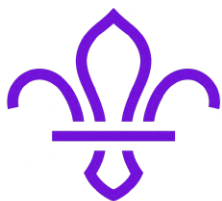


Get In



Event Handbook Version 3

Ragley Hall, 1-3 May 2026



Scouts
Warwickshire

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Introduction

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

Key Information

Event Date & Location

1-3 May 2026.

Ragley Hall, Alcester, Warwickshire

Event Phone Number - 0300 3020 411

The event will have one phone number which can be used to contact the event team. It will be operational from **Thursday 30th April to Monday 4th May 2026**. Call this number for anything from emergencies to event and transportation queries. The event reception will also be open to support with queries face to face:

- **Thursday** 12pm-10pm
- **Friday** 9am-10:30pm
- **Saturday** 7am-10:30pm
- **Sunday** 7am-8pm

WhatsApp Community

To support on-site communications, we have a WhatsApp community available which we encourage all on-site adults to join. It will be used for everything from helpful reminders during the event to urgent programme/site messages. Join the community by clicking this link: <https://chat.whatsapp.com/DECR7Vk404CKtUO5vexPAF>



How do I ask questions ahead of the event?

Please email ask@getincamp.co.uk if you have any questions at this stage.

Adding more volunteers

Additional help will be accepted indefinitely. New leaders/volunteers that sign up to help groups after 30th March 2026 will not be able to pre register in the booking system. Instead, they will need to visit the Event Reception on arrival and be registered. To reach the Event Reception without an event wristband please enter via red entry route, park in the red carpark and follow the signs to the Event Reception. To get an additional adult registered, an adult who is preregistered must attend Event Reception with them and declare that the adult is an appropriate member of their group and complies with all DBS and training requirements.

All adults registered through your group booking must hold a Scout DBS and have the minimum learning complete for their Scout role prior to the start of the event. This includes any parent helpers or additional volunteers to support your group during the live event times.

Event Team - new volunteers wanting to join the Event Team can contact us at ask@getincamp.co.uk to register post 30th March 2026.

Permission & Medical Forms

New for Get In 2026, Medical Information & Permission Forms must be filled out by parents and carers directly on the event booking system from Sunday 1st March 2026 and completed by Friday 10th April 2026. This also applies to all adults on your booking with a simplified form to complete within the booking system.

Permission forms: The forms align with Scout requirements for activity permissions and ensure we can manage the requirement for consent across a high number of different activities. These will link through to the individually named and printed wristbands.

Medical information: The medical forms will ensure that current and up to date information has been provided by parents/guardians and adults ahead of the event. This ensures that our Medical Team has consistent information required should an issue occur and can provide appropriate care.

Wristbands & Access Control

At Get In we will be issuing personalised wristbands linked to our booking system. These wristbands will be coloured to identify the event role such as Participant (Orange), Young Leader/U18 Event Team (Blue), Leader/Adult (Green), Leaders Child (Red), Event Team (Pink), External Provider/Contractors (Red). As each person's name and a unique barcode will be printed directly onto the wristband, it's critical the correct wristband is used by the correct person.

Each group's welcome pack will be available to collect by the group's first volunteer to arrive at the site. This may be on Thursday during the evening set up or on Friday or Saturday arrival in the correct carpark for your camping location (will be called Green or Red carparks). If you are arriving by coach, your welcome pack will be available at the coach drop-off. The welcome pack will include the group's full set of named wristbands, activity wristbands for participants, event badges and key information and updates.

Checklist for arrivals / departures

Arriving to the site	
Arrive on site Set-up Thursday 6pm-10pm Set-up Friday 10am-5pm	<u>LEADERS</u> Park safely and come to the gate on foot Sign-in with our team and we will provide your group's EVENT WELCOME PACK containing <ul style="list-style-type: none">• Scannable wristbands (individual)• Activity wristbands• Map• Site guide Wristbands - Live from Friday morning If you arrive Friday you will be scanned onto site with your own wristband. If one of your leaders has already collected your EVENT WELCOME PACK, please contact them to bring your wristband to the appropriate arrivals gate - you won't be allowed in without these. If you stayed overnight Thursday, please wear your wristband from Friday when we will scan this.

	<p>Pre-Ordered Merchandise- Available for collection from Event Reception from Thursday evening onwards.</p> <p>Dropping off equipment - to help facilitate moving your equipment to your campsite (ground conditions depending) vans and vehicles full of heavy equipment may enter the camping area prior to the Vehicle Freeze, please see more information in the Vehicle and Caravan Section.</p> <p>Non-DBS Set Up Helpers All non-dbs helpers must sign-in and out with our Event Team at the gate who will issue a wristband (Friday only). These individuals must have signed out prior to 5pm.</p>
Live Event	<p>Arrivals by car Please arrange to meet participants at the Red or Green Gate as advised for your group</p> <ul style="list-style-type: none"> - Collect your EVENT WELCOME PACK at your arrival gate <p>Arrivals by coach</p> <ul style="list-style-type: none"> - Coach will be met with the EVENT WELCOME PACK - unless a leader has already collected this - in which case they need to return this to the coach point <p>Scanning into site</p> <ul style="list-style-type: none"> - Apply correct scannable wristband to each young person and adult participant - Participants scanned into site
Activities	<p>Once all young people have arrived - consider taking a photo of all, for the purposes of helping to find any missing lost young people during the event (delete after event in line with your own group's permissions)</p> <p>Young people should now also wear the bright, patterned activity wristbands provided in the EVENT WELCOME PACK - do not remove the scannable wristband.</p>
Leaving the site	
Leaving Site Early Before 3.30pm Sunday	<p>Scanning off site during live event If you need someone to leave early they must do that via the EVENT RECEPTION - All participants are scanned out - whether young person, adult or volunteer</p> <ul style="list-style-type: none"> - Young people cannot be scanned out without a leader present to handover to a parent / guardian <p>Saturday Day Visitors can leave via the Red Gate between 17:00-19:00 and those on Coaches are scanned out via COACHES Departures. During those times you do not need to go to the Event Reception.</p>
Leaving Site at the end of the event	<p>Any adult helpers are allowed onto site to support pack-up from 4pm on Sunday Ensure your young people are safely collected by their parents/guardian. Parents and guardians will be allowed to enter the camping area to assist with collecting young people. Participants will not be scanned out after the start of main departures.</p> <p>Camping area vehicle freeze will be lifted once sufficient young people have left the site, please look out for information from the Event Team - be careful of vehicles</p>

Frequently Asked Questions

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.

Q: How do we collect any pre-ordered merchandise?

All merchandise items will need to be collected from Event Reception by a group contact, who will take all merchandise back to your camping area for splitting up between your members. This includes those ordered by groups and directly by parents.

Q: Do I need to complete a Nights Away Notification?

Scout rules require each group to submit a Nights Away Notification within the digital system. If a Group doesn't have a nights away permit holder, it just means they need to talk to their DLV 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.

Q: Will there be any places to spend money onsite?

There will be an event tuck shop, selling drinks, snacks and confectionery. No unauthorised selling of goods is permitted. We will be accepting cash and card payments across the tuck shop. We will also be selling a range of Get In pocket-money items (separately to any pre-ordered items), plus a small quantity of merchandise (T-Shirts, Hoodies, Bucket Hats, Neckers & Water Bottles). In addition, we'll have a coffee trailer too!

Q: Do we need to wear uniform all the time?

No, we only ask everyone to wear their uniform for our opening and closing ceremonies, during activities everyone can wear suitable activity gear. **We ask that everyone wears their group neckers across the weekend to support safety and identification.**

Q: Will we get badges and where do we get them from?

Yes, an event badge will be provided within your group's welcome pack alongside your wristbands.

Q: What's happening with lost property?

Lost Property will be 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! (We suggest putting a slip of paper in wallets with full name and group!).**

Q: Can I wear the Get In badge on my uniform?

Yes, Scouts across Warwickshire are approved to wear this as an occasional badge for 6 months.

Q: Who can do activities on the water?

To keep in line with Scout rules around supervision of non-swimmers we are unable to allow those who have not had their parent/guardian tick to say they can swim 50m on to the water. The Get Challenged Zone will have lots of landside activities to get stuck into. Please see the specific activity lists within this document for more information on this.

