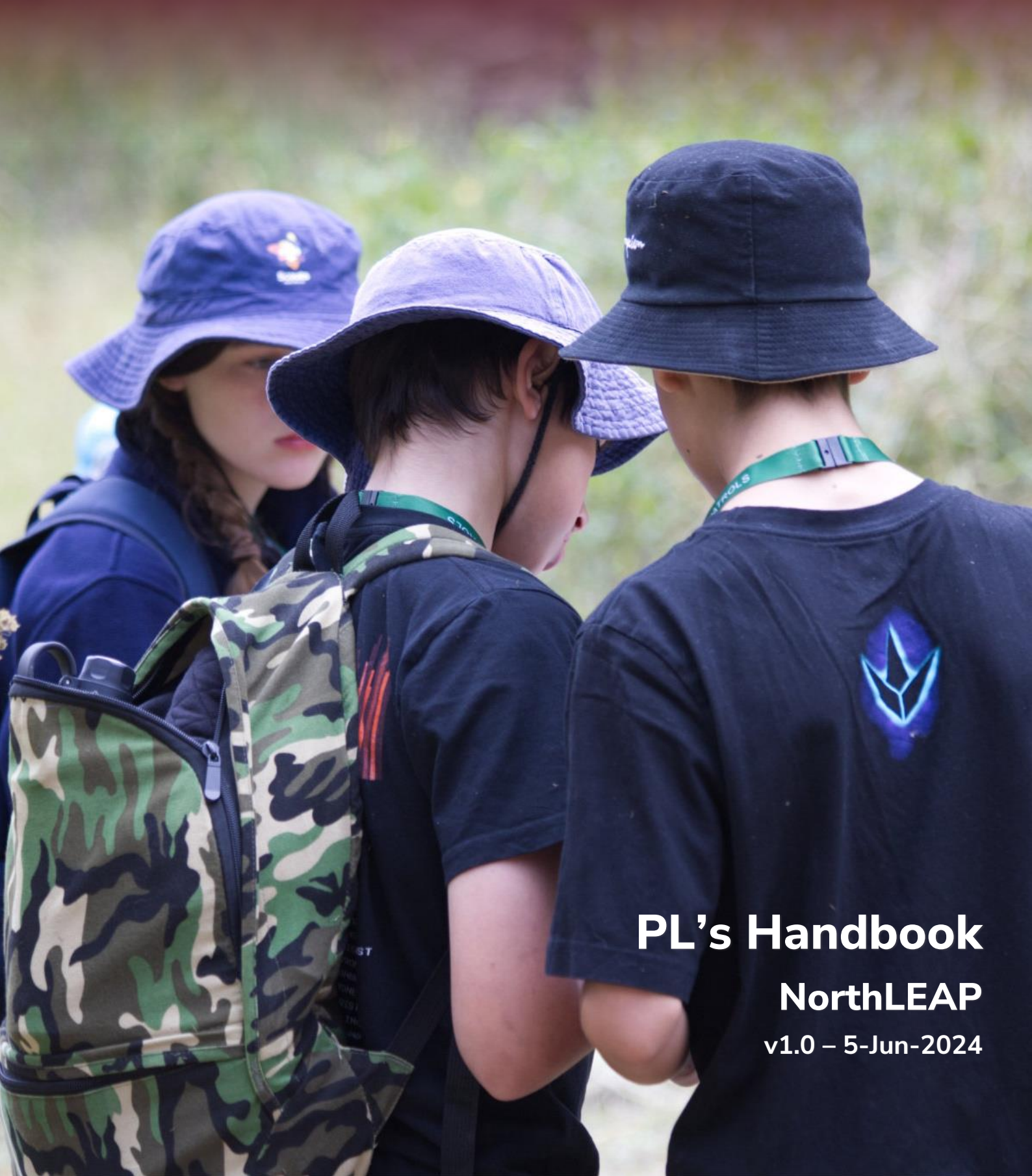




LEAP24
Scouts Queensland



PL's Handbook

NorthLEAP

v1.0 – 5-Jun-2024



Scouts
QUEENSLAND





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1. G'DAY, PATROL LEADER!



