

**GROUP:**



# The Gathering Welcome Pack

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# Housekeeping (or rather Campkeeping!)

## Check In

Check in at the Activity Barn once your group arrives on site! Please make sure you follow the traffic management instructions for arrival and departure times, and alert us to any no photo children so that we can give you the correct amount of wristbands.

## Medical Details

As you have overall responsibility for the Young People in your care, it is important that you have medical details for all those camping with you. This can be in whatever format you normally use, OSM Print out, Information forms, Online via shared drives with offline access, whatever the normal way for you is.

The Gathering team does not need a copy of this, as you are all under your own Nights Away Permit.

## Automated External Defibrillator (AED) & First Aid

Tawd Vale has an AED attached to the wall by the shop. This requires you to ring 999 to get the access code to open the box. If you need to use this, please contact 999, and then once the situation is stable or when help arrives, contact both Team Tawd and the organisers.

Minor First Aid should be delivered by your leadership team, but we do have Merseyside First Aid Team (MFAST) on site this weekend for any emergencies. They will be stationed all around the site, but if you need first aid and can't see one, find a Zone Leader and they can radio to them!

## Fire Alerts and Assembly Point

All planned Fires on site need to be risk assessed and this risk assessment **must** be followed at all times!

If someone discovers an uncontrolled fire, a verbal warning of “**Fire - Stay clear**” should be shouted by the person who discovers the fire.

Upon hearing the verbal warning, **all** leaders should act as fire marshals and escort all young people and other leaders to the fire assembly point of the site - the car park. You should alert the emergency services of the location of the fire, and then

both Team Tawd and The Gathering Core Team so we can arrange appropriate evacuation, in accordance with our Safety Plan.

## Open Fires & Wood Pile

You are welcome to have an open wood fire on your site, provided that you can ensure a safe distance between the fire and any tents - all fires must be off the ground. Tawd Vale has a limited number of fire stands and barrels for your use, and some of these will be required for the activities on Saturday. Cold ashes are to be disposed of in the bins at the entrance of the dock- yard.

The site has no formal wood pile. However, plenty of available timber can be found, but please do not carry out any tree felling during the weekend.

## Car Parking

Please follow the Traffic Management Plan for Car Parking, which can be found [here](#) (and is also printed in your Welcome Pack!) Please note the site speed limit of **12 MPH** at all times.

## Waste Disposal

All waste is to be placed in the Yellow Bins located in the Main Car Park. At the same location, there are separate bins for glass waste. All recycling is completed at the provider's facility. No grease pits permitted on site.

## The Safety Cards

Please remember to follow the Yellow Card at all times. This is **vital** for safeguarding our members.

If you have any young leaders with you this weekend, please make sure that they are following their Orange Cards.

**If you are lucky enough to have enough leaders to be able to enjoy a drink whilst on site this weekend, remember the Green Card!**

We have spare copies of all of these Cards in the camp centre, and a complete set has been provided in this Welcome Pack.

## Toilets

The infamous Cub Field toilets! Please make sure that you leave the toilets in the most respectable manner you can. To align with our Safeguarding policies, please can all over 18's make sure they are using the adult side of the toilet block.

You'll notice that we have added signs to all the toilets on site to try and make sure that all members, regardless of gender identity, feel safe in these spaces. If any of you, or your young people, do not feel safe in these spaces then please let us know so we can make the necessary arrangements.

We also have portable trailer toilets in the Cub Field Car Park, appropriately lit.

## Wristbands & Core Team Identification

Please make sure that all participants and leaders are wearing their wristbands at all times of the event, **not just Saturday Day time**. This is to ensure that we are following our Safeguarding procedures.

Please can you write your group numbers on your wristbands, so that we can identify people.

The Colour dictates which order you are completing activity Zones during the day on Saturday but your wristband is required to be worn at all times!

If you need to find a member of the Core Team (either from Programme or Logistics), they will be wearing a Purple t-shirt. **For this reason, we ask that your leaders leave their purple t-shirts at home!**

## Children with No Photo Consent

If any of your Young People cannot be photographed, please come and collect a red "No Photos" Wristband in addition to your normal wristbands. This allows us to clearly see who can and cannot be photographed!

As a polite request, please can you make sure this is visible at all times.

## Risk Assessments

The Risk Assessment, Safety Plan and Traffic Management Plan can all be found in the downloads section of The Gathering website, and we're emailed to you on the 1st September. Please scan the QR code to take you to the District Website!



# Activities

## Programme

Please take the time to read and ensure what Zone's you are in at what time!

Thursday				
From 18:00 to 21:00	Site open for groups to set up camp. Remember that the District are not responsible for kit left on Thursday night			
Friday				
16:00	Site open to Groups			
19:00	Site Opens to Young People- Please follow the Traffic Management Plan			
20:00	Evening Entertainment			
22:00	Leaders Meeting in Camp Centre (primarily for Leaders in Charge, with notes for all leaders!)			
Saturday				
	Orange	Aqua	Yellow	Purple
09:15	Flag Break and Morning briefing			
09:45	Challenge	Adventure	Water	Fun
11:15	Comfort Break - 15 Mins			
11:30	Adventure	Water	Fun	Challenge
13:00	Lunch			
14:00	Water	Fun	Challenge	Adventure
15:30	Comfort Break - 15 Mins			
15:45	Fun	Challenge	Adventure	Water
17:15	End of Activities			
	Tea			
19:30	Evening Entertainment			
21:00	End of Gathering Led Activities			

<b>Sunday</b>	
10:15	Flag Break and Morning Briefing
11:00	Colour Party
13:00 - 14:00	Lunch and time to take down tents
14:00	Camp Close and Awards

## Teams

Each group will be allocated into a team, done so that each team has roughly the same amount of people throughout the course of the weekend. The idea is that each team is working together to be the best team in their Zones. We have a prize for the best team, so work together to try and be the best!

You are in Team \_\_\_\_\_, please look at the programme to determine which time you are at which activity. We did away with the confusing (but historically amusing) West Lancashire Family names and are now just using the colour of the wristbands! There is a competition for which team is the most enthusiastic, gets involved the most etc which will be awarded at Flag down on Sunday.

## Friday Night

Friday Night we have drop in based activities to allow people to set up camp at their own pace!

These are as follows:

<b>Activity</b>	<b>Location</b>
Film (starting 8:15pm)	Marquee by Delph
Fire	Campfire Hollow
Explorer & Network Disco (starting 10:30, till 11:45)	Marquee by Delph

## Let's Make A Splash!

### Land Based Activities

Land adjacent to the Delph and field D1	Duck Pipes	Squirrels, Beavers
	The Bucket Boat Race	Cubs, Scouts, Explorers
	Stocks	Squirrels, Beavers, Cubs, Scous, Explorers
	Don't Spill It	Squirrels, Beavers
	Guttering	Squirrels, Beavers, Cubs, Scous, Explorers
	Slip Slide Extreme	Beavers, Cubs, Scouts, Explorers
	Soapy Twister	Cubs, Scouts, Explorers
	Squirrel Paddling Pool	Squirrels
	The Die Hard Challenge	Cubs, Scouts, Explorers
	Farmer Cross the River	Cubs, Scouts, Explorers
	Treasure Pool	Squirrels, Beavers

### On Water

On Water, we have Kayaking and Open Canoes and can fit 44 people on at a time. This is for a 30 minute or so session on the water. Groups are responsible for ensuring all those that end up on the water are swimmers: non swimmers **CANNOT** go on the water.

Please make sure that young people have a towel and a change of clothes to hand when they go down to the Let's Get Wet Zone!



## Challenge (are you up for it?)

East River 5	Megatelle	Squirrels, Beavers, Cubs, Scouts, Explorers
	Blind Trail	Squirrels, Beavers
	Treasure Map	Squirrels, Beavers
	Paracord Keyring	Cubs, Scouts, Explorers
	Egg Transfer	Squirrels, Beavers, Cubs, Scouts, Explorers
	Blindfold Postbox	Squirrels, Beavers, Cubs
	Chariot Obstacle Course	Scouts, Explorers
	What's in The Bag	Squirrels, Beavers
	Dough Twists	Beavers, Cubs, Scouts, Explorers
	Branding	Cubs, Scouts, Explorers
	Hobo Kitchen	Scouts, Explorers
	Fire Lighting	Cubs, Scouts, Explorers

## Adventure (ooh... Sounds Risky!)

### Cubs, Scouts & Explorers

Target Ranges	Air Rifle Shooting Archery Tomahawk Throwing Mobile Climbing Wall
Car Park & Campfire Hollow	Fencing Cave Bus Rocket Launching

Air Rifle Shooting needs a Permission to Shoot Form, which can be found on the Gathering Downloads section, and is attached to the end of this Welcome Pack.

### Squirrels and Beavers

Low Ropes Zone	Low Ropes
	Soft Archery
	Tin Can Knock
	Bottle Rockets
	Orienteering

### Chillout Activities

At all times, we will have chillout activities by Cub Bothy, with activities for anyone to do if they need a quiet space to just chill out for a while! This space has been organised by Erin, our District Youth Commissioner.

## Fun isn't Fun without U

Activity Barn	Uno	Squirrels, Beavers, Cubs, Scouts, Explorers
	Spoons	Squirrels, Beavers, Cubs, Scouts, Explorers
	Twister	Squirrels, Beavers, Cubs, Scouts, Explorers
	Wii Sports	Scouts, Explorers
Cub Field behind Bothy	Outdoor Games	Squirrels, Beavers, Cubs, Scouts, Explorers
	Tug of War	Cubs, Scouts, Explorers
	Obstacle Course	Cubs, Scouts, Explorers
	Identify the Object	Squirrels, Beavers, Cubs, Scouts, Explorers
	Treasure Hunt	Squirrels, Beavers
	Hand Printing	Squirrels, Beavers
	Bubbles	Squirrels, Beavers
	Rocks	Squirrels, Beavers
	Potato Printing	Squirrels, Beavers
	Sand Art	Squirrels, Beavers
	Monkey Trees	Cubs, Scouts, Explorers
Ladies Field	Bungee Run	Cubs, Scouts, Explorers
	Assault Course	Cubs, Scouts, Explorers
	Bouncy Slide	Beavers, Cubs, Scouts, Explorers
	Squirrel Castle	Squirrels, Beavers
	Bouncy Castle	Cubs, Scouts, Explorers

## Saturday Night

Saturday Night we have drop out based activities to allow people to come back to you when they feel they need to go to bed!

These are as follows:

<b>Activity</b>	<b>Location</b>
Disco	Marquee by Delph
Campfire	Campfire Hollow
Chillout Zone	Chillout Tent
Explorer & Network Fire	Ladies Field

This year we are also having a Leader Quiz, organised by our Network! Come and test your general knowledge!

This will be in the Activity Barn, starting at 9:30pm.

## Sunday Morning

### Colour Party

Please make sure your young people have a white t-shirt on, as this will get covered in powder paint!

This year we are operating as a Colour Party, rather than a run!

This will take place on the Old Training Field, with some music and lots of paint!

### Explorer Surprise!

Explorers will be heading over to the Motorway Field for their Explorer Surprise! It promises to be an amazing time!