



PL's Handbook
LEAP-NTH Townsville
V2.0 – 15-May-2025



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1. G'DAY, PATROL LEADER!



Congratulations! Your nomination to lead or join a patrol at LEAP-NTH Townsville has been accepted and your patrol is now registered to attend the camp. As LEAP-NTH Townsville is a patrol camp, you and your patrol are required to organise the necessary transport arrangements, and equipment for your patrol.

You should discuss the personal equipment requirements with your Patrol Leader and other patrol members. LEAP-NTH Townsville will be a lot more fun if your patrol has 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.

1.0. CUB SCOUTS

Cub Scouts will be working as a units made up of Patrols. Camping at 'Tarmaroo' it will be camping in several patrols to make up a sub camp overseen by a team of leaders to help with your Camping Standard, Welfare, cooking and attending the activities on and off site. Your tents and dining area will be supplied by your sub camp leader team.

1.1. SCOUTS

Scouts will be working as a patrol and supported in a sub camp of other scout patrols, you will as a patrol be camping, cooking, eating, and enjoying the activities as a patrol.

Your sub camp will supply information, toilets, showers, and the leaders to support your camping. All food is being provided to patrols to cook a set menu, with the exception of the MasterChef challenge night.

1.2. 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 'Tarmaroo' it will be normal camping with some Venturers overseeing the Camping Standard. While we are in Charters Towers, it will be light weight.

1.3. CAMPING AWARDS

While the first and most important objective of LEAP-NTH Townsville is for you and your patrol to have fun and learn new skills, there are opportunities for you to compete.



Firstly, you can win several pennants to display at your campsite and back at the den afterwards:

- Cub Scouts - per sub-Camp
- Scouts - per Patrol
- Venturers - per Sub Camp

Camping Standard Award – You will be awarded a pennant when you achieve a great camping standard. This means things like, you have the right gear, your site is well set-up, etc. More on this later in the handbook.

Hygiene Standard Award – You will 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 is to be prepared on Wednesday evening, from fresh ingredients provided, plus canned or dry foods from home.



2. GETTING READY FOR CAMP

2.1. FORMS

2.1.1. PRE CAMP APPROVALS

Please ensure your section and Group leader are very aware that you are attending Leap-North and that all required branch approvals have been completed your home group team. (all approvals for the Leap North campsite and activities are the responsible of the North Leap Camp Director)

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, LEAP-NTH Townsville 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 LEAP-NTH Townsville so please come prepared with a raincoat and a jumper or two for at night.

2.3. TRANSPORT

The Activity is being held at Tarmaroo 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.

The Leap North team are happy to put you in contact with a local Townsville group if your patrol requires gear (as you may fly into Townsville) please reach out.

If you are flying, training or busing it to Townsville please let us know and we may be able to help get you to the camp site with enough notice.

2.4. GATEWAYS

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

Why not try your hand at a gateway and compete for pennants and the overall prize? Start working with your patrol or Sub Camp teams 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 LEAP-NTH Townsville. All cooking must be done using a gas stove or cooker.

LEAP-NTH Townsville will supply the ingredients for each meal and the menu will be released soon to allow you to plan for other condiments you may wish to bring.

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

On Wednesday night you'll have the opportunity to meet someone new and showcase your cooking. Each patrol is to invite a leader (that is not a member of their home group or District and possibly someone 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.

Standard ingredients provided for each patrol for MasterChef Challenge:

- beef mince
- onion
- carrot
- potato
- 1 x tin diced tomato
- Please bring along other dry or canned goods you need to make your winning dish (e.g. rice, pasta, dried herbs, spices etc).

Scout Patrols we have the Master Chef awards for you to compete in.

2.6. CAMPING GUIDELINES

CUB SCOUTS- LEAP-NTH Townsville is intended to be Patrol camping, while Cubs will be in a Unit for activities, Cooking and eating.

Each sub camp is required to meet a minimum camping standard, in broad alignment with the [Camping Standard \(Rev 1\)](#). With the patrol's involvement at all times, 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:

- Tentage is supplied for the entire patrol and leaders
- Covered kitchen & dining space supplied by the sub camp
- Table & seating for all patrol members in sub camp dining area
- Cooking facilities are in Sub Camp area Managed by leaders
- Wash-up facilities in sub camp
- Hand-wash facilities in sub camp
- Fire blanket
- First Aid Kit
- Gas Safety

SCOUTS - LEAP-NTH Townsville 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 each patrol will need to supply 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 (drinking water refills are available onsite)
- Rubbish - two lidded bins (rubbish & recycling)

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



VENTURER SCOUTS - LEAP-NTH Townsville is intended to be Patrol camping, while Venturers will be in a Unit for activities, Cooking and eating.

Each sub camp is required to meet a minimum camping standard, in broad alignment with the [Camping Standard \(Rev 1\)](#). With the patrol's involvement at all times, 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 all unit members.
- Covered kitchen & dining space supplied by the sub camp
- Table & seating for all patrol members in sub camp dining area
- Cooking facilities are in Sub Camp area
- Wash-up facilities in sub camp
- Hand-wash facilities in sub camp
- Fire blanket
- First Aid Kit
- Gas Safety

Your fire blanket & first aid kit need to always be accessible and 'on display'

2.7. PROHIBITED ITEMS

LEAP-NTH Townsville 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 personal equipment for activities:

- Notebook and pen
- Dry bag, water shoes and sun safe clothes
- Broadbrim hat (preferably with drawstring)
- Long sleeved shirt and long pants (not denim)
- Gardening gloves or similar heavy duty/work gloves

Recommended items:

- Several staves or pioneering poles and lashing ropes for gateway and camp gadget construction
- A patrol flag, sign, emblem or mascot
- Badges for swapping



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 | Cub Scouts 1 | Reef | Teal | Sally Griffith (Baloo) |
| 2 | Cub Scouts 2 | Billabong | Violet | Sharna Cauchi (Bilby) |
| 3 | Cub Scouts 3 | Desert | Light Green | Dione Duncan (Quoll) |
| 4 | Scouts 1 | Land | Green | David Mathieson (Dingo) |
| 5 | Scouts 2 | Water | Blue | Alex Cinelli (Alpaca) |
| 6 | Scouts 3 | Air | Yellow | Adam Kinley |
| 7 | Venturers | Space | Black | John Pring (Albatross) |

2.10. VENTURERS

There are separate Subcamps 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 units will have a shared camp kitchen and dining area. 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 with each subcamp to be represented on the camping standards team.

2.11. LEADERS

Your Section Leaders will not sleep or be catered for in the Patrol lines, