouts' Festival of Scouting, our County camp.

There will be several versions of this document released before the event, each with more information than the last. New or updated information (from the previous version only) will be highlighted in green, so you don't need to re-read the entire manual to pick up new information. If a page's **title** is highlighted in green (either on the page itself or within the contents) then the entire page is new.

Make sure you don't miss anything by subscribing to the Warwickshire Scouts events newsletter: getincamp.co.uk/newsletter

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ONE STOP SHOP

Rapid answers to quick questions



Event date & location

20-22 May 2022.

Ragley Hall, Alcester, Warwickshire B49 5PJ.

We need a team to help Get In happen!

Event staff can register at www.getincamp.co.uk/staff

Event Phone Number 01789 576 020

The event will have one phone number which can be used to contact the event team. Event reception will also be open to deal with queries face to face; this will be situated next to Camp Plaza, which is roughly central to the whole site, on the activities side of the service road.

The phone number will be operational **from Thursday 19th to Monday 23rd May 2022**. Call this number for anything, from emergencies through to event and transportation queries. It will have a multi-option menu which you can navigate once the narrated voice kicks in:

Press 1 - First Aid

Press 2 - Vehicle access to site

Press 3 - Anything else

Group support to run the programme zones

Adults from all groups will be needed to support the programme zones during each programme session. These adults do not need to be leaders, and this is an excellent opportunity to get parents involved in the weekend.

All groups have been emailed with the numbers of volunteers they need to provide, and will shortly be emailed with more details about which zone they are supporting. Please email ask@getincamp.co.uk if you have any questions at this stage.

Food bank support

Get In have teamed up with Coventry food bank to help coordinate distribution of donations across Coventry and Warwickshire. Simply bring your donations to our donation station located in the Camp Plaza throughout the weekend. If everyone who is able to brings one item we can donate van loads of supplies! You can download an info-sheet at www.getincamp.co.uk/foodbank.

To make sure we're providing the right help, please donate the following:

- | | | |
|-----------------------|-------------------------------|--------------------------------|
| • Instant Mash Potato | • Instant noodles | • Instant Jelly |
| • Microwave Rice | • Pot Noodles | • Custard Powder |
| • Flavoured couscous | • Tea, Coffee & Hot Chocolate | • Breakfast Bars & Cereal Bars |
| • Pasta 'n' Sauce | • Biscuits | • Sweets |
| • Cup a Soups | • Angel Delight | |
| • Packet soups | | |

Please donate long dated packets and please don't bring glass jars or any out of date food!

How do I ask questions?

Email ask@getincamp.co.uk or message the team on Facebook, Twitter or Instagram using social media - our usernames is @GetInCamp on all platforms.

FOREWORD

Guess who's back?



At last, something to look forward to - Get In 2022 is coming!

This is a great opportunity for the whole County to come together, from the youngest Beaver to the oldest Leader. There will be new activities to try and old favourites to enjoy again. For some it will be their first camp - others will be well used to sleeping under canvas. It will be a time to cement friendships and make new ones - from the time you arrive until the time you leave, make the most of every moment.

Huge thanks to all those who have made it possible: the organising team, the leaders and the parents and friends. Without any of you this great event would not happen.

See you at Ragley Hall!

A handwritten signature in black ink that reads 'Nigel'.

Nigel Hailey, County Commissioner

Welcome back to the amazing event that is Get In!

Get In 2022 is going to be a brilliant experience for all scouty people of Warwickshire. A brilliant opportunity to bring us all back together and enjoy what makes scouting so great.

The organisers of Get In 2022 have done an incredible job to create an inclusive action-packed weekend for all to enjoy and feel truly immersed in the world of Scouts once again.

Thank you to those who have worked tirelessly to make Get In happen!

See you all there!

A handwritten signature in black ink that reads 'Matt and Ruth'.

Matt and Ruth: Team County Youth Commissioner

GENERAL INFORMATION

Give me the lowdown



FAQ

Q: What is Get In?

A: "Get In" is an activity camp. Activities will be for Beavers, Cubs, Scouts and Explorers. In 2018 over 3000 members joined the event! Watch the event video here: www.getincamp.co.uk/2018video

Q: How much does it cost to attend?

A: Participants arriving on Friday night and camping until Sunday: £45 (£40 if travelling by coach – see registration instructions)

Day visitors (Saturday or Sunday, no camping): £30 (£25 if travelling by coach).

There is a £5 levy added for participants attending from outside of Warwickshire, to match the financial input Warwickshire Scouts have given to the event.

Volunteers (adults, Young Leaders and Network): £0! We know how much you give to Scouting and are grateful. Thank you!



Q: What do the prices include?

A: The costs cover your camping and activities fee. Groups need to **add travel and food costs** to this **before** telling your section how much you are charging.

Q: How will we know where our Group is camping?

A: Each District will be allocated a plot within the camping area, appropriate to the number and size of Groups registered. Should you need to camp next to a particular group (e.g. mass-catering) then please let us know via registration@getincamp.co.uk - this must be done by 31st March.

Q: We have leaders bringing their children to camp. These children are not members of Scouting and are either too young or have chosen not to join. Can they join in any activities?

