

10.4 - OVERNIGHT ADVENTURES FOR CUB SCOUTS

INTRODUCTION

1. This policy covers overnight adventures, sleepovers, Cub Scout Unit Holidays, Group, Region and Branch Holidays.
2. The central purpose of any Scout activity should be to contribute to the personal development of the participating youth members; and this is best achieved by the Scout Method - learning by doing and activity in small groups.
3. Leaders in the Cub Scout Section are charged with the responsibility to prepare Cub Scouts for the wider family of Scouting. Part of the preparation process should include an introduction to overnight adventures.
4. Overnight adventures activities can encourage the development of social living skills and positive self image as well as being a wonderful way for Leaders to get to know the Cub Scouts in their care.
5. Perhaps more importantly, an overnight activity can be a touchstone experience in a youth member's life which will last long after any Cub Scout Unit meeting.
6. This policy is intended to indicate the minimum requirements for an overnight adventure for Cub Scouts. The experience, age and preparedness of the participating Cub Scouts should always be considered and taken into consideration in the risk management plan.

KINDS OF ACTIVITIES

7. The type of overnight adventure that a Cub Scout can participate in will depend on the experience of the Cub Scouts as well as that of the Leaders in the Cub Scout Unit.
8. Overnight Adventure An overnight adventure is any activity that a Cub Scout can participate in that requires them to spend one (1) or more nights away from home. These can include sleepovers or holidays at a Unit, Group, Region or Branch level.
9. Sleepover A sleepover is an activity where a cub is away from home for only one (1) night, usually in a building. The entire duration of the activity need not be more than twenty-four hours.
10. Cub Scout Unit Holiday refers to an overnight adventure either under canvas (at a permanent Camping Ground) or in a building for more than one (1) night. They usually involve one or two nights away from home but can go for longer (e.g., Cuborees).
11. Combined Cub Scout Unit Holiday a Combined Cub Scout Unit Holiday (where two or three Cub Scout Units from the same or other Groups holiday together) can allow a sharing of people and material resources as well as providing youth members with an opportunity to get to know others outside their Cub Scout Unit.
12. Group Holidays, where Joey Scouts with parents, Cub Scout Units, Scout Units, Venturer Units and Rover Units holiday/camp nearby, reinforce the family nature of Scouting. Programming would include opportunities for Cub Scouts to mix with other Group members but not to be swamped by them; that is, all activities in which Cub Scouts participate must be suitable and appropriate for the Cub Scout Section.
13. Region and Branch Holidays are usually focussed on aspects of the Cub Scout Youth Program. Introduction to Section, Patrol Leader and Assistant Patrol Leader holidays, usually involve

members of the Scout Section and are specifically designed to encourage the development of leadership and prepare youth members for imminent progression to the Scout Unit.

HOLIDAY FACILITIES

14. The site needs to be safe (e.g., far enough away from busy roads), and of a size and location suitable for the number of participants and the programme planned.
15. Parents and Leaders need to be able to gain ready access to the site in all weathers for setting up, medical emergencies and evacuation.
16. There must be sufficient toilet (these can include permanent plumbed toilets as well as permanent composting toilets or 'drop' toilets) and body washing facilities to ensure privacy and accessibility for youth and adult members in accordance with the Scouts Australia Child Protection Policy.
17. Adequate cooking facilities are needed for the proposed menu and to cater for the numbers attending.
18. An activities area such as a marquee, dining fly or hall should be available for use.

PROGRAMME

19. The programme should be approved by the Cub Scout Unit Council and should be varied and challenging yet suited to the mixed range of abilities of youth members in attendance and to what the site offers.
20. The programme of activities should be relevant to the Youth Program.
21. It should include special activities not normally done during Cub Scout Unit meetings.
22. A good turn or service project should be included during the camp.
23. The activities should be fun to do.
24. The Cub Scouts themselves should share the responsibility for generating jobs and rules necessary for the running of the camp, e.g., setting tables, clearing dishes, washing up routines.
25. Supervised free time should be included in the programme to allow youth members to rest and recuperate. Leaders and other helping adults will also need rostered time off.

SAFETY FEATURES

26. Ensure all reasonable steps are taken to cater for medical, physical, and dietary requirements.
27. High risk activities, (e.g., swimming, rock climbing), need particular care, consideration and staffing before they can be done safely.
28. A qualified First Aider must be in residence throughout the camp.

PERMISSION AND APPROVAL

29. A Cub Scout Holiday proposal must be submitted and approved by the Group Leader, before the activity is announced to the Cub Scout Unit or notified to parents. This must include:
 - A completed Notification of Activity Form.
 - A wet and dry programme.
 - An evacuation plan, together with a map showing access to the camp site,

- Any necessary permits for activities such as open fires, fishing and fossicking.
30. Indemnity forms signed by parents (with emergency contact number of parent) is required for each youth member participating in the camp.
 31. A kit list should be supplied to each family prior to the camp detailing items required (and those not required) to be brought to camp.

SUPERVISION

32. Leaders and adults must comply with the 10.9 Child Protection Policy at all times.
33. The leader in Charge of a Cub Scout overnight adventure must be an Appointed Leader in the Cub Scout section OR hold a Scout Wood Badge.
34. Any Adventurous Activities must comply with 10.7 Adventurous Activities Policy.
35. Although Cub Scout Youth Helpers are considered part of the camp team, if under 18 years of age, they are counted as youth members in the general one to six youth members ratio. Cub Scout Youth Helpers must comply with 2.4 Youth Helpers.

Glossary:

36. Camping Ground: Camping Ground means the use of land for the placement of caravans or tents for the purpose of temporary accommodation and may include cabins for overnight and holiday accommodation, amenity buildings, recreational and entertainment facilities, manager's office, residence, and shops which cater for the occupants¹

AUTHORITY

37. This policy or amended policy was approved by the Branch Executive Committee on 18 November 1981, 28 April 1993 and 24 March 2022.

¹ ACT Planning and Land Authority, Definitions- Caravans/Camping Ground, 19th August 2016, p.3