Event Timetable

Thursday 30th April	
Time	Activity
18:00 - 22:00	Site open for Groups to set up - please do not arrive earlier than this time, as the site will not be ready to accept groups, and will be turned away.
22:00	Site locked
Friday 1st May	
10:00	Site open for groups to continue set up - please do not arrive earlier than this time, as the site will not be ready to accept groups, and will be turned away.
17:00	Public vehicle freeze
18:00 - 20:00	Young people arrival wearing uniform
20:30 - 20:45	Travel to Camp Plaza (<i>uniform to be worn</i>)
20:45 - 21:30	Opening Ceremony & Firework Display in Camp Plaza <i>Uniform to be worn, return to campsite after</i>
23:00	Quiet time. Site & car parks locked. Call event phone number for access
Saturday 2nd May	
06:00	Site open for arriving volunteers
07:00	Quiet time ends
08:00 - 09:00	Day visitor arrival
09:15 - 09:30	Camp Plaza Energizer
09:30 - 11:30	Activity Session 1 (please see your activity timetable)
11:30 - 12:45	LUNCH
12:45 - 14:45	Activity Session 2 (please see your activity timetable)
14:45 - 15:30	BREAK
15:30 - 17:30	Activity Session 3 (please see your activity timetable)
16:45 - 17:45	Rock Choir Performance (Camp Plaza)
17:30 - 19:30	DINNER & Day Visitors Depart
19:30 - 21:00	Evening Activities
23:00	Quiet time. Site & car parks locked. Call event phone number for access

Sunday 3 rd May	
Time	Activity
06:00	Site Open
07:00	Quiet time ends
09:15 – 09:30	Camp Plaza Energizer
09:30 – 11:30	Activity Session 4 (please see your activity timetable)
11:30 – 12:45	LUNCH
11:30 – 12:45	Pack away camping equipment
12:45 – 14:45	Activity Session 5 (please see your activity timetable)
14:45 – 15:15	Travel to Camp Plaza (<i>uniform worn</i>)
15:15 – 15:30	Closing Ceremony in Camp Plaza <i>Uniform to be worn, return to campsite to pack away afterwards</i>
16:00	Non-Wristbanded support may enter to help pack away
16:00 – 18:00	Young people depart
Approx 17:30	Public Vehicle freeze lifted
20:00	Site locked

Site Map

You will find the latest version of the 'Site Map' by [clicking here](#)

Safety & Safeguarding

Topic	What is expected of groups and leaders?
Risk Assessments	<p>The Event Team will ensure that the risks associated with the event, infrastructure and site are managed and risk assessed. All activities provided by the event will be covered by a suitable risk assessment. As per Scout rules, Groups are required to ensure suitable risk assessments and control measures are in place for looking after the young people within the group across the whole event, their camping area and camping activity.</p>
First Aid	<p>As with any camp, the group leaders are responsible for their first aid; and should bring a suitable fully stocked first aid kit. If you require additional support, we will have a medical team on site for escalations of serious incidents and for coverage of the activity areas.</p> <p>The medical team can be contacted by approaching the team at the First Aid point, calling the Event Phone Number, asking at Event Reception, or by speaking to any member of the Event Team.</p>
Fire Safety	<p>An event wide fire risk assessment has been completed, it's important that everyone on site takes care to reduce the risk of a fire emergency.</p> <p>The largest fire risk is from groups cooking on individual campsites, please make sure all requirements of the Camping at Get In section of this Event Manual are followed. The requirements include only cooking via safe gas stoves and providing fire fighting equipment within each camping area.</p> <p>Fire fighting equipment will be in place across the event site, it is critical that this is not interfered with unless during a fire emergency. Groups are asked to remind their young people of the importance of this.</p> <p>Fire Action:</p> <ol style="list-style-type: none"> 1. Raise the alarm: Alert those around you, to move away, use whistles or airhorns where available. 2. Report the fire: Find the nearest member of the Event Team or call the Event Phone line: 0300 3020 411 3. Evacuate the immediate area: Support young people to evacuate as required 4. Standby for a wider evacuation: listen out for further instructions from the Event Team 5. Don't take risks, only use fire extinguishers to aid escape or tackle very small fires.

<p>Animals on site</p>	<p>The event area is used for animal grazing during the winter and will be cleared of animals prior to the event starts. You might find some animal droppings around, so please make sure everyone washes their hands before eating and try not to eat food whilst sitting directly on the ground. Ground sheets and picnic blankets are fine.</p> <p>Please don't bring any of your own animals to the event, except for assistance animals.</p>
<p>Waterborne Diseases - Additional health information</p>	<p>When taking part in water activities, leaders should make young people aware of the risk of Weil's Disease (Leptospirosis).</p> <p>This disease is caused by bacteria carried in rat urine, which can contaminate water, mud, and wet riverbanks. The bacteria can enter the body through cuts, grazes, or through the mouth and eyes, particularly if someone falls into the water. Although rare, it can be a serious illness and may require hospital treatment.</p> <p>Leaders should remind young people to report to an adult if they feel unwell after water activities, especially if they have been in stagnant water or muddy areas.</p> <p>Symptoms to watch for include:</p> <ul style="list-style-type: none"> ● High temperature ● Flu-like symptoms ● Muscle aches and pains <p>If any young person develops these symptoms after water activities, parents or carers should be advised to contact their doctor and explain that the young person has taken part in water activities.</p> <p>Prevention: Leaders should ensure young people follow these simple precautions:</p> <ul style="list-style-type: none"> ● Cover all cuts and grazes with waterproof plasters before entering the water. ● Wear suitable footwear at all times to protect feet from cuts. ● Wash hands and face before eating or drinking. ● Shower as soon as possible after water activities. ● Always follow good hygiene practices, especially after falling into the water.
<p>Security</p>	<p>To help keep our event safe and welcoming for everyone, we ask for your support with a few simple security measures.</p> <p>Please ensure that the correct personal wristbands are worn at all times by all participants and all adults, and politely challenge anyone who is not wearing one or who appears unfamiliar with the event.</p>

	<p>Wristband colours:</p> <table border="1"> <thead> <tr> <th>Wristband Colour</th> <th>Attendee Type</th> </tr> </thead> <tbody> <tr> <td>Orange</td> <td>Participants</td> </tr> <tr> <td>Blue</td> <td>Young Leader/U18 Event Team</td> </tr> <tr> <td>Green</td> <td>Leaders/Adults</td> </tr> <tr> <td>Purply Pink</td> <td>Event Team</td> </tr> <tr> <td>Red</td> <td>Contractors and External Providers</td> </tr> </tbody> </table> <p>If something does not look or feel right, trust your instincts and report it promptly to the nearest member of the Event Team, or to Event Reception in person, or via the Event Phone Number.</p>	Wristband Colour	Attendee Type	Orange	Participants	Blue	Young Leader/U18 Event Team	Green	Leaders/Adults	Purply Pink	Event Team	Red	Contractors and External Providers
	Wristband Colour	Attendee Type											
	Orange	Participants											
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	Purply Pink	Event Team											
	Red	Contractors and External Providers											
Safeguarding	<p>Everyone on site has a responsibility to make sure young people are safe. All adults must follow the Safeguarding Code of Conduct, also known as the Yellow Card.</p> <p>All Scout Volunteers on site have a duty to report any safeguarding concern to Scouts HQ - whether the concern is shared directly or indirectly — as soon as possible and always within 24 hours. If you are unsure what to do, contact the Event Team for guidance via the Event Reception.</p> <p>If the concern involves someone on-site, or something that happened on-site: You must urgently inform the Event Team via Event Reception or the Event Phone Number. You will be put in touch with the event's on-site Safeguarding Team to support with concerns, reporting to Scouts HQ, and any necessary actions on site.</p> <p>If a child or young person is at immediate risk of harm: First call 999 (or 111) and ask for the Police before reporting to the Event Team.</p>												
Disclosures and learning	<p>The leader in charge of the group must ensure that all adults within the group's booking comply with the requirements of Scouts including but not limited to each adult holding a valid DBS check and all mandatory ongoing learning being up to date.</p>												
Smoking	<p>Please respect all those who attend - those who wish to smoke or vape should only do so only in the designated areas away from young people.</p>												
Alcohol	<p>All adults must show appropriate behaviour towards alcohol and respect shown to all who attend. In all cases the rules regarding alcohol are as per Scouting Policy Organisation and Rules (POR) and the Green Card.</p>												
Inappropriate behaviour	<p>We want everyone to have a happy and safe event. As per the Terms and Conditions. The Event Team reserves the right to remove individuals and/or Units from the event at any point throughout the event to ensure the health, safety or wellbeing of others at the Event. This includes cases where key Scout or event rules are broken.</p>												

Prohibited Items

What not to bring to Get In

For everyone's safety the following items are prohibited:



Family Pets
Only assistance animals are allowed



All drones
Only allowed for Authorised Event Team Members



Alter fires and BBQs
Gas is the only allowed cooking fuel



Generators within the camping areas



Activity Equipment
Unless requested to by the Event Team



Personal transport
Including e-scooters



Illegal Substances



Anyone who has had sickness or diarrhoea in the last 48 hours

Please avoid bringing the following items:



Aerosol gas stoves



Glass bottles and jars



Excessive packaging and waste



Expensive and precious items

Camping at Get In

Camp Safety

With any camp it is important that it is set up, run and taken down in a safe way. There is more emphasis on safety due to the increased risk with the large amount of people camping in one place. We have a dedicated event safety team, and we need all groups, volunteers and young people to work together to ensure a safe environment. Please follow the guidance provided, and do not hesitate to ask if you have any safety questions or concerns.

As required by Scouts, **please ensure you have a specific risk assessment for your group campsite**. Review and update it as needed, especially once you've set up your camp. Ensure that this risk assessment and relevant safety information is communicated to all adults in your group, and young people where suitable. There is more information on safe camping residentials and outdoor skills available from [Scouts here](#) and example risk assessments can be [found here](#). You will also need to complete a Nights Away Notification via your Scout Portal.

Tents & Camping Space

The space you will be allocated is based on your group's size, but please be prepared for it to be a tighter squeeze than you would normally expect when camping. Your allocation will be approximately 13m² per head (slightly less with larger groups and slightly more for smaller groups). The Event Team will pull together sections of the same scout group and build the camping space around this. Participants will need to walk to the campsites from scanning / entry gates and need to be prepared to carry all of their belongings.