Congratulations! Your nomination to lead a patrol at NorthLEAP has been accepted and your patrol is now registered to attend the camp. As LEAP24 is a patrol camp, you and your patrol are required to organise the necessary transport arrangements, food, and equipment for your patrol.

As the Patrol Leader you should also discuss the personal equipment requirements with your patrol members. Camp LEAP will be a lot more fun if both you and your patrol have all the items needed for a successful camp.

This handbook should be studied closely as it contains a lot of important information for you and your patrol. You should also read the Catering Handbook as it contains a lot of valuable information for your menu planning.

1.1. VENTURERS

Venturers will be working as you would at your home units with a Unit Council to plan your activities. While you are camping at the main site 'Tamaroo' it will be normal camping with some Venturers overseeing the Camping Standard. On your Island visit it will be light weight.

1.2. CAMPING AWARDS

While the first and most important objective of Camp LEAP is for you and your patrol to have fun and learn new skills, there are opportunities for you to compete. Firstly, you can win a number of pennants to display at your campsite and back at the den afterwards:

- Camping Standard Award – You'll be awarded a pennant when you achieve a great camping standard. This means things like, you've got the right gear, your site is well set-up, etc. More on this later in the handbook.
- Hygiene Standard Award – You'll be awarded this pennant when your patrol is demonstrating good hygiene practices.
- Gateway Award – This recognises your efforts in designing and constructing a great gateway at your campsite.
- MasterChef Award – Make a great two-course meal (any two courses) and look after your visiting leader, and you might just pick up this special pennant. You will need



to invite a leader to dinner that is not from your home group. This meal can be any night apart from Friday night.

2. GETTING READY FOR CAMP

2.1. FORMS

2.1.1. C5 – ACTIVITY ADVICE AND APPROVAL

You will need to prepare a *C5 – Activity Advice and Approval* for the camp for your Patrol. Your Scout Leader will countersign it when they are happy with your planning and your Group Leader will sign the final approval.

2.1.2. PARENT PERMISSION (OPEROO)

Make sure you get dietary and allergy information for each Scout in your patrol. Your leader will be able to get this for you.

2.2. DRESS

Full uniform is required to be worn to and from the camp. Full uniform consists of shirt, scarf, woggle, and belt. Pants should be of one colour.

As for other clothing, Camp LEAP isn't a fashion parade, and we need to stay sun smart. No singlet tops, hot pants, or skirts. Wear comfortable clothes that will allow you to take part in all the activities and help you avoid sunburn. It can also be cold and wet at Camp LEAP so please come prepared with a raincoat and a jumper or two for at night.

2.3. TRANSPORT

The Activity is being held at Tamaroo Campsite in Bluewater, Townsville. You are required to organise transport for your patrol and camping equipment. Please organise this aspect early, as it will likely require a parent to take a day off work to assist.

A Transport plan template is provided in this booklet for you to complete.

If you aren't travelling by car to your site (e.g. flying into Townsville), you may be able to borrow equipment. Please get in touch with us ASAP to arrange this!

2.4. PATROL GATEWAY

It is a requirement for each campsite to have an entrance point with a sign that identifies your Patrol (e.g. Redbacks).



Why not try your hand at a gateway and compete for pennants and the overall prize? Start working with your patrol to dream up something that will wow the other scouts and leaders on camp. Be creative! You are encouraged to plan and prepare components of your gateway in advance – but most of the construction and pioneering should be undertaken on camp.

2.5. CATERING

Cooking fires will **not** be permitted on Camp LEAP. All cooking must be done using a gas stove or cooker.

You are required to prepare a camp menu and shopping list for Camp LEAP. A sample one was included in the Catering Handbook. Feel free to use the sample or modify it to include your own ideas. Note the need to be careful about perishables later in the camp, either by avoiding them or arranging a food delivery. Woolworths and Coles will deliver to site.

All meals are to be cooked onsite. Your menu & duty roster should be displayed in your kitchen area.