Children under 6 years of age at the date of the event must be supervised by parents and will be able to join in one or two activities, such as some of the inflatables, at no charge. Leaders children aged over 6 years at the date of the event must be registered and pay as a participant with a group, and can take part in the activities.

Sustainability

Get In recognises that as Scouts, we should be leading the way on protecting our natural environment and work to fight the current climate and biodiversity crisis. Throughout the planning and delivery of Get In, we will consider the global and local environmental impacts of what we do. We will seek to minimise any impacts on the environment and use the event to help promote sustainable behaviours.

Accessibility

Get In is a camp, and as such takes place in a field. Should anyone have any accessibility concerns, such as mobility whilst on-site, please email ask@getincamp.co.uk before the event and we will do our best to assist you.

REGISTRATION

How can we be part of this?



We have a series of forms which will need to be completed and submitted to registration@getincamp.co.uk unless stated otherwise. Please adhere to the dates stated.

A detailed registration document guide can be found in our registration pack, on our website, along with all these forms and our Terms & Conditions: www.getincamp.co.uk/registration

Only **one form per Group** will be accepted, so Groups will need to decide who is going to be the *registration contact* for information from your Group. This person will receive all the documentation from the registrations team via email, along with the attendees event wristbands (distributed in April 2022) which will act as the 'ticket' to the event.

The period that Form A, B1 and B2 should be used within has passed and so they have been omitted in this final version of the Event Manual.

Form C: Young People Permission Form

All young people on camp will need written permission to attend. Form C is a template which groups may use, if they wish, to send out to parents. Form C does not need to be returned to the event team unless Form E is relevant. Please note: if a group uses their own forms, they should check the right activity permissions are covered within those forms.

Form D: Health Information Form & Emergency Contact for Adults.

All adults attending camp are required to share their health & emergency contact information with their group camp leader. Form D is a template form which groups may use, if they wish, to collect information from their adults and hold within the group.

Form E: Medical Info for Camp Control

This form is for individuals of any age who have a medical condition that Camp Control and/or our medical team should be made aware of. **Please submit forms by 9th May 2022.** If a medical condition arises after this, please notify us as early as possible before the start of the event.

Last Minute Helpers

Additional help will be accepted indefinitely. Groups that sign up additional help after 31st March 2022 will not get a wristband in advance of the event. Instead, your **Group's registration contact** will need to visit the Event Reception on arrival and ask for "X additional wristbands".

Any person over 18 staying overnight (defined as being onsite between 11pm and 7am, sleeping or not) OR with unsupervised access to young people at any time will need to have followed the Scout Association Vetting process (which will include a DBS check) before the start of camp.

If any additional helpers need to bring a child with them, their child(ren) will be given a red NON-DBS wristband because they won't be able to take part in any activities. All responsibility will be on Groups to look after extra help and any children they bring, hence why the group registration contact will need to be the one to collect extra wristbands.

Nights Away Permit

Current POR means each DC is expecting to receive a Nights Away Notification from their respective Groups, which will include details of the Nights Away permit holder. **If a Group doesn't have one**, it just means they need to talk to their DC about arranging someone who does hold a permit to oversee/supervise your Group. This might be able to contribute to your Nights Away Permit assessment - please talk to your district assessor for more information/further guidance.

CAMPING @ GET IN



What will happen in our big empty field?

Facilities

Power: There won't be any power available on camping pitches unless you provide a generator, which is allowed but must be turned off by 10pm and not restarted until 7am. Exceptions (ie for medical needs) must be communicated to the event team by 31st March 2022.

Drinking water will be available from hydrants located around the site. The water within toilet trailers is not for drinking, and is solely for washing of hands after using the toilet facilities.

Washing/Personal Hygiene will need to be done using water collected from hydrants and taken back to camp, as the water from toilet trailers is not for drinking or brushing teeth or general washing.

Toilets will be plentiful - camping pitches shouldn't be any more than 250 metres away from a toilet, which will be lit during the night. The water within is only for hand washing and NOT for drinking or general washing. Please note there are no elsan disposal points as chemical toilets are not permitted.

Showers will be available in a single location between camping avenues 6 and 7, next to the road. These **are not mains fed/sewer connected** so please be efficient with your use of water!

Private portaloos bookings have now closed. If you've booked one, it will be waiting for you on your campsite. No servicing is available, so once full they will be unusable. Unlike the main toilet trailers, these are not lit - so make sure you bring a torch!

Liquid disposal - there are no drains on site, so campers will need to construct above ground 'wet pits'. Digging into the ground is strictly NOT permitted.

Catering and Nuts: There will be no catering facilities provided for Groups or leaders by the event. Catering must be arranged by Groups and/or Districts. We ask groups not to bring nuts to site, however we cannot guarantee a nut-free site. The programme zones will have a no-nut policy.

Tuck shop & Merchandise: There will be an event tuck shop, run by Warwickshire's World Scout Jamboree units. No other tuck retail is permitted. There will be merchandise personalisation available. For more information please see the camp plaza section on page 17.