Top Tips

1. Do not bring enormous tents or marquees, make the size match the size of your group.
2. Only bring essential tents.
3. Ensure that you use all your tents wisely: maximise the number of Scouts in each tent and use porches for storage.

Your Layout

The camping field is set out in long rows, with avenues/roads separating different sections. These will be signposted and marked on the maps, enabling you to navigate around the site. Each camping group must ensure a clean easy route out of their site onto the main avenues. This should not be obstructed by guy lines or equipment. Cooking areas must be separated from the young people ideally by placing a serving table in front so there is clear separation from the flammable elements and hot surfaces, and the campers. Cook tents must be three metres away from any sleeping tents to prevent fire spreading if it occurs and should also be placed adjacent to an avenue. Party tents are permitted provided they fit into your allocated space and are erected to the manufacturer's instructions and secured appropriately for all weather conditions with ratchets and straps.

Making the campsite your own

We are happy for you to decorate your campsite and celebrate your group colours. If you fence off your site please ensure you leave sufficient exits to allow escape in an emergency. If you build a camp gateway please remember you can't dig into the ground. Tall flag poles should be able to be dropped quickly in case of lightning storms.

Campsite Layout

Please find below table showing the location of group pitches, and the size that has been allocated.

DISTRICT	GROUP NAME	PITCH	AVENUE	WIDTH (metres)	DEPTH (metres)	NOTES
Atherstone	1st Hartshill & Ballers ESU	2.1	Avenue 2	20	40	
	1st Meriden	1.2	Avenue 1	20	40	
	1st Wood End	1.1	Avenue 1	20	12	
	Water Orton	1.3	Avenue 1	20	18	
Kenilworth	1st Kenilworth	5.3	Avenue 5	40	15	
	1st Leek Wootton	2.5	Avenue 2	20	15	
	4th Kenilworth	2.2	Avenue 2	40	20	
	5th Kenilworth	2.6	Avenue 2	40	27	
	Abbey Group	2.3	Avenue 2	40	18	
	Phoenix & Castle Lake Explorers	3.2	Avenue 3	20	25	
	Waverley	2.7	Avenue 2	20	38	
Leamington	12th Leamington (inc ESU)	6.4	Avenue 6	40	21	
	1st Bishops Itchington	6.6	Avenue 6	40	21	
	1st Harbury (inc ESU)	6.9	Avenue 6	40	20	
	1st Heathcote (inc ESU)	5.4	Avenue 5	40	33	
	1st Lighthorne Heath	8.3	Avenue 8	18	25	
	1st Long Itchington	6.8	Avenue 6	40	16	
	1st North Leamington	7.5	Avenue 7	40	19	
	1st Radford	7.1	Avenue 7	40	21	
	1st Stockton	7.7	Avenue 7	40	15	
	1st Sydenham	7.2	Avenue 7	40	19	
	1st/6th Leamington	7.3	Avenue 7	22	25	
	2nd Southam	5.2	Avenue 5	40	22	
	4th Leamington	6.5	Avenue 6	40	20	
	8th Leam & 11th Guides	7.6	Avenue 7	40	32	
Fenny Compton	6.7	Avenue 6	40	25		

DISTRICT	GROUP NAME	PITCH	AVENUE	WIDTH (metres)	DEPTH (metres)	NOTES
Nuneaton	11th Nuneaton	6.1	Avenue 6	20	33	
	1st Bulkington	5.1	Avenue 5	20	33	
	1st Nuneaton	6.2	Avenue 6	40	23	
	Nuneaton Central	6.3	Avenue 6	20	17	
Others	2nd Studley Guides	10.3	Avenue 10	20	16.5	
	42nd Coventry	2.4	Avenue 2	20	25	
	44th Coventry	10.4	Avenue 10	20	9	
	75th Coventry	4.1	Avenue 4	20	10	
	Lickey & Blackwell	3.4	Avenue 3	40	23	
	WSJ Warwickshire	5.6	Avenue 5	40	15	
Rugby	11th Rugby	9.5	Avenue 9	20	16.5	
	12th Rugby	9.10	Avenue 9	20	27	
	1st Dunchurch & Tripontium ESU	8.1	Avenue 8	40	21	
	1st Long Lawford	9.7	Avenue 9	20	24	
	1st Stretton on Dunsmore	8.7	Avenue 8	40	22	
	5th Rugby	9.9	Avenue 9	20	29	
	6th Rugby	8.2	Avenue 8	40	17	
	9th Rugby	9.6	Avenue 9	20	23	
	Holograms ESU	9.8	Avenue 9	20	10	
	Red & Blacks ESU	9.11	Avenue 9	20	20	
Stratford	1st Pillerton	8.6	Avenue 8	20	30	
	1st Shipston	8.5	Avenue 8	20	43	
	1st Shottery	7.4	Avenue 7	40	44	
	1st Stratford	8.4	Avenue 8	20	27	
	1st Tiddington	9.12	Avenue 9	40	24	(plus 20.5x20 see plan)
	1st Welford Upon Avon	9.3	Avenue 9	20	15	(plus 10x12 see plan)
	Percy Blanford's Own	8.8	Avenue 8	40	26	
	Tred ESU	9.4	Avenue 9	10	12	

DISTRICT	GROUP NAME	PITCH	AVENUE	WIDTH (metres)	DEPTH (metres)	NOTES
Warwick	1st Wellesbourne	5.5	Avenue 5	40	35	
	2nd Warwick	3.1	Avenue 3	40	52	
	3rd Warwick	2.9	Avenue 2	40	53	
	7th Warwick	4.2	Avenue 4	20	46	
	Emscote	3.5	Avenue 3	40	26	
	Griffin Explorers	2.8	Avenue 2	40	15	
	Hampton Magna	4.3	Avenue 4	20	40	
	Kineton & King John ESU	3.6	Avenue 3	40	30	
West Warwickshire	1st Alcester	10.6	Avenue 10	20	100	
	1st Bearley & Snitterfield	10.8	Avenue 10	20	32	
	1st Henley & Wootton	10.2	Avenue 10	20	30	
	1st Salford Priors	10.1	Avenue 10	20	26	
	1st Salter Street	10.7	Avenue 10	20	20	
	1st Studley	9.2	Avenue 9	40	30.5	
	1st Tanworth in Arden	9.1	Avenue 9	40	18	
	Monkeys Fist/Shamrock ESU	10.5	Avenue 10	20	28.5	

You will find a copy of the latest version of 'Campsite Layout' by [clicking here](#)

Access to the basics

Drinking water

Water will be available from taps 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.** It is important that we use our water responsibly and minimise waste. Please bring with you water carriers, remembering the tap could be located far away from your site. It is important that the carriers are filled carefully to avoid spillages around the tap. If the area around the tap becomes muddy or hazardous please inform the Event Team.

Water Disposal

Water must be disposed of in the right way and in the right place. There are no drains on site, so campers will need to construct above ground 'wet pits'. These consist of a bucket with a holey bucket, covered with a suitable screen to catch solids. **Digging into the ground is NOT permitted.**

Showers

Please note that there are limited facilities, and we encourage everyone to only take showers when necessary. When using the showers, be mindful to minimise the length of time and to be respectful of others by leaving them as you would wish to find them.

Toilets

Toilets will be located at the front of the camping area and be clearly visible at all times. **Please note there are no elsan disposal points as chemical toilets are not permitted.** Toilets will be clearly labeled between Boys/Girls Men/Women, we will also have individual portaloos available for all. If you notice that paper stocks are running low, please inform a member of the Event Team and encourage your Scouts to do the same. The main toilets and showers will be cleaned by an external contractor during the event.

Waste Disposal

General waste and dry mixed recycling bins will be available to access across the event site. Please note that glass can not be recycled and we ask you to **avoid bringing glass jars, bottles and containers to the event.** Mixed recycling waste must be disposed of in clear bin bags only - these will be available from Event Reception upon arrival. General waste can be disposed of directly into the bins, or in normal bin bags. Please bring your own black bags.

Please support our efforts to be sustainable and consider what you bring to the event to reduce the amount of waste produced. **We expect that all camping areas are litter picked prior to the group's departure** and groups leave no trace. **For any surplus food, we have teamed up with a local foodbank, so any long life goods can be donated at the Event Staff Catering Tent, at the end of the event.**

Power

There won't be any power available on camping pitches unless you provide your own battery based solution. Generators are not allowed within the camping area.

Vehicles and Caravans

A Vehicle Freeze will be in place from 17:00 on Friday 1st May until approximately 17:30 on Sunday 3rd May across the Inner Event Zone, including all group camping areas.

During this time, no private vehicles may move within camping areas; only authorised, event vehicles may operate. All other vehicles must be removed from camping areas before 17:00 on Friday and parked in designated car parks unless prior approval has been granted.

Before and after the freeze, vehicle access is permitted only for essential loading and unloading of substantial equipment, this must be kept to a minimum, follow Event Team instructions, **and is subject to the Event Team assessing the ground condition on the day.**

If the ground conditions allow, groups may apply to retain one commercial van and/or trailers within their pitch. All approved vehicles must be registered, display a pass, remain within the allocated pitch, and not obstruct routes. The process for this will take place on site during the day on Friday, with the Event Team coming around to visit the camping pitches, no action is required prior to Friday for the above allowance. Further detail will be provided to the drivers of any van wishing to remain on site.