On Friday night you'll have the opportunity to meet someone new and showcase your cooking. Each patrol is to invite a leader (that they don't know) to join them for dinner. Make sure you've catered for an extra mouth to feed for this meal. Why not make an occasion of it – think about presentation, decoration, conversation, etc.

We might put a bit of competition into this and get the leader to score you...

2.6. CAMPING GUIDELINES

Camp LEAP is intended to be Patrol camping, not Unit camping. If there is more than one Patrol per Unit, each patrol will camp separately, possibly in different Subcamps. Your campsite will be about 10m x 15m, so that'll be plenty of room for your patrol.

Each patrol is required to meet a minimum camping standard, in broad alignment with the [Camping Standard \(Rev 1\)](#). This minimum camping standard will be enforced by the Subcamp Standards Leader to ensure each patrol has a safe and hygienic campsite.

The minimum campsite requirements are:

- Suitable Tentage for the entire patrol
- Covered kitchen & dining space
- Table & seating for all patrol members
- Cooking facilities (gas stove) – with enough gas for the full camp
- Wash-up facilities



- Hand-wash facilities
- Hygienic storage of utensils & eating irons
- Entry point with signage to identify site
- Fire blanket
- First Aid Kit
- Gas Safety
- Food storage (cold food & dry food)
- Water drum
- Rubbish - two bins (rubbish & recycling)

Your fire blanket & first aid kit need to be accessible and 'on display' at all times.

2.7. PROHIBITED ITEMS

Camp LEAP is a dry site. Alcohol and illicit drugs are banned from site. Anyone found in possession of alcohol or illicit drugs will be sent home. Similarly, youth members are not permitted to smoke or vape.

2.8. ADDITIONAL GEAR REQUIREMENTS

Each Scout needs to bring the following equipment for activities:

- ~2m staff and ~3m lashing
- Notebook and pen
- Email address for your home group section leader
- Dry bag, water shoes and sun safe clothes
- Broadbrim hat (preferably with drawstring)
- Long sleeved shirt and long pants (not denim)
- Gaiters (if you have them)
- Gardening gloves or similar heavy duty/work gloves
- Group name tape and something to trade
- Two Compasses

2.9. PATROL NAME

You'll be allocated a patrol name and yes, our Subcamps do have names:

Number:	Section:	Name:	Colour:	Subcamp Leader:
1	Scouts 1	Land	Green	David Mathieson (Dingo)
2	Scouts 2	Water	Blue	Joanne Hamilton (Rikki)
3	Venturers	Space	Black	John Pring ()



2.10. VENTURERS

There's a separate Subcamp for Venturers. You'll be in Patrols and doing activities as per the programme, but there are a few differences as the Patrols will be made up from many different home groups.

The Venturer unit will have a shared camp kitchen and dining area as many will be catering individually. The camp kitchen equipment will be provided, but you'll need to set it up. Eskies will be provided, so please make sure all your food is well marked.

BYO tent as well as all personal gear.

Of course, the camping standards apply to the Venturer Subcamp too.

2.11. LEADERS

Your Section Leaders will not sleep or be catered for in the Patrol lines, but rather in a different Subcamp. If you have any problems during camp, please raise these with your Subcamp Leaders who will assist you with managing the matter and may also be able to locate your Section Leader more easily if need be.



3. ON CAMP

3.1. ARRIVAL

Campsite will be open for Scouts to bump in from 13:00 on Sunday.

Make sure you know your patrol number. When you arrive onsite, you need to report to the Camp Headquarters and to Subcamp Leaders who will be located on the main parade area. Once you know where you are camping, you can move to your site and start unloading your gear.

No trailers are to be left in campsites. All trailers are to be removed from campsites and moved to the trailer storage area (more details on site) before 1600 on Sunday.

3.2. DEPARTURES

No-one will leave camp without permission from Camp HQ.

On the last day, trailers can be delivered during the morning activity.

At the end of the camp, your campsite must be clean and tidy before you leave. Make sure you pick up all your rubbish and take those valuable tent pegs with you. Your Subcamp Standards Leader will inspect your site and give you permission to leave.

