

## **Rhydd Covert Badge Camps 2012 – Important Information**

### **Badge limitations, requirements and additional equipment**

**General:** Each badge camp can accommodate a maximum of 150 scouts – So that as many Troops as possible have the chance to take part, there is a **maximum limit of 15 Scouts per Troop**.

To reserve places on this camp we must receive both completed forms and FULL payment for everyone (Scouts and non assisting Adults) - Cheques payable to Rhydd Covert Scout Camp.

Without this we will note your interest on our records but places will not be reserved for your Scouts and PLACES ARE LIMITED. Send both pages 1 & 2 with your cheque to:-

Paul Goodyear, 6 Blount Terrace Kidderminster DY11 7AF

**Please note – Your places will not be reserved until we receive both completed pages 1 & 2 with FULL payment.**

The Scouts must be suitably prepared and ready for the badges they will be working towards (see below). One objective of the Badge Camp is to mix together Scouts from different Troops, Districts and Counties. Therefore Scouts from the same Troop should expect to find themselves split into different groups even if doing the same badge.

Please note that we will be as flexible as possible when allocating people (Adults and Scouts) to the various badges etc. Please bear with us and be flexible in return.

We cannot guarantee that anyone will be able to participate in the badges of their choice, but we will try to accommodate everyone as well as possible. Your early return of the information on these forms together with your payment will greatly assist in this process.

Some badges, particularly the Climber & Master at Arms are very popular – we recommend that Scouts include no more than two of these premier badges in their choices.

Please notify Paul Goodyear (01562 829577) as soon as possible if you have any changes or cancellations to your original booking.

**All Participants:** Must arrive and depart in Uniform and bring with them - Plate, Dish, Mug, KFS, Tea Towel, Tents and other normal kit for a weekend camp bearing in mind the time of year. Money may be needed for a Chip Supper on Friday evening; the chippie is some 15 to 20 minutes walk away. The campsite shop will be open during the weekend for sweets and souvenirs.

**Arrival and Sites:** You must arrive in time to set up your camp, and for both Scouts and Adults to be prepared and ready to participate in the activities from the camp opening time. Note - Scouts doing the Activity Plus Badge need to be aware of the Friday evening session (9.00 pm in the Activity Centre). Sites will be shared and allocated in accordance with the total numbers you have booked. All vehicles must use the main car parks & other designated parking areas, please keep the service area free of vehicles.

**Catering Arrangements:** All troops will be allocated a meal group for the weekend. It is the leaders responsibility to ensure that the whole troop go for their meals at the same time. It is important that this task is leader lead and we thank you for your co-operation. Leaders not helping on badges will be asked to help the catering team during the weekend – other volunteers to help with catering are always welcome. **Sunday lunch will no longer be provided, packed lunches available by arrangement (see booking sheet)**

**All Badges:** Details of the requirements of all the badges covered on this camp can be viewed on [www.scoutbase.org.uk](http://www.scoutbase.org.uk). A list of the Badges available on offer during these weekends can be found on [www.rhyddcovert.org.uk](http://www.rhyddcovert.org.uk) and on our Flyer. Please look up the requirements of the badges your Scouts apply for, and assess their ability to participate in and achieve the badge – the notes below will assist you with this.

Gaining a badge is not about having reached a particular standard, but having progressed in knowledge or skill, put in the appropriate amount of effort and shown enough enthusiasm. This said – sometimes, for whatever reason, Scouts do not achieve the badge they have been working towards – should this be the case the Badge Instructor concerned will be happy to inform Leaders of the additional work required to earn the badge.

**NOTE - Badges will only be run if we have sufficient numbers. (Scouts and Leaders)**

**Further Information:** The Badge Camp Team will endeavour to notify Troop Leaders of their Scouts Badge Allocations, Leaders Job Allocations, Site & Meal Group Allocations, etc a week before the Camp

**Some badges require you to bring additional equipment or have previous experience**

**Forester:** You will need to bring with you a Sharp Hand Axe and a Sharp Well Set Saw per two Scouts. Plus one Sharp Felling Axe per troop if possible. All Scouts MUST have been assessed as competent in using an axe before the weekend and also wear appropriate strong protective footwear to the sessions to be able to participate.

**Camp Cooks:** This Badge is not suitable for new Scouts as participants MUST have been assessed as competent in using a knife and axe before the weekend. Participants need to be briefed prior to the weekend that they will be expected to work through Saturday lunch time & Sunday breakfast in order to complete the required elements of the badge.

**Master at Arms:** No special equipment is needed. We ask that Scouts wear clothing that is a good snug fit with nothing that can flap and get in the way; jewellery etc. must be removed before this activity. This is especially important for Archers. This is a physically demanding badge - please inform us of any physical disabilities or recent injuries and limitations well before the badge camp. **Separate Parental permission forms to shoot are ESSENTIAL for the MaA Rifles Badge and Scouts will not be allowed to take part in the badge without this available to show the Instructor at the start of the badge work.**

These badges require a demonstration of improvement over the sessions and improvement must be demonstrated before the badge can be issued.

**Climber:** A physically demanding badge – please inform us of any physical disabilities or recent injuries and limitations well before the badge camp.

This badge requires a demonstration of improvement over the sessions and improvement must be demonstrated before the badge can be issued.

**Activity Plus Badges:** Very limited spaces are available and only for the badges covered in the programme for the weekend. Scouts will need to hold the relevant Activity Badge and in addition they must have a good grasp of the requirements of the activity badge they wish to instruct. We strongly recommend a thorough revision of its requirements before they attend the Badge Camp. Scouts who demonstrate that they have not mastered sufficient knowledge and practical experience of their chosen Activity Badge requirements will be unable to gain an Activity Plus Badge. They will also need to demonstrate confidence and maturity in instructing and motivating other Scouts.

Scouts wishing to do the Activity Plus Badge will need to attend an additional briefing session on the **Friday evening at 9.00 pm** which will cover the use of training methods and skills. This is compulsory.

**We ask that a representative from each Troop attend a Briefing in the Activity Centre on the Friday evening at 9.30 pm – thank you**