The freeze will be lifted once the Event Management Team deem it is safe for vehicle movement to take place, it will be communicated via the GI26 Event Community on WhatsApp. Should any vehicle or trailer movements be required during the event, these vehicles must be left in the car parks and not on site.

Should you have a specific medical need to request permission to bring a caravan/campervan to the event then please contact ask@getincamp.co.uk who will provide a request form. Caravans will NOT be located within the camping area, a separate location on site will be allocated.

Respect Your Neighbours

Remember Get In is unlike any other camp, and you will have to live very close to other people. Camping near others means that you will need to show respect and consideration for your neighbours at all times.

Top Tips:

1. Become friends and support each other.
2. Keep noise levels down, especially at night. Absolute quiet time is 23:00
3. Remember all the Get In Event Team on site are volunteers, just like you.

Health and Hygiene

This is really important for the event, as it is very easy for illnesses to spread, so we expect everyone to follow some simple guidance:

Hand Washing is important, it is imperative that everyone maintains excellent hand hygiene:

- Ensure everyone washes their hands with soap and water after using the toilets
- Always wash hands before and after preparing food
- Always wash hands before and after eating

Washing Facilities

Ensure you provide basic washing and teeth brushing facilities at your site; this could be as simple as a bowl with hot water and hand soap available for handwashing at the entry to your site. We suggest that everyone brushes their teeth within their own camping area using a mug and water instead of a running tap.

Young people and adults will not be able to use the toilet facilities or site water taps for full body washing or brushing their teeth. It is important that everyone abides by the guidelines to help prevent infections spreading throughout the site.

Limited shower facilities are provided as detailed above should this be necessary.

Infectious Diseases

It is important to take preventative measures to reduce the impacts of infectious disease. Infectious disease covers a range of illnesses which are generally easily spread. They can be spread via person-to-person contact, contact surfaces, and within food and water.

To support keeping everyone safe and well, anyone who has had sickness or diarrhoea within the last 48 hours prior to the event must not attend.

It is important that anyone suffering from illness seeks medical attention immediately. Most infectious diseases have a range of symptoms which vary between types of infection. General symptoms could include a variety of the following: Nausea, vomiting, diarrhoea, stomach cramps, abdominal pain, loss of appetite, a high temperature (fever) of 38c+, chills, or muscle pain. To prevent the spread of infection it is important that everyone adopts good handwashing practice and personal hygiene.

Medical support

The Medical Team onsite can help when people are unwell, providing support and guidance as needed.

The Medical Team can be contacted by calling the event phone number or via speaking to any member of the Event Team

Cooking on Gas

There is no central catering provision for participants and leaders, you will need to manage cooking locally within groups.

The only fuel allowed on camping sites is gas. You should not store excess gas on your site. Pierceable canisters are not allowed at Get In 2026.

All equipment needs to be in good working order with no visible damage. Hoses must be kept as short as possible but be long enough for the gas cylinders to be positioned outside the tent and therefore accessible for the valves to be shut off in an emergency. Connection must be by using a jubilee type clip, not crimp clip. Gas hoses must be inspected before coming to camp, confirmed as 'fit for purpose' and have been renewed within five years. If a fault does occur or damage is noticed, then the equipment must not be used. During the event, checks may be carried out on your gas equipment to ensure gas safety by the Event Team.

You will need a fire blanket and fire extinguisher; these must not have exceeded the expiry date.

When using tents for cooking they need to be flame retardant, of an adequate size for moving around in and have available exits for emergencies. Tents used for cooking need to have sufficient ventilation to prevent carbon monoxide building up from cooking.

Food Deliveries (supermarket & takeaways)

All food deliveries must be met in the **Red carpark** - access can be gained at any time using the scanning gate in Event Reception. Please note: Groups are responsible for providing all directions to any supermarket/delivery service drivers, and Groups must self-organise transport of any deliveries to their campsite.

Food Safety

This is an important area when camping - it can be more difficult to ensure food safety when camping due to difficulties keeping food cold, storing the food and effectively cleaning surfaces... The guidance below is set out to ensure good practices and safe food storage and preparation.

Storage of Food

Ambient goods: These should be stored off of the floor, preferably in sealed boxes to prevent insects coming into contact with them. Keep in mind that during hot weather food will deteriorate more quickly i.e. bread can go mouldy and fruit can spoil more quickly. **Chilled and frozen goods:** These foods need to be stored at their respective temperatures. Chilled, below 8°C and frozen, below 5°C (as long as it is used within one week). The exception to this is if you are going to use the frozen food within 24hrs of defrosting it.

Cooking Food

When cooking meats ensure they are fully cooked. If using a probe thermometer, the food should have a core temperature of 75°C or above. You should not retain cooked foods for use the next day as this cannot generally be achieved safely in a camping situation.

Personal Hygiene

When preparing, cooking and eating food, hand hygiene and personal hygiene is paramount. You need to ensure that there is clean hot water available with hand soap and drying facilities. Hands should be cleaned before cooking, after handling raw meat and in between tasks. Clean aprons should be used in the kitchen.

More information is available on the [Scouts food safety webpage here](#).

Camping Fire Safety

Fire safety is very important when camping in large numbers.

Should a fire occur on a camping site the risk of it spreading quickly through tents is a major concern. You need to ensure you take the simple steps below to prevent a fire outbreak and also know what to do if a fire does occur.

Charging of mobile phones and power banks must be carried out safely at all times. Devices should only be charged using approved chargers and placed on a hard, flat surface away from bedding, clothing, or other flammable materials. Charging devices inside sleeping bags, or under pillows is strictly prohibited, and items must not be left charging unattended or overnight. **Damaged cables, swollen batteries, or overheating devices must not be used and should be reported to the Event Team immediately.**

Fire Rules

1. No open fires, charcoal BBQs, pierceable gas cartridge cookers & lights or liquid fuel appliances are permitted.
2. Groups must have at least one fire blanket and one extinguisher in the cooking area.
3. There are to be no naked flames in sleeping tents.
4. Cooking appliances must be positioned away from wall and roof surfaces.
5. Full & empty LPG cylinders must be kept outside in a ventilated area and must be changed over in the open air.
6. Smoking and vaping is allowed in designated areas only.
7. No naked flames near gas bottles or pipework.
8. On smelling gas, immediately turn off all appliances, extinguish naked flames and raise the alarm.

Site access and transport

Set Up & Pack Down

Groups can set up from 6pm on Thursday evening, as per the event timetable - **please do not arrive before 6pm**, as the site will not be ready to accept you. Any equipment is left at the Group's own risk; the event takes no responsibility for this. **Scout adults can camp overnight on Thursday where this aids setting up your own campsite.** No young people or children will be allowed to stay on site on Thursday night. Please note only basic facilities and support will be operational and you must stay within the camping area until the main site opens in time for Friday evening arrivals. **All groups must have packed away, and left the site by 8pm** on Sunday evening.

Arrival & Departure Routes & Times

To manage the flow of traffic smoothly, we will be running a scheduled arrival and departure system. Below are the times when each District should arrange for their members to arrive for all transport methods - cars, minibuses and coaches.

District	Car and Minibus route	Coach route	Arrive between Friday 1st May	Depart from Sunday 3rd May
Stratford	GREEN	RED	18:00-19:00	17:00
West Warwickshire	GREEN			
Kenilworth	RED	RED	18:30-19:30	16:30
Leamington	GREEN			
Warwick	RED			
Atherstone	RED	RED	19:00-20:00	16:00
Nuneaton	GREEN			
Rugby	GREEN			
Non- Warwickshire Scouts	Specific information has been shared	RED	18:00-20:00	16:00
All Event Team	RED	N/A	As agreed with your team	
Day Visitors	Saturday 2nd May			
All day visitors	RED	RED	08:00-09:00	17:30-19:30

How to access the site

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

www.getincamp.co.uk/siteaccess

All traffic - approaching site

The A46/A435 are the main routes to Ragley Hall, and naturally take you onto the A422. From here, 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 - see above table for assignments. Non Warwickshire Scout groups, please see separate email stating which district instructions to follow.

It's really important that vehicles enter through the correct gates so they can follow the most suitable routes for their vehicle size and help ensure everyone reaches the right area smoothly.

<p>Red entrance, Gate A</p> <p>Access via: A422</p> <p>What3words: ///lends.goad.follow</p> <p>This entrance is accessed via the A422. This is the only entrance for coaches. This entrance is accessible 24/7</p>  <p>The sign features the Scouts logo (a fleur-de-lis) in a purple circle at the top left. Below it, the word "Scouts" is written in white on a purple background. To the left of a red square, there is a black arrow pointing left. The red square contains the text "Gate A" in white.</p>	 <p>A photograph of a paved road leading to a gate. A red arrow is drawn on the road, pointing towards the gate in the distance. The sky is blue with a bright sun.</p>
<p>Green entrance, Gate B</p> <p>Access via: Ragley Hall main gates</p> <p>What3words: ///Expel.card.decorator</p> <p>This is NOT FOR COACHES, which should use the red entrance.</p> <p>This entrance will be closed from Friday 10pm until Sunday 3pm. Inside of these times, use Red Entrance Gate A.</p>  <p>The sign features the Scouts logo (a fleur-de-lis) in a purple circle at the top left. Below it, the word "Scouts" is written in white on a purple background. To the left of a green square, there is a black arrow pointing left. The green square contains the text "Gate B" in white.</p>	 <p>A photograph of a paved road leading to a stone gate structure. A green arrow is drawn on the road, pointing towards the gate. The sky is blue with some clouds.</p>

Car/Minibus Arrivals

Reminder: please use postcode: B49 5PJ

This applies to both Friday arrivals & day visitors.