Closing will be held at 08:00 after which the Official Subcamp and Patrol photos will be taken.

The campsite will be open for Scouts to bump out from 10:00 on Saturday with all youth expected to have departed site by 14:00.

3.3. SAFETY

Bullying has no place in Scouting. After all, we've all promised that a Scout is friendly! If you have any concerns about bullying of yourself or other, talk to someone - your PL, Subcamp Leader, or the activity leaders on a base. There are a lot of people around to help, so please speak up!

Everyone in Scouts has the right to feel safe and be safe. No-one is allowed to threaten, hurt, or touch another person in a way that makes them feel uncomfortable, unsafe, or afraid.

A Scout is respectful, and this applies to all interactions between all participants, youth, and adults here at Camp LEAP.



If you have a concern, please speak to a leader. If you don't think that leader has taken your concern seriously, please be courageous and speak to another leader. Our Child Safe Scouting Officer (CSSO) is Belinda Wheatland (Bindi) who you can talk to them at any time.

3.4. EMERGENCY PROCEDURES

3.4.1. EMERGENCY SIREN / LOCKDOWN

- The emergency siren consists of three wailing tones in short succession. These will be repeated after a short interval.
- On hearing this signal all participants should, if safe to do so, return to their patrol campsite and await further instructions.

3.4.2. EMERGENCY EVACUATION

- Long wailing tone repeated.
- Follow directions of your Leaders.
- Do not take personal items unless told you may do so.
- Proceed safely and calmly with your patrol to the nearest muster point in your Subcamp as directed.
- Await further instructions.

3.4.3. ALL CLEAR

- Verbal announcement via megaphone and radios.
- Follow the directions of your Leaders – return to normal activities.

3.5. FIRE

No open fires are to be permitted on site. If you see a fire, notify a leader immediately.

If something catches fire in your kitchen:

1. Remain calm
2. Send someone to notify your Subcamp leader
3. If safe to do so, turn gas off at the bottle.
4. If safe to do so, cover the fire with your fire blanket.

3.6. FIRST AID & MEDICAL HELP

Be sure to bring enough supplies of all your regular medicines to last through the camp – even things you only need occasionally, like asthma puffers.



Minor accidents may be treated by using your personal first aid kit or by contacting your Subcamp Leader for treatment.

In the event of a more serious accident or illness, go directly to the First Aid Room. This is manned 24hrs a day. If it appears closed, knock on the door with the green cross.

3.7. HEALTH & HYGIENE

You **MUST** shower and clean your teeth every day.

Good personal hygiene is essential to prevent the outbreak of illness in the camp. Make sure you and your patrol **ALWAYS** wash your hands with soap after using the toilet and before preparing or eating food.

Your campsite should have facilities for washing your hands at the entrance to your site.

3.8. RUBBISH

Your site rubbish should be kept in a bag in a bin, so it is protected from animals and doesn't blow around camp. When your bin is full, tie up the bin bag and take it to the rubbish skip.

A separate bin should be kept for recyclables.

3.9. WATER

There are water points around the campground. Please be careful not to make a muddy mess here – just fill your container and carry it away. Tap areas are not to be used for rinsing anything!

3.10. SULLAGE (WASTEWATER)

Your Subcamp Leader will advise of where your wastewater is to be disposed of. Please follow these instructions as wastewater can create an unhygienic mess if not managed properly.

A tip - always check your wash-up water thoroughly for cutlery before throwing it away! (suggest using a fine fishing net to catch scraps to be placed in the bin).

3.11. ICE

PLs can order ice at the PL's meeting each afternoon (at patrol cost). If you are short of ice before then, please raise with your Subcamp Leader. Have your eskies off the ground.

Note - the ice is supplied for keeping your food cold, not for your water cooler.



3.12. GAS

Your gas system needs to be checked for leaks (use soapy water) before use. Re-check it if anything is undone during camp. If in doubt, ask your Subcamp Leader for help. Gas leaks do happen and are a significant fire risk – please take this seriously!

PLs can order gas at the PL's meeting each afternoon (at patrol cost).