Smoking & vaping: This is **only allowed in the designated area** - it is marked on the site map, and is away from populated areas.

Lost Property is held at the Event Reception during the event. Afterwards, photos will be posted on Facebook (www.facebook.com/getincamp) and held for two weeks. Anything unclaimed after this time will be donated to charity/reused. **Everything** must have names and groups on!

Rubbish and Recycling disposal: On site, groups will be given clear refuse sacks (for recycling) and black bin bags (for general waste). When full, these bags need to be taken to skip enclosures at signposted points around the site, located alongside the toilet trailers. Please be careful with sacks, ensuring they don't split! A list of accepted recycling is in appendix 4, at the end of this document.

Caravans: Should you wish to bring a caravan to the event then please complete the caravan reservation form. Caravans will NOT be located within the camping area; instead in a dedicated space found next to the RED car park. All camp rules for the camping area will apply to the caravan area.

Drones are not allowed on site and are not to be used, except by authorised Event Staff.

ACTIVITY SESSIONS & WRISTBANDS

Let's explain the fun... that sounds fun.



Get In 2022 will be split into 6 zones. Participants will visit each zone in their scheduled session, which is dictated by their wristband colours. Members of a group will have the same wristband colour. Everyone **MUST** have a wristband whilst on site. If you see someone without a wristband challenge it, and if unsatisfactory, report it.

Adult Wristbands

There are two designs of wristbands. The adult wristband comes in the following colours:

Adult wristband colour scheme	
WHITE	Contractor - treat as non-DBS'ed
RED	Adult with no DBS
GOLD	Adult with DBS

GET IN 2022

Event Control: 01789 576020

@GetInCamp

Adult wristband design

Participant Wristbands

Participant wristbands come in six colours: Sky Blue, Yellow, Orange, Lavender, Grey and Pink. These signify which activity zone each participant should attend at each given time, based on a strict schedule. This schedule can be found at the bottom of the 'Event Timetable', on the next few pages.

	B	S
	C	E

GET IN 2022

Event Control: 01789 576020

@GetInCamp

My Leaders Mobile:.....

Wristbands will be provided to groups 'clean', or unmarked. There is space to write a leader's mobile number on participant wristbands; this should be completed before participants are allowed to enjoy the site.

Participant wristbands will have two activity logos - a logo for water activities and rifle shooting. They also have four large letters, corresponding to the section of that young person.. **Leaders must cross out the relevant symbols** if permission has not been given for that activity, and to identify the right section of that young person.

Eg a Cub participant who could not partake in water activities should have the water symbol and the 'C' both marked off, such as with a cross.

Green wristbands

These are wristbands given out to anyone who has a medical Form E submitted on their behalf, in **addition to** a regular wristband. The serial number of green wristbands will be written on that person's Form E to uniquely link it to them. The serial number of any other colour wristbands can be ignored.

Safety is everyone's priority.

If you see someone without a wristband challenge it, and if unsatisfactory, report it.

EVENT TIMETABLE

What time are you getting there?



Thursday 19th May

14:00-22:00	Site open for Groups to set up
22:00	Site locked

Friday 20th May

10:00	Site open for groups to continue set up
17:00	Public vehicle freeze - DETAILS ON NEXT PAGE
18:00-20:00	Young people arrival wearing uniform
20:30-21:00	Travel to main arena (<i>uniform to be worn</i>)
21:00-21:30	Start time for Opening Festival, Firework Display and live Band <i>Uniform to be worn. There will be a break after the fireworks display, for groups to return to their camp if they don't want to stay for the band.</i>
23:00	Quiet time. Site & car parks locked. Call event phone number for access

Saturday 21st May

06:00	Site open for arriving volunteers. N.B. This is during quiet hours on site
07:00	Quiet time ends
08:00 - 09:00	Day visitor arrival
09:30 – 11:00	Activity Session A
11:00 – 11:30	BREAK
11:30 – 13:00	Activity Session B
13:00 – 14:30	LUNCH
14:30 – 16:00	Activity Session C
16:00 – 16:30	BREAK
16:30 – 18:00	Activity Session D
18:00 – 20:00	DINNER
20:00	Day visitors depart
20:00 – 21:30	Evening Activities
23:00	Quiet time. Site & car parks locked. Call event phone number for access

EVENT TIMETABLE (CONT.)

What time are you getting there?



Sunday 22 nd May	
06:00	Site Open
07:00	Quiet time ends
09:00 – 10:30	Activity Session E (note different start time to Saturday)
10:30 – 11:00	BREAK
11:00 – 12:30	Activity Session F
12:30 – 14:00	LUNCH & break camp
14:00 – 14:30	Travel to Main Arena (<i>uniform worn</i>)
14:30 – 15:00	Closing Ceremony (<i>uniform worn</i>)
15:00 – 16:30	Young people depart. Non-wrist banded visitors may enter site from 15:00
Approx 17:00	Public Vehicle freeze lifted - DETAILS BELOW
20:00	Site locked

Public Vehicle Freeze: 5pm Friday 20th - approx. 5pm Sunday 22nd

This covers **all vehicles**, excluding Event/Site Vehicles and contractor vehicles. During this time, vehicles will not be allowed to move in the camping or activity areas. Access and movement will be permitted within car parks. The vehicle freeze will be lifted on Sunday, at the Event Management Team's discretion, once young people have left the site and it is safe to do so. This point will be signalled through a 5-second air horn blast and/or a PA system announcement. If you will need to move vehicles or trailers during the event, these must be left in the car park and not brought onto the main site.