1. Cars should arrive at site during their [scheduled arrival](#) slot. Follow the signage to enter via the relevant route (red/green, as described above).
2. Once on site, follow the signposted, marshalled, one-way system to the car park.
3. Once parked, drivers should accompany participants to the clearly marked entrance gate to the site, where they can be handed over to their local leaders. At this point, each participant must be given their individual wristband in order to pass through the scanning gates.
4. If dropping off, drivers should return promptly to their vehicles and follow the exit signage. All vehicles **must turn right** when leaving the exit gates onto the public road.

Car/Minibus Departures

Sunday Departures

1. Please enter the site using the same routes as for arrivals and park in the appropriate car park.
2. At the [scheduled departure time](#) on Sunday the internal site gates will open to allow parents and guardians onto the site. Information about where each Group is located will be displayed at each carpark/camping area gateway.
3. Where applicable, parents and guardians may then make their way to their group's campsite to collect their young people.
4. Once collections are complete, everyone should return promptly to their vehicles and leave the site using the clearly signposted 'Exit' route. All vehicles **must turn right** when leaving the exit gate onto the public road.

Saturday Day Visitor Departures

1. Please enter the site using the RED traffic route and park in the RED car park.
2. Parents and Guardians should wait at the RED Meeting Point to collect their young people.
3. Once collections are complete, everyone should return promptly to their vehicles and leave the site using the clearly signposted 'Exit' route. All vehicles **must turn right** when leaving the exit gate onto the public road.

Coach arrivals

Reminder: please use postcode: B49 5PJ

This is only for coaches - including weekend and day visitors. Minibuses should use the 'Main arrivals - car or minibus' routes as detailed above. Please brief your coach company on these instructions including the right turn on exit.

1. Coaches should enter the site via Gate A, using the **red route**.
2. Follow the signposted, one-way system. Near the end of this route, marshalls will instruct coaches to stop and hold position.
3. When a coach dropoff point is available, traffic marshalls will direct your coach to a 'coach pen'.
4. Upon arrival, disembark and unload. At this point once off the coach, everyone will need to be issued with their individual wristband to be able to be scanned into the event.
5. Coaches exit the site using the signposted 'Exit' route. The coach exit uses the **green route** exit, and **must turn right** from the exit gate onto the public roads.
6. Once your entire party is ready, use the designated crossing points to cross the road into the camping area via the entry and exit gate.

Coach departures

1. Once your group is ready to depart from site, make your way over to the star-shade tent within the Active zone, via the coaches entry and exit gate (adjacent to Event Staff Catering)
2. When your group (and kit) is entirely present in this area, speak to the coach team under the star-shade and wearing high-vis jackets. They 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. The coach exit uses the **green route** and **must turn right** from the exit gate onto the public roads.

Thursday Set Up Access

On Thursday (6-10pm) please use your designated red/green routes. Please remember access is not available till 18:00.

Night access/Access outside of main arrivals and departures

Outside of Friday arrival & Sunday departure times, only Gate A (the 'red route') will be available to gain access to the event. If the gate is closed, please call the event phone number which is listed on the gate. All other entrances will be closed, but pedestrian access from the 'red route' to all 'green route' campsites will be available.

At all times, to exit the site, follow the exit signage from each car park.

Trailer access

Speak to the Traffic Marshalls in your respective (Red/Green) car park for assistance. They can call a site vehicle to tow your trailer onto site, and will provide further instructions.

Sectional Information

Activities

Activities are being designed to accommodate as many sections as possible but to keep everyone safe and to have the best activities possible - not all activities will be suitable for every section. Where restrictions apply these will be communicated clearly at the activity. **An example of this ->**

Please ensure that Scouts & Explorers are briefed on this before heading out to activities.

Mobile Caving <small>(A1)</small>	
Squirrels	X
BEAVERS	✓
cubs	✓
SCOUTS	✓
EXPLORERS	✓

Day Visitors

Our newest section, Squirrels, are joining Get In for Saturday only as day visitors and not as weekend campers. Any other section may choose to come as day visitors. Day visitors can attend Get In on Saturday; times for arrivals and departures are available in the Event Timetable & they are subject to the same bookings process as weekend visitors.

Young Leaders

Where Explorer Scouts have been booked onto the event as Young Leaders within a section booking they are only attending the event to support that younger section. Young Leaders will be unable to participate in activities in the same way as adult leaders aren't able to either.

Supervising & Support

Groups will need to provide a suitable level of supervision with Scout rules followed for minimum ratios. Our expectations on how this supervision should be carried out is below:

Section	Supervision requirements
Squirrels	Direct supervision must be provided by the group within the activity zones at all times.
Beavers	
Cubs	Supervision must be provided by the group within the activity zones, with leaders present within the activity zones at all times. Leaders are best placed to decide how much freedom within the activity zone is suitable and set boundaries accordingly. The adults supervising cubs must not be the same adults that are directly supervising Squirrels and Beavers.
Scouts	Scouts can access the activities without direct supervision but must be in groups of at least 4 at all times. Leaders for Scouts must be available to the Scouts and actively checking in with their Scouts within their activity zone and across the activity sessions.
Explorers	Explorers can access the activities without direct supervision but must be in small groups at all times. Leaders for Explorers must be available to the Explorers at all times.

Activities

Activity Zones

The event site is divided into five distinct activity zones. Each group will be issued with an **activity group and corresponding wristband**, which will let you know which of our activity zones you are allocated for each time slot. If your section is only visiting for the day you will have a special wristband that lets you plan your own adventure around the activity sessions and pace this to your young people.

Within each allocated zone session, activities operate on a **free-flow basis** — no pre-booking is required. Young people can move between activities **within their assigned zone during their session time**.

GET... Active	Movement, fun, & energy Categories: Inflatables & Physical Exertion
	<i>Get Active</i> is all about energy, play, and participation. It's where movement meets joy. Whether it's a team game or a personal challenge, being active builds strength, coordination, and confidence. When we move our bodies, we wake up our minds and feel alive.
GET... Inspired	Discovery, imagination, problem-solving, purpose, empathy & impact Categories: STEM, Community & Culture
	<i>Get Inspired</i> invites you to ask questions, explore new ideas, and see the world with wonder. It's about experimenting, imagining, and thinking creatively to solve problems. Every question opens a door — and the more you ask, the more you learn.
GET... Hands-on	Learn by doing, build it, create it & make it Categories: Practical Skills, Craft & Create
	<i>Get Hands-On</i> means building, experimenting, creating, and testing ideas in real life. Whether you're crafting, constructing, cooking, or coding, hands-on learning connects thinking with doing — turning imagination into reality.
GET... Wild	Spirit of Scouting - Outdoor skills & Nature Categories: Bushcraft, Outdoor Adventure, Nature, Farming, Environment
	<i>Get Wild</i> is about bushcraft, adventure, and connection — lighting fires, building shelters, foraging safely, and reading the world around you. It's about learning to live <i>with</i> nature, not just in it. The wild teaches balance, patience, and courage — reminding us we're part of something bigger.
GET... Challenged	Courage, confidence, excitement & challenge Activities: Water activities & Outdoor Adventure
	<i>Please note this zone is not open to Squirrel Scouts</i> <i>Get Challenged</i> is about stepping beyond your comfort zone and saying "yes" to challenge. It's the thrill of trying something new, the pride of persistence, and the strength that grows when you face fears head-on. Every brave choice builds confidence, and every stumble becomes a step toward growth.

Queuing Etiquette

Across the site there may be queues for popular activities, leaders should brief their young people that most of these queues will be quick moving and it's ok to take a moment to wait between activities.

Everyone should join the end of the line and wait their turn patiently without pushing, crowding, or skipping ahead. Leaders must set the example by **not holding spaces for others**, reserving spots, or allowing their group to cut in; this ensures all participants are treated equally.

Activity Permissions

All activities will be run in compliance with Scout rules. Parent/guardian permission for general activities will be collected via the medical and permission forms within the Booking System. Specific permissions/information are required for shooting activities and to check the swimming status. These will be printed onto the individual's unique attendee wristband. As we are collecting activity and medical information centrally anyone who has not had this completed on the booking system will be unable to attend the event.

Group Volunteer Support

To ensure we can provide a full programme of activities for over 3,000 young people, Get In requires volunteer support from every attending group, in line with the initial booking information, based on approximately one volunteer per 15 young people. **Your group's specific volunteer numbers have been emailed to your Booking Lead on Friday 27th February - please ask if you are unsure about your numbers. We will contact lead bookers before Thursday 30th April with instructions on where your group volunteers need to report to.**

Activity Volunteer slot times:

Date	Session	Time	Duration
Saturday 2nd May	Zone Volunteers - SAT 1	09:00-11:45	2hr 45m
	Zone Volunteers - SAT 2	12:30-15:00	2hr 30m
	Zone Volunteers - SAT 3	15:15-17:45	2hr 30m
Sunday 3rd May	Zone Volunteers - SUN 1	09:00-11:45	2hr 45m
	Zone Volunteers - SUN 2	12:30-15:00	2hr 30m



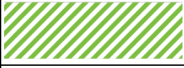
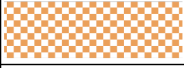

Please note that shift times are slightly longer than activity sessions to allow for briefing and handover. We will confirm nearer the event which activity area your volunteers will support and where they should report. It is essential that volunteers attend their allocated shifts, as activities cannot operate without them, including on Sunday afternoon.