Ensure your gas is turned off at the bottle when not in use and stored out of the sun.

Your fire blanket must be hanging before you light your gas. You also must have a Fire Bucket filled with water. If you forgot your fire blanket, ask your Subcamp for help.

3.13. LIGHTS OUT

There's a site curfew of 21:30, so everyone needs to be back in camp by then. Lights out is at 2200 for all patrols.

3.14. LOST PROPERTY

Please hand any lost property that you find to your Subcamp Leader. If you're looking for some lost property, ask your Subcamp Leader or enquire at Camp HQ.

3.15. MOBILE PHONES

Mobile phones may be brought to Camp LEAP. However, you will most likely only be allowed to use them for the FBRC City Adventure Challenge.

At the start of camp, mobile phones will be placed into individual Ziploc bags, labelled with each participant's name and Patrol code. They will then be placed into a lockbox which will be kept at Camp HQ.

You will be responsible for keeping it charged for the City Adventure Challenge and the trip home. No charging points will be provided for youth members.

You also take complete responsibility for your mobile phone. Camp LEAP will not be held responsible for lost or damaged phones.

Standard non-phone cameras (digital or instant cameras) may be brought and used throughout the camp. Again, you will be responsible for these cameras.

No cameras are allowed at bathrooms, toilets, or in tents at any point under any circumstance.



3.16. BADGEWORK

There are opportunities galore to complete badge work at Camp LEAP. Remember though that you must demonstrate that you have truly learned a particular skill or have participated in an activity. It is not acceptable to just be repeating something in a parrot-like fashion or sit back and watch an activity without actively joining in.

Have a look at your Terrain basecamp or Record Book (make sure you bring this with you)!

More specific information about how LEAP24 North can progress you through the Achievement Pathways will be released shortly.

3.17. DAYTIME ACTIVITIES

Daytime activities will commence directly after parade at 0730. No Scouts are to be in the campsite during daytime activity periods except on the Ironman Challenge Day.

For those Youth going offsite, Subcamps will need to meet at the marshalling area for transportation for departure by 0800.

For youth staying onsite, activities and specific directions will be provided at Patrol Council the night before.

3.17.1. LOAM ISLAND PADDLING DAY

The Loam Island Paddling Day will see Patrols travel to Loam Island Scout Den on the Ross River for canoeing, standup paddleboarding, raft building, and water games.

All patrol members will need:

- Packed lunch
- Take water shoes and sun smart clothes to swim and paddle in.
- Bring towel and water bottle
- Be ready to get on the bus from first parade with all this personal gear
- Carry all in a day pack each
- No phones allowed at this activity

3.17.2. CASTLE HILL ABSEILING DAY

The Vertical day will include the opportunity to take in the views over Townsville from the top of Castle Hill for Scouts and Mt Stuart for Venturers.

All patrol members will need:

- Packed Lunch
- Wear good shoes for abseiling and walking



- Bring at least 2 litres of water per scout
- Carry all in a day pack
- No phones allowed for this activity

3.17.3. FBRC CITY ADVENTURE CHALLENGE

Pitting Subcamp against Subcamp, the FBRC City Adventure Challenge will see Patrols racing to achieve the most points through completion of challenges across the City of Townsville for the great honour of winning the LEAP24 City Adventure Challenge.

- Lunch is supplied
- Wear your LEAP camp shirt for this activity
- Bring at least 2 litres of water
- You can bring up to \$10 to \$15 for spending if you wish
- Your patrol can bring a phone to this activity

3.17.4. ONSITE DAY

Patrols will participate in various activities to build their teamwork, leadership and resilience. Activities will commence after the departure of the Offsite activities in locations dependant on the activity being completed.

- Information will be available at camp

3.17.5. VENTURERS

- Information will be supplied by your unit.

3.18. NIGHTTIME ACTIVITIES

Night activities commence at 20:00.

Sunday night will commence with an Opening with everyone onsite coming together. Youth will then be directed to their Subcamps for activities.

Each subsequent night will see a different activity with the entire campsite coming together for the duration, culminating in the presentation of the NorthLEAP Galah Show on the final night.