Activity session schedule Determined by wristband colour

Session	INVIGORATE	INTERNATIONAL	INDUSTRIALISE	INTIME	INFLAME	IN THE WATER
A - Saturday 9:30 - 11:00	Orange	Grey	Yellow	Lavender	Pink	Sky Blue
B - Saturday 11:30 - 13:00	Sky Blue	Orange	Grey	Yellow	Lavender	Pink
C - Saturday 14:30 - 16:00	Pink	Sky Blue	Orange	Grey	Yellow	Lavender
D - Saturday 16:30 - 18:00	Lavender	Pink	Sky Blue	Orange	Grey	Yellow
E - Sunday 9:00 - 10:30	Yellow	Lavender	Pink	Sky Blue	Orange	Grey
F - Sunday 11:00 - 12:30	Grey	Yellow	Lavender	Pink	Sky Blue	Orange

SITE, ACCESS AND TRANSPORT

The how, why and when for Ragley Hall



Ragley Hall

Get In 2015 was also held at Ragley Hall, but that is where the similarities end. We're using different fields, have different activities, and have different transport and access options. In 2015 we were split over two fields and in between was the **Adventure Playground - for 2022, this is strictly out of bounds and not to be used.**

Please use postcode: B49 5PJ

This will lead you to the correct entrance for Ragley Hall, at which point our specific event signage will take over. Do not use the normal Ragley Hall postcode, as this will cause you to miss the event signage and take you to the wrong gates!

Set Up and pack down

Groups can set up from Thursday, as per the event timetable. Any equipment is left at the Group's own risk; the event takes no responsibility for this. All Group equipment must be removed before the site is locked on Sunday evening.

Arrival and departure times

To manage the flow of traffic smoothly, we will again be running a scheduled arrival and departure system. This ensures we reduce the maximum number of vehicles attempting to access at once and keep traffic flowing! Below are the times when each district should arrange for their participants to arrive for all transport methods - cars, minibuses and coaches.

District	Arrival time Friday 20 th May	Departure time Sunday 22 nd May
Stratford	18:00-19:00 (6pm-7pm)	16:00 - 17:00 (4pm-5pm)
West Warwickshire		
Kenilworth	18:30-19:30 (6:30pm-7:30pm)	15:30 - 16:30 (3:30pm-4:30pm)
Leamington		
Warwick		
Atherstone	19:00-20:00 (7pm-8pm)	15:00 - 16:00 (3pm-4pm)
Nuneaton		
Rugby		

SITE, ACCESS AND TRANSPORT

The how, why and when for Ragley Hall



Please use postcode: B49 5PJ

Watch the video!

The following information is available in a short, friendly, informative video on our website. This is ideal for sharing with anyone attending the event - perhaps coach drivers or parents.

Find the video at www.getincamp.co.uk/access

All traffic - approaching site

When approaching Ragley, you will likely be using the A46 or the A435, following the brown Ragley Hall road signs. Once you turn off the Arrow island and onto the A422, keep an eye out for signage relating to your entrance gate.

There are two car parks which serve the two different ends of the site: the Red and Green car parks. They are both available for short drop-offs, and longer weekend stays. Each district is assigned a specific car park for their usage for the entire event.

Red route	Weekend Event Staff All coaches Atherstone Kenilworth Leamington
Green route	NO COACHES Nuneaton Rugby Stratford West Warwickshire Warwick

It is VITAL that vehicles enter through the correct gates to ensure they are using appropriate routes for their vehicle size, and so that they are received by the right districts.

Meeting points

The meeting points will be clearly marked spaces between the two car parks and the event boundary, just outside a security point which will check wristbands. This is where arriving participants should be dropped off, and where groups should collect from. There will be one meeting point per district and we recommend each group staff this point with two leaders - one to collect arrivals, and the other to shuttle arrivals in small amounts to the group's campsite.

SITE, ACCESS AND TRANSPORT

The how, why and when for Ragley Hall



Red entrance, Gate A

Access via: A422

What3words: ///lends.goad.follow

This entrance is accessed via the A422. **This is the only entrance for coaches!**



Green entrance, Gate B

Access via: Ragley Hall main gates

What3words: ///Expel.card.decorator

This is **NOT FOR COACHES**, which should use the red entrance.



Main arrivals - arriving via car or minibus

Reminder: please use postcode: B49 5PJ

1. Cars should arrive at site during their scheduled arrival slot. Enter via the relevant route (red/green, as described above).
2. Once on site, cars should follow the signposted, marshalled, one-way system to their designated car park.
3. Once parked, drivers should take participants to the meeting points for drop-off. Wristbands **must** be worn after this point, and people without wristbands are not permitted on site. The gate beyond this point will be manned all weekend, so any arrivals will need to pass through here for security.
4. After dropping off, drivers should promptly return to their cars and depart following the signs to the exit.