You may allocate sessions to the same person or different adults, but all volunteers must be correctly added to your booking, hold a valid Scout DBS, and have completed the required learning for their role. Please inform us in advance of any additional needs or specialist skills, and if you are able to provide more adults than allocated, we would be delighted to hear from you, as additional support enables us to offer even more activities.

We'd suggest any volunteer coming to support activities brings a camping chair/ insulated mug/cup for refreshments!

Activity Timetable & Wristbands

As each group will rotate around the different activity zones throughout the weekend, all young people taking part in activities will be issued with a secondary 'activity' wristband to wear. **These will be issued to lead bookers when collecting wristbands/welcome packs at the start of the event.** They will identify which activity zone a group should be in during each session, so young people need to be wearing the wristbands during all sessions (no wristband or the wrong wristband means they can't participate). The tables below shows which activity zones groups/wristbands should visit during each session across the two days:

			Saturday 2nd May 2026					
Participant Group:	Paper Wristband Design/Style:	Wristband Description:	SESSION 1		SESSION 2		SESSION 3	
			09:30-11:30		12:45-14:45		15:30-17:30	
			09:30-10:30	10:30-11:30	12:45-13:45	13:45-14:45	15:30-16:30	16:30-17:30
GROUP 1		Pink/White Striped	Active		Challenged		Wild	
GROUP 2		Purple/Teal Striped	Inspired		Active		Challenged	
GROUP 3		Red/Yellow Striped	Hands-on		Inspired		Active	
GROUP 4		Green/White Striped	Wild		Hands-on		Inspired	
GROUP 5		Orange/White Checkered	Challenged		Wild		Hands-on	
GROUP 6		Blue/Yellow Zebra	May visit any zones, at any time*					

* Squirrels should not take part in the 'Challenged' zone

			Sunday 3rd May 2026			
Participant Group:	Paper Wristband Design/Style:	Wristband Description:	SESSION 4		SESSION 5	
			09:30-11:30		12:45-14:45	
			09:30-10:30	10:30-11:30	12:45-13:45	13:45-14:45
GROUP 1		Pink/White Striped	Hands-on		Inspired	
GROUP 2		Purple/Teal Striped	Wild		Hands-on	
GROUP 3		Red/Yellow Striped	Challenged		Wild	
GROUP 4		Green/White Striped	Active		Challenged	
GROUP 5		Orange/White Checkered	Inspired		Active	

Activity list by Zone

By activity zone, see what activities are on offer. **Please note this is subject to change.** The table shows which activities are open to each section. Closer to the event we will release a guide of which activities link to the Scout badges!

GET... Active	Squirrels	Beavers	Cubs	Scouts	Explorers
Labyrinth Challenge 500ft Inflatable Course	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Bungee Run	Squirrels	Beavers	Cubs	Scouts	Explorers
Basketball Shoutout	Squirrels	Beavers	Cubs	Scouts	Explorers
Jungle Slide	Squirrels	Beavers	Not Suitable	Not Suitable	Not Suitable
Surf Simulator	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Total Wipeout	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Roller Skating Rink	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Scout Radio	Not Suitable	Beavers	Cubs	Scouts	Explorers
Badminton	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Table Tennis	Not Suitable	Beavers	Cubs	Scouts	Explorers
Drumming Workshop	Squirrels	Beavers	Cubs	Scouts	Explorers
Volleyball	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Tag Rugby	Squirrels	Beavers	Cubs	Scouts	Explorers
9 Hole Mini Golf	Not Suitable	Beavers	Cubs	Scouts	Explorers
8 Pedal Go Karts	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Rock and Roll Duel	Not Suitable	Not Suitable	Not Suitable	Scouts	Explorers
Giant Beat the Bleep	Not Suitable	Beavers	Cubs	Scouts	Explorers
Hang Tough	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Lego Masters	Not Suitable	Beavers	Cubs	Scouts	Explorers
Space Hoppers	Not Suitable	Beavers	Cubs	Scouts	Explorers
FUZE Coding	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Bean Bag Challenge	Squirrels	Beavers	Cubs	Scouts	Explorers
Mini Crossbows	Not Suitable	Beavers	Cubs	Scouts	Explorers
Giant Target Throw	Squirrels	Beavers	Cubs	Scouts	Explorers

GET... Inspired	Squirrels	Beavers	Cubs	Scouts	Explorers
Armed Forces / Royal Navy	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Planetarium	Squirrels	Beavers	Cubs	Scouts	Explorers
Coconut Shy	Squirrels	Beavers	Cubs	Scouts	Explorers
Hook a Duck and Marble Game	Squirrels	Beavers	Cubs	Not Suitable	Not Suitable
Nerf Gun Target Challenge	Not Suitable	Beavers	Cubs	Scouts	Explorers
National Grid Electricity Transmission	Not Suitable	Beavers	Cubs	Scouts	Explorers
Jaguar Land Rover	Squirrels	Beavers	Cubs	Scouts	Explorers
Smoothie Bikes	Not Suitable	Beavers	Cubs	Scouts	Explorers
Disc / Frisbee Golf	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Warwickshire Police	Squirrels	Beavers	Cubs	Scouts	Explorers
Warwickshire Fire & Rescue	Squirrels	Beavers	Cubs	Scouts	Explorers
All things Bright and Beautiful	Squirrels	Beavers	Cubs	Not Suitable	Not Suitable
Archery & Soft Archery	Not Suitable	Beavers	Cubs	Scouts	Explorers
Air Rifle Shooting**	Not Suitable	Not Suitable	Not Suitable	Scouts	Explorers
Group Sport Games / Super Sports	Not Suitable	Beavers	Cubs	Scouts	Explorers
St John's Ambulance	Not Suitable	Beavers	Cubs	Scouts	Explorers
Christianity >10 Holy Ghost Zone	Squirrels	Beavers	Cubs	Scouts	Explorers
King Scout Award Info Stand	Not Suitable	Not Suitable	Not Suitable	Scouts	Explorers
Hieroglyphic Bookmark	Squirrels	Beavers	Cubs	Scouts	Explorers
Table Labyrinth	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Origami - Various Levels	Squirrels	Beavers	Cubs	Scouts	Explorers
Native Headdress	Squirrels	Beavers	Not Suitable	Not Suitable	Not Suitable
Scalextric	Not Suitable	Beavers	Cubs	Scouts	Explorers
Racing Sims	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
3D Structures (Fort Building Kit)	Squirrels	Beavers	Cubs	Scouts	Explorers
HSS(UK)(Hindu temple) - Team building games	Not Suitable	Beavers	Cubs	Scouts	Explorers
HSS(UK)((Hindu temple) Kho-kho	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
HSS(UK)((Hindu temple) YOGA	Squirrels	Beavers	Cubs	Scouts	Explorers
Frisbee Golf	Squirrels	Beavers	Cubs	Scouts	Explorers
Teddy Bear Rescue	Squirrels	Beavers	Cubs	Not Suitable	Not Suitable
Scout Assault Course	Squirrels	Beavers	Cubs	Scouts	Explorers
Grass Hockey	Not Suitable	Beavers	Cubs	Scouts	Explorers
Orienteering - String Course	Squirrels	Beavers	Cubs	Not Suitable	Not Suitable
Orienteering	Not Suitable	Not Suitable	Not Suitable	Scouts	Explorers
PomPom	Squirrels	Beavers	Cubs	Scouts	Explorers

GET... Hands On	Squirrels	Beavers	Cubs	Scouts	Explorers
Tomahawk Throwing	Squirrels	Beavers	Cubs	Scouts	Explorers
Land Zorb Arena & Bubble Zorb Arena	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Football Darts	Not Suitable	Beavers	Cubs	Scouts	Explorers
Mobile Climbing Wall	Not Suitable	Beavers	Cubs	Scouts	Explorers
Steam Train Rides	Squirrels	Beavers	Cubs	Scouts	Explorers
4 Mini Digger Challenge	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
VR Headsets	Not Suitable	Beavers	Cubs	Scouts	Explorers
British Motor Museum	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Tomahawk Throwing	Not Suitable	Beavers	Cubs	Scouts	Explorers
Dream Maker	Not Suitable	Beavers	Cubs	Scouts	Explorers
Breathing Buddy	Squirrels	Beavers	Cubs	Not Suitable	Not Suitable
Wool Skeleton	Squirrels	Beavers	Not Suitable	Not Suitable	Not Suitable
Slime Making	Not Suitable	Beavers	Cubs	Scouts	Explorers
Pioneering - Catapult - Lollypop sticks	Not Suitable	Beavers	Cubs	Not Suitable	Not Suitable
Pioneering - Catapult - Canes	Not Suitable	Not Suitable	Not Suitable	Scouts	Explorers
Knot Board	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Yarn Wrapped Sheep	Squirrels	Beavers	Not Suitable	Not Suitable	Not Suitable
Compass Pictures	Not Suitable	Beavers	Cubs	Scouts	Explorers
Bubbles	Squirrels	Beavers	Cubs	Scouts	Explorers
BoomWacker Sticks	Squirrels	Beavers	Cubs	Scouts	Explorers
Pioneering - Cocktail Sticks & Marshmallows _	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Spaghetti & Marshmallow Tower	Squirrels	Beavers	Not Suitable	Not Suitable	Not Suitable
Electric Circuits	Not Suitable	Beavers	Cubs	Scouts	Explorers
Paracord activity - Key Ring / Bracelet	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Mini Kite Making	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Puzzle Pipes	Squirrels	Beavers	Cubs	Scouts	Explorers
Tennis Ball Puppets	Squirrels	Beavers	Not Suitable	Not Suitable	Not Suitable
Weaving Loom - Coaster / God's Eye	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Pressure in the Deep	Squirrels	Beavers	Cubs	Scouts	Explorers
Glitter 'Get In' Tattoos	Squirrels	Beavers	Cubs	Scouts	Explorers
Brass Rubbing & Paint Station	Squirrels	Beavers	Cubs	Scouts	Explorers
Gonk Making	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Land Skis	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Blindfold Trail & Hoop Tennis	Squirrels	Beavers	Cubs	Scouts	Explorers
Big Hands Run	Not Suitable	Beavers	Cubs	Scouts	Explorers
Badge Machine	Not Suitable	Beavers	Cubs	Scouts	Explorers

GET... Wild	Squirrels	Beavers	Cubs	Scouts	Explorers
CavePOD	Not Suitable	Beavers	Cubs	Scouts	Explorers
Blaze - Fire Walking	Not Suitable	Not Suitable	Not Suitable	Not Suitable	Explorers
Blaze - Glass Walking	Not Suitable	Not Suitable	Not Suitable	Scouts	Explorers
Stomp Rockets	Not Suitable	Beavers	Cubs	Scouts	Explorers
Laser Tag	Not Suitable	Beavers	Cubs	Scouts	Explorers
Woodland Wildlife	Squirrels	Beavers	Cubs	Not Suitable	Not Suitable
Bushcraft	Squirrels	Beavers	Cubs	Scouts	Explorers
Backwoods Cooking	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Circus Skills - i.circus	Squirrels	Beavers	Cubs	Scouts	Explorers
Alpacas	Not Suitable	Beavers	Cubs	Scouts	Explorers
Line Dancing	Not Suitable	Beavers	Cubs	Scouts	Explorers
Pioneering & Large Scale Project	Not Suitable	Beavers	Cubs	Scouts	Explorers
Curious Creatures	Squirrels	Beavers	Cubs	Scouts	Explorers
Wild Science	Not Suitable	Beavers	Cubs	Scouts	Explorers
Daytime Campfires	Squirrels	Beavers	Cubs	Scouts	Explorers
Cave Painting	Squirrels	Beavers	Cubs	Scouts	Explorers
Vinegar Volcanoes	Not Suitable	Beavers	Cubs	Scouts	Explorers
Matchstick Rockets	Not Suitable	Beavers	Cubs	Scouts	Explorers
Get In 2026 - Branding Irons	Squirrels	Beavers	Cubs	Scouts	Explorers
Swing Braiding	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Paracord Skills	Squirrels	Beavers	Cubs	Scouts	Explorers
APHA (Animal Plant Health Agency)	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Tennis Skills	Not Suitable	Beavers	Cubs	Scouts	Not Suitable
Steppers	Not Suitable	Beavers	Cubs	Scouts	Explorers
Tug of war	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Maul Making / Knife, Saw and Axe Skills	Not Suitable	Not Suitable	Not Suitable	Scouts	Explorers
Fire Lighting	Squirrels	Beavers	Cubs	Scouts	Explorers
Kelly Kettles	Not Suitable	Not Suitable	Cubs	Scouts	Explorers
Floating Fire Boat	Squirrels	Beavers	Cubs	Scouts	Explorers
Welsh Cakes	Squirrels	Beavers	Cubs	Scouts	Explorers

GET... Challenged	Squirrels	Beavers	Cubs	Scouts	Explorers
Petanque	N/A	Beavers	Cubs	Scouts	Explorers
Mountain Biking	N/A	Beavers	Cubs	Scouts	Explorers
Rafting***	N/A	Not Suitable	Cubs	Scouts	Explorers
Kayaking & Canoeing***	N/A	Beavers	Cubs	Scouts	Explorers
Pulling***	N/A	Beavers	Cubs	Scouts	Explorers
Drumming Workshop	N/A	Beavers	Cubs	Scouts	Explorers
Warwickshire Search & Rescue	N/A	Beavers	Cubs	Scouts	Explorers
Air Rifle Shooting**	N/A	Not Suitable	Cubs	Scouts	Explorers
Archery	N/A	Not Suitable	Cubs	Scouts	Explorers
Tomahawks	N/A	Not Suitable	Cubs	Scouts	Explorers
Soft Tomahawks	N/A	Beavers	Cubs	Scouts	Not Suitable
Soft Archery	N/A	Beavers	Cubs	Scouts	Not Suitable
Mini Crossbows	N/A	Beavers	Cubs	Scouts	Explorers
Nerf Gun Shooting	N/A	Beavers	Cubs	Scouts	Explorers
Guttering Run	N/A	Beavers	Cubs	Scouts	Explorers
Guttering Helmets	N/A	Beavers	Cubs	Scouts	Explorers
WaterAid - Tippy Tap	N/A	Beavers	Cubs	Scouts	Explorers
RNLI	N/A	Beavers	Cubs	Scouts	Explorers
British Red Cross	N/A	Beavers	Cubs	Scouts	Explorers

**Young People taking part in Air Rifle Shooting will only be able to take part if they have the necessary parental/guardian confirmation. This will be pre-printed onto participant wristbands, using data from the booking database.

*** Young People taking part in **ANY** on the water activities, will need to have the parental/guardian declaration 'Can your child swim 50m' marked as 'Yes' (*this was completed as part of the permissions form online submission*). **Without this declaration, young people are classed as a 'Non Swimmer' and unfortunately be unable to go onto the water.** This will be pre-printed onto participant wristbands, using the data from the booking database.

Scout rules (POR: [9.13.1](#)) states that all non-swimmers must have a one-to-one ratio of support maintained (one competent adult to one non-swimmer). Due to the nature of Get In, we are unable to meet these ratios, and therefore our water activity team can only offer these activities to those who have parent/guidance confirmation of their swimming competency. This is inline with specific guidance shared to us from the Scouts HQ Safety Team.

All Young People taking part in Water activities will be wearing buoyancy aids.

Saturday Evening 19:30-21:00

Saturday night is all about fun, energy, and making the most of the evening! During this time, the Active Zone and Wild Zone will be the only activity zones open, alongside a full evening of entertainment on the Camp Plaza Main Stage, so there will be plenty to see and do.

In the Active Zone, everyone can enjoy a wide range of high-energy activities including the Bungee Run, Basketball Shootout, Roller Skating, the Labyrinth Challenge and more. Meanwhile, the Wild Zone offers exciting experiences including Laser Tag, Circus Skills and Cavepod adventures.

Also make sure to head over to the Wild Zone to cheer on some truly brave participants as they take on the exciting Fire Walk challenge — it's an amazing sight you won't want to miss!

Get ready to dance the night away at our Silent Discos, running as part of the Saturday night fun! There will be two Silent Disco locations, each designed for different age groups to enjoy. **Scouts and Explorers** can head to the Silent Disco in the **Active Zone**, while **Beavers and Cubs** can join the fun at the Silent Disco in the **Wild Zone**. Grab a set of headphones, choose your music channel, and enjoy a brilliant atmosphere with friends — it's always a favourite and a great way to end the day with lots of laughter and energy!

With so much happening alongside the live entertainment on the Camp Plaza Main Stage, Saturday night promises to be one of the highlights of the weekend — make sure your group heads out, explores the zones, and joins in the fun!

Get-In's Got Talent

Our very own talent competition will be running during the weekend with heats throughout the day on Saturday. All Cubs, Scouts & Explorers are very welcome to enter here... <https://forms.gle/Heo6ZyfDT3dhcyqz5>

Audiences are welcome at the main stage whilst our acts perform for us.

The finals will be on the main stage at 10.30am on Sunday. The audience will play a key role in selecting the winner, who will then perform for everyone at the Closing Ceremony at 15:15pm

Fire & Glass Walking

Ever wondered what it would be like to walk on FIRE? We've still got spaces to complete your very own Fire Walk! And if that's not scary enough, we've got opportunities to walk on Glass too. Spaces need to be pre-booked and cost £10.

You need to be **aged 10.5 for Glass Walking & 14 for Fire Walking**. *Both opportunities are open to leaders attending too.*

To find out more about the activity or to book your space visit:
<https://warwickshirescouts.org.uk/getin/fireandglasswalking/>

Camp Plaza!

Camp Plaza is our 'Beating Heart' – it's the space that brings everyone together for the big memorable moments and acts as the 'Social Hub'. You'll also find a few key areas, as listed below - all of these areas accept both CASH & CARD payments.