SITE, ACCESS AND TRANSPORT

The how, why and when for Ragley Hall



Main departures - departing via car or minibus

1. Cars that are collecting members should enter the site using the same routes as for arrivals and park in the relevant car park.
2. After the closing ceremony, at approximately 3pm, the internal site gates will open which will allow parents and guardians on site.
3. There will be a large site map at the camping area entrance informing collectors of where each group can be found.
4. Collectors should make their way to the correct group campsite and collect their young people.
5. Everyone should then promptly return to their cars and make their way off site using the signposted 'Exit' route.

Main arrivals - arriving via coach

Reminder: please use postcode: B49 5PJ

This is only for coaches. Minibuses should use the 'car and minibus' routes, detailed above.

The following coach procedure is for both weekend and single day visitors.

1. Coaches should enter the site via Gate A, using the **red route**.
2. Follow the signposted, marshalled, one-way system. Near the end of this route, marshalls will instruct you to stop, and hold position.
3. When one is available, marshalls will direct your coach to a 'coach pen'.
4. Upon arrival, disembark and unload.
5. Once your entire party is ready, use the designated crossing points to cross the road into the camping areas. Coaches can then follow the signposted 'Exit' routes to travel offsite.

Main departures - leaving via coach

1. Once your group is ready to depart from site, make your way over to the camp plaza area.
2. When your group (and kit) is entirely present in the plaza, speak to the coach team found next to Event Reception, who will call your coach forwards to a pen.
3. When your coach arrives at a coach pen, load up.
4. Once you are loaded, depart the site via the signposted 'Exit' route.

Rejoining the public roads

Exiting traffic must follow event exit signage which continues past the boundaries of Ragley Hall. This means you **must turn right** out of the event and onto the public road. This is to prevent overloading of the junctions around the entrance of the site, and ensure a continuous flow of traffic in the local area as well as within Ragley Hall.

Access during night operation 11pm-6am each day

- During these times, only Gate A (the 'red route') will be available to gain access to the site. All other entrances will be closed. Rest assured that during these naturally quieter times, you will still be able to access areas assigned to the 'green route'.
- During 'working hours' each day, both Gate A and Gate B will be operating
- At all times, to exit the site, follow the exit signage to your nearest exit.

Miscellaneous

- Groups ordering supermarket food deliveries should arrange to meet in the red/green car parks - whichever is closer to their camping areas. Groups should expect to carry their shopping to their campsite.

SAFETY AND SAFEGUARDING

Our #1 Priority



Event reception will be open during the day, and we'll be operating an on-call service via the event phone number during the night. If you need any non-urgent assistance, these are the starting points for enquiries or issues. For urgent needs, please contact your nearest member of the event team, or use the event phone number if this is not possible.

Specific Medical Conditions

If a young person or adult has a specific medical need please make the event team aware by completing Form E, found at www.getincamp.co.uk/registration

First Aid - 01789 576 020

Each Group should have a suitable first aid kit within their campsite. All activity zone leads will also ensure there is a first aid kit within the zone. All leaders should be first aid trained.

A first aid team will be providing cover from a first aid post (location marked on the map) during the day, with an on-call system operating throughout the night. The first aid team (made up of various healthcare professionals) can be contacted by visiting the first aid post, through event staff radios, and Event Reception/Camp Control, or by the event telephone number. **During the night the team will be "on call" through the event telephone number only.**

DBS Disclosures

Any person 18 or over staying overnight (defined as being onsite between 11pm and 7am, sleeping or not) OR with unsupervised access to young people will need to have followed the Scout Association Vetting process (which will include a DBS check) before the start of camp.

Harm to young people

All leaders have a responsibility to make sure young people are safe. If you are concerned about a young person's safety and well being, or there is a concern, disclosure, complaint or allegation to/about an adult or yourself please follow the procedure outlined on the Yellow/Orange Card. During Get In, the Event Reception will act as the first point of contact for all referrals.

Alcohol

All adults must follow the information contained in the Green card, which includes:

- Under 18s must not consume alcohol under any circumstances
- There must be a correct ratio of adults responsible for young people at all times; these adults must not have consumed any alcohol and must be identified beforehand to the young people.
- If you are not directly responsible for young people and you drink alcohol you must still follow the yellow card
- If you have consumed alcohol please remember you must be fit to carry out your duties the following morning

Risk Management

The event will centrally manage the risks for the site, toilet areas and programme spaces. Groups must manage the risks within their camping area. Groups must facilitate good hygiene, especially around catering and dining areas, within their campsites. Regarding COVID-19, Groups must follow all government and Scout Association rules in place at the time. See the Scout Association website for more. We will issue further advice in an event 'cheat sheet' update, due approximately Monday 9th May 2022.

WELLBEING AND CAMP PLAZA

Important new areas at Get In 2022



Wellbeing zone

We know that life can be tough for young people and adults alike. Recently we all missed school, work, and celebrations, and have been separated from loved ones too. Despite this, Scouts of all ages have said that they want to take practical, hands-on action to create a better tomorrow for everyone. They told us that mental health is more important than ever, but that stigma still gets in the way of talking about it.

At Get In we will have a 'Wellbeing' area offering support and activities to support mental health. It will be led by Leaders and supported by trained professionals. We are proud to be working in partnership with 'Therapy Centre Services'. They will be volunteering alongside our leaders for the whole weekend and are a registered counselling service. It is important to note that we shall NOT be counselling young people as this requires parental consent and the right environment.



Therapy Centre Services

So should anyone need some space and time out, pay us a visit; rest assured the team will be ready to listen and signpost anyone who needs support.

For more information, please see these websites:

- <https://www.scouts.org.uk/volunteers/staying-safe-and-safeguarding/supporting-life-issues-and-young-people/>
- <http://www.therapycentreservices.com/>

You can find the wellbeing next to camp plaza. Speaking of which...

Camp Plaza

If you are looking for a space to sit down, relax, grab a drink or just meet up for a chat then camp plaza is the place to be. Our camp plaza is situated at the core of the site and will offer a great place to sit, relax and take it all in.

In our camp plaza you will find:

- Covered and outdoor seating for anyone to enjoy at the heart of our activity zones.
- The Jamboree tuck shop raising funds for Warwickshire's units going to the 25th World Scout Jamboree.
- An Event merchandise customisation station.
- A small selection of partner suppliers selling hot/cold drinks and ice creams.
- Our community food bank donation station - find out more information about our partnership here: <https://warwickshirescouts.org.uk/getin/foodbank/>
- Event reception for help, assistance and advice during each day of the event

SECTIONAL INFORMATION

How old do you think you are?



Beavers

Camping: Beavers are allowed to camp for the entire weekend, or to come as day visitors.

Getting on site: Beavers will need to carry most, if not all their kit, so please pack appropriately! There will be fellow Scouters on hand to lend assistance, as well as site vehicles and trailers.

Activities: There are only a few activities which have age restrictions. These exclusions will be decided on POR and specific safety guidance. It is recommended that Beavers be accompanied by a leader.

Cubs and Scouts

Cubs and Scouts may roam the activity zones without a leader if the Cub/Scout leader deems it appropriate. These leaders know their young people best, therefore if they feel it is appropriate for their young people not to be supervised in the activity zones that is fine. However they **must** be in groups and **not** on their own. There is space to write a leader's mobile number on participant wristbands; this should be completed before participants are allowed to enjoy the site.

Explorers

Camping: Explorers will be camping within their respective Districts and not as a 'County section'.

Young Leaders: There is no expectation that Explorers will carry out young leader roles over the weekend. Explorers are expected to participate as youth members and take part in a full range of activities. However should they not wish to participate in activities and fulfil a leadership role there would be no camp fee. Note, they need to be registered appropriately on the Group's registration forms.

Network

There is no specific Network programme at Get In, however there are a number of ways for Network members to Get In-volved! This could be through a residential-type experience as event staff (QSA and DofE Residential experiences can be completed at Get In!) or weekend event/zone volunteers, or supporting their local groups. To join as part of the event team/zone staff, please email ask@getincamp.co.uk with your information and we'll connect you to the right people.

Day Visitors

Times: Day visitors can attend Get In on Saturday; times for arrivals and departures are available in the Event Timetable.

Cost: Day visitors will be charged the day rate of £30 (£25 if travelling by coach). People camping one or two nights will be charged the full weekend £45 (£40 if travelling by coach).

Leaders

You're brilliant. That's all.

MEDIA

Smile for the camera!



With such a large event comes publicity and public interest. From official event photographers, to members taking the odd photo on their phone, these are the event guidelines to keep everyone safe.

At large events, there is an inherent risk that an individual or a group may feature in photos or videos. We will work as hard as we can to ensure that any protected individuals (for whom appearing in media may pose a safeguarding risk) do not feature in any event publicity, but cannot guarantee this. We have created a procedure that must be followed to enable this.

Groups with members who cannot have their image shared for safeguarding reasons should send a **recent** (to the last 30 days) **passport-style image** of that person to media@getincamp.co.uk. This must be completed in the month of **APRIL 2022** - no earlier, no later. These photos will be stored securely, and deleted 30 days after the event.

The specific style and timeframe of this image will ensure the media team has an accurate, non-stylised photograph to identify protected persons.

It may feel counterintuitive to take and send a photo of someone who cannot be photographed, but it is the only way our media team can double check images before distributing - as they cannot learn over 3000 names and faces.

Event Media

There will be a dedicated team of photographers and videographers around the site(s). They will be identifiable through an event lanyard which will be worn at all times. They will be recording images and video under the direction of the event team. **All** of their material will be taken back to a secure central computer and then their storage media wiped.

Before distributing any images the media team will then compare every photo and video against all the photos that have been sent in. If a child who cannot be recorded is found in their media, the team will delete and not use that material. Within 30 days after the event, a complete check will be done of all images and videos taken. Any that feature protected people will be deleted. After this, the images of protected individuals will be deleted.