Tuck Shop

The Tuck Shop will be selling a range of sweets, chocolate, candy floss, crisps and soft drinks (**50p to £2**), as well as little branded 'Get In' items such as woggles, pens, fidget spinners and torches! **All items are less than £5 in the tuck shop.**

Merch Shop

The Merch Shop will be selling a range of little branded 'Get In' items such as woggles, pens, fidget spinners, buffs and torches. These small items are priced £5 or less. The Merch Shop will also have a limited quantity of overstock pre-order items - **Neckers £15, Water Bottles £15, Bucket Hat £15, T-Shirts £16 & Hoodies £30. This stock is sold on a first come, first served basis.**

Personalisation Station!

In the Merch shop you'll find our very own personalisation station - get your own t-shirt or hoodie personalised with your name (doesn't even need to be an event one, it can be anything you fancy!)

Each letter costs 40p - and can pretty much go onto any garment. Please speak to the team in the tent to find out more.

Coffee Trailer

Help support local Explorer Scouts and visit the Godiva Explorers' Coffee Trailer. The Coffee Trailer will be selling Americanos, Espressos, Mocha, Cappuccino, Latte, Teas, Flavoured coffees, S'more hot chocolate (Plain, Oreo & Salted Caramel) & Slushies. They also have a reusable cup that can be purchased to receive 10% off your drink every time you use it.

Retail Opening Times*

	TUCK SHOP	MERCH SHOP	COFFEE TRAILER
Thursday 30 th April	CLOSED	CLOSED	15:00-22:00
Friday 1 st May	20:00-22:00	CLOSED	08:00-22:00
Saturday 2 nd May	09:00-12:00 12:45-18:00 19:00-22:00	09:00-12:00 12:45-18:00 19:00-22:00	07:00-22:00
Sunday 3 rd May	09:00-12:00 12:30-16:00	09:00-12:00 12:30-16:00	07:00-16:00

*These are subject to change

Wellbeing Zone

Inclusion begins with a culture where everyone feels safe to share their individual access needs. Where non-visible disabilities are recognised, not ignored, just as much as those which are visible. Where every voice matters. We know that life can be tough for young people and adults alike, and an event to the scale of Get In can become overwhelming.

We will have a 'Wellbeing' area offering support and activities centred around both mental health and SEN. It will be led by Get In Volunteers and supported by trained professionals. We are proud to be working in partnership with "Therapy Centre Services" after a successful partnership with them at Get In 2022. 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.

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 a quiet space for faith reflections and prayer, we will have a multi faith area. There will also be a 'Church service' in the Get Wild marquee at 7.30am.

We will be adopting the Sunflower Lanyard Scheme across the site. The Hidden Disabilities Sunflower is a globally recognised symbol that someone has a non-visible disability and may need extra help, understanding, or more time in public spaces. It's completely voluntary, and it does not disclose what the disability is. If you or your young people often wear one, then please do bring them along. We will also have some spares in the Wellbeing Zone.

Within the zone we will have resources for calming activities such as sensory jars, play-doh, colouring, puzzles, dark den, weighted blankets and fidget toys. We will also have ear defenders available to borrow if you have forgotten these.

We will also have sanitary products available in the Wellbeing zone.

You can find the Wellbeing Area located next to Camp Plaza.



Main Stage*

Our Camp Plaza Main Stage is the heart of the action at Get In 26, bringing everyone together for music, performances, and plenty of high-energy fun throughout the weekend. Expect a lively mix of entertainment, from morning energisers to get you moving, to live music, showcases, and crowd-favourite events like Get In's Got Talent, where you can cheer on performers from across the event. There will be something happening at different points each day, making it the perfect place to gather with friends, relax, enjoy the atmosphere, and be part of the excitement. Be sure to stop by at some point over the weekend to see what's happening — you never know what amazing performance or surprise moment you might catch!

Day	Time	Stage Activity
Friday	20:00-21:00	Live Singer: Tom Forbes
	21:00-21:30	Opening Ceremony & Fireworks
	21:30-22:00 (tbc)	Explorers Disco
Saturday	09:15-09:30	Camp Plaza Energiser
	10:30-11:30	Get In's Got Talent - Round 1
	13:45-14:45	Get In's Got Talent - Round 2
	15:30-16:30	Get In's Got Talent - Round 3
	16:45-17:30	Rock Choir Performance
	17:30-18:00	Squirrel, Beaver & Cub Birthday Celebrations
	19:15-19:45	Drumming Performance
	19:45-20:15	Beavers & Cubs Line Dancing
	20:15-20:45	Scouts & Explorers Line Dancing
	21:00-22:00	Live Band: Rock
	Sunday	09:15-09:30
10:30-11:30		Get In's Got Talent - Finals
15:15-15:30		Closing Ceremony & Get In's Got Talent Winner Performance

*These are subject to change.

Explorer Chill Out Zone

Explorers and Young Leaders are welcome to use the Chill Out Zone located in the marquee inside Camp Plaza — a relaxed space to unwind, socialise, and meet others from across the county when not taking part in activities. The marquee includes table tennis, garden games, bean bags, seating & phone charging points.

EXPLORER & YOUNG LEADER CHILL OUT AREA RULES

1. Treat all equipment and furniture in the marquee with respect
2. Do not take any equipment away from the marquee
3. Feel free to bring your own camping chairs to put inside the marquee (if room)
4. Bring your own phone charging cables and plugs
5. The marquee opening times stated above MUST be adhered to
6. Do not 'hog' the phone chargers
7. Respect others
8. Take away your rubbish and place in rubbish bins situated around the site

IN THE EVENT OF AN EMERGENCY GO TO EVENT RECEPTION or CALL 0300 302 0411

Celebrating Squirrels (5th), Beavers (40th) & Cubs (110th) Birthday!

Join us at Camp Plaza on **Saturday** for a special Birthday Celebration to round off the day! This relaxed and fun event is designed especially for Squirrels, Beavers, and Cubs, bringing everyone together to celebrate, sing, and enjoy some fantastic live entertainment.

Kick back and enjoy a brilliant live Rock Choir performance, followed by a shared birthday celebration full of music, smiles, and great memories. It's the perfect way to wind down after a busy day of activities and celebrate together as one big Scout family.

16:45 — Rock Choir Performance Begins

Everyone from across the event is welcome to come along to Camp Plaza to enjoy a live performance and relax with friends after your activities.

17:30–18:00 — Birthday Celebration

Squirrels, Beavers and Cubs can join in the celebrations with singing, fun moments, and plenty of smiles — plus a great chance for group photos with your section.

Come along, join the fun, and help make it a birthday to remember!

Currency Donations

The World Scout Conference is being hosted in the UK at the end of 2027, this 5 day event which happens every three years acts as the governing body for Scouting setting the global objectives and strategy for the worldwide movement for the forthcoming period. The event hosts adult leadership representatives in the UK from all 176 National Scout Organisations (NSOs) across the world. We know that there will be some NSO who will find it a financial challenge to attend, so we have established a Solidarity fund to help them with some of the associated costs.

One of the ways we are raising money for the Solidarity fund is via the collecting of foreign currency - we are asking people to dig in their drawers and travel wallets and find those bits of loose change that otherwise will never see the light of day again - which we can then put to good use. We have partnered with an organisation that will convert all types of currency - coins and notes, whether in circulation or not to GBP.

Please drop off any donations to the donation point within the **Event Staff Catering** marquee. Thanks!!

Example Kit List

As leaders you will know best what your group needs to have a great time as Get In, here is an example kit list to help.

Clothing

- o Old clothes to wear whilst in the Challenged zone for water activities, including footwear
- o Uniform (for opening and closing ceremonies)
- o Jumper/hoodie
- o T-shirts
- o Casual trousers (please note that jeans are not suitable clothing for camp)
- o Shorts
- o Underwear
- o Socks
- o Waterproof coat
- o Suitable footwear such as walking boots or other strong comfortable shoes
- o Sun hat and sunglasses
- o Pyjamas

Personal Kit

- o Plastic bags to put wet clothes into after any water activities
- o Water bottle (to carry a drink in)
- o Sleeping bag - it will be cold at night so bring a good quality sleeping bag or an extra blanket.
- o Sleep mat/roll mat
- o Pillow
- o Wash kit (toothbrush, toothpaste, flannel and other hygiene products)
- o Plate, bowl, mug, knife, fork & spoon
- o Tea towel
- o Torch & batteries (remove batteries for traveling!)
- o Sun cream
- o Plastic bag (bin liner recommended) for dirty clothes
- o Kit bag (to hold all your kit)
- o **Younger participants may want a soft cuddly friend to share their tent with (and for the teddy bear rescue activity in the 'Inspired' zone)**
- o **Small bag to collect things that have been made during the activity session (especially important for the 'Hands On' zone)**

Photography

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. Please remind your young people to only take and share photos of their friends where they have consent to do so, this includes on social media such as snapchat.

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, wearing their Scout Neckerchief to ask@getincamp.co.uk. This must be completed by Friday 10th April. These photos will be stored securely, and deleted 30 days after the event.

Upon arriving at camp, the group leader should report to Event Reception to collect a wristband for the individual who should not be photographed. This adds an additional control measure, allowing our media team to check before taking photos/video across the site.

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 4000 names and faces.

Event Media

There will be a dedicated team of photographers and videographers around the site. 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.

Leaders & 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.