Leaders and Participants

Event attendees should only capture images or recordings that feature their own group/young people, providing they have the appropriate consent to do so.

Please note: **drones are NOT allowed on site** and should not be brought by leaders, participants or staff, with the exception of EMT.

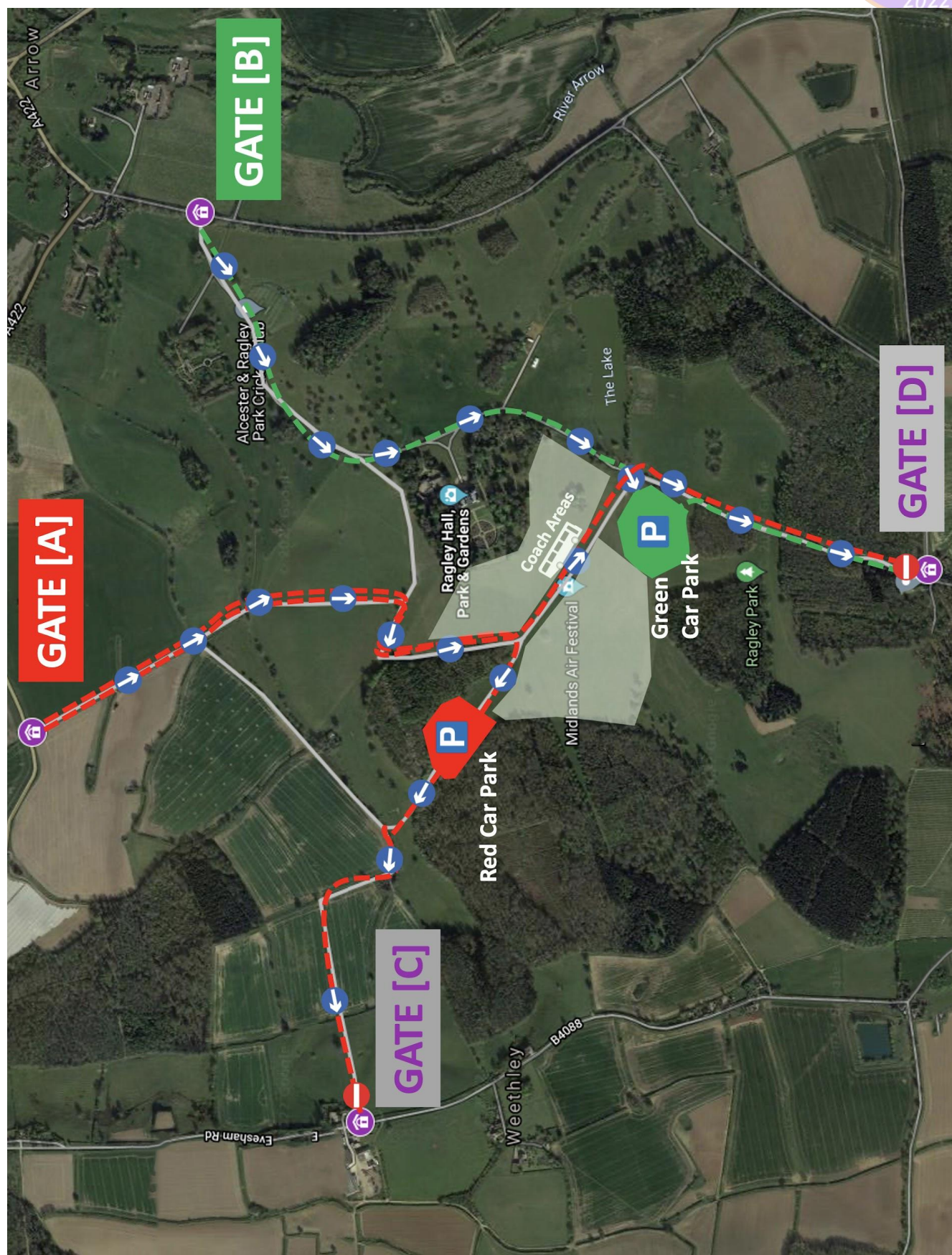
APPENDIX 1

Site map



APPENDIX 2

On-site road map



APPENDIX 3

List of activities



INternational <i>Taking you around the world in 90 minutes!</i> <i>This zone features lots of smaller activities. Beavers and Cubs can earn their International badge by picking up a passport and completing 5 international activities (including 3 crafts), trying 3 foods, watching a live performance and learning phrases in another language!</i> <i>One leader from each group should collect the envelope of badges from Event Reception during the weekend. Your envelope will contain badges based on the number of Beavers and Cubs registered by your Group for Get In.</i> <i>Scouts and Explorers can take part in all these activities and use them as a contribution towards their International badges.</i>	INdustrialise <i>The past, present and future of civilisation</i>	IN the water <i>... We know this one. You're gonna get wet!</i>
	Cave Bus	Canoeing
	Smoothie Bikes	Kayaking
	Escape Rooms	Rafting
	Mad Science Show	Paddle boarding (Explorers only)
	Bridge building	Rowing
	Fuze coding	Water transport challenge
International Scouting and events	Electronic circuit sets	Paintballing
Learn a few phrases in another language	Water rockets	Axe throwing
Watch a performance on the main stage or attend a workshop (including Bollywood, African Dancing, karate)	Den building sets	Archery
Taste 3 foods from around the world	VR headsets	Soft archery
Fly your paper plane across the world	Buzz wire	Football challenge
Send a message of hope to a Ukrainian Scout	Space Hoppers	Pioneering/greasy pole challenge
Find out about international faiths and beliefs	Lego	Explorer badge challenge
Visit Africa Pan for gold, sandpit, african drums, shelter box, Egyptian Clay Cartouches, Traditional African masks, Totem poles.	Geometric string art	Warwickshire inland rescue
	Rocket blowers	Petanque
	CD Hovercrafts	
Visit Asia Macrame, Origami, Mini kite making, Paper dragons, Sumo wrestling, Aborigine art, Korean paper throwing game, Mount Everest Climbing Wall, Eating with chopsticks.	Slot car racing	
	Renewable Energy workshop - build a windmill	
	caterpillar tracks - team building	

APPENDIX 3 (CONT.)



INternational (cont)
Visit Australasia Boomerang competition, Bush tucker trials
Visit Europe Pioneering structures of the world (eg Eiffel Tower), Lego, Painting clog woggles (Scouts and Explorers only), Hama bead flags, Chariot racing
Visit North America Soft archery, NASA rockets, Native Indian Headdresses, Lasso your pony, Beach volleyball
Visit South America Death masks, Wool weaving, Jungle Run Bouncy Castle
Visit Antarctica Penguin skittles, Pom Pom penguins.

INtime	INflame	INvigate	Saturday evening
Stone tool making	Fire Walk (apply at www.getincamp.co.uk)	Air Rifles	Magic Russ and his wonder dog (Beaver magic show) 7:45pm - 8:30pm
Cave art	Steam Train Rides	Self Defence	
Fat Lamps	Hands-on Steam Engine	Inflatable Caving System	
Artefacts	Practical Thought Challenge with Remote Controlled Engine	Frisbee Golf	Silent Disco
Wool Spinning	Warwickshire Fire & Rescue	Hula Hoops	Comedy Club
Loom	Model boats	Badminton	Taskmaster (Explorers only)
Armour Checks	Twigs & Leaf Activity	Mesh Table Tennis	
Swords	Animal Habitat Activity	Basketball + Hoop	Escape room
Calligraphy	Fire breathing dragon	Nerf Guns	Fire Walk
Brass Rubbings	Pyrography / hot poker	Rodeo Bull	Scout Radio
Costumes	Spinning & Weaving	Sweeper	
Speed Storytelling	Bushcraft	100ft Assault Course	
Warrior Training	Kelly Kettle Challenge, Birthday Cake Challenge, Tracking Challenge, Fire Raft Challenge, Swing Braiding	Gladiator	
Ancient Artillery		PillowWars	
Lazer Arena	Branding iron & stamping key rings	Bungee Run	
Axe Throwing	Axe & Saw	Assault Course	
	Cooking: Pizza Oven, Popcorn, S'mores	Adult & child sumo	
	Vinegar Volcanoes	Big Slide	
	Art	Football Nets	
	Tea Light Cooking	Coconut Shy	

APPENDIX 4

Recycling and general waste



DISPOSING OF WASTE...



RECYCLING:



•Cardboard

Cereal boxes, paper rolls...

•Paper

Magazines, newspapers, letters...

•Metal

Aluminum trays, tin cans...

•Plastic & Glass

CLEAN empty cartons, bottles, bags...

PLEASE USE THE CLEAR BAGS PROVIDED FOR RECYCLING
ADDITIONAL BAGS ARE AVAILABLE FROM EVENT RECEPTION

NOT RECYCLING:



•Aerosol Cans

•Clothes

•All other Waste

PLEASE ENSURE GENERAL WASTE IS
PLACED INTO BLACK REFUSE SACKS

FULL BAGS OF WASTE MUST BE TAKEN TO SKIPS

SKIPS CAN BE FOUND AT TOILET BLOCKS

ALL SKIPS ARE LABELLED WITH EITHER RECYCLING OR GENERAL WASTE

RECYCLING:



•Cardboard

Cereal boxes, paper rolls...

•Paper

Magazines, newspapers, letters...

•Metal

Aluminum trays, tin cans...

•Plastic & Glass

CLEAN empty cartons, bottles, bags...

PLEASE USE THE CLEAR BAGS PROVIDED FOR RECYCLING
ADDITIONAL BAGS ARE AVAILABLE FROM EVENT RECEPTION

NOT RECYCLING:



•Aerosol Cans

•Clothes

•All other Waste

PLEASE ENSURE GENERAL WASTE IS
PLACED INTO BLACK REFUSE SACKS

FULL BAGS OF WASTE MUST BE TAKEN TO SKIPS

SKIPS CAN BE FOUND AT TOILET BLOCKS

ALL SKIPS ARE LABELLED WITH EITHER RECYCLING OR GENERAL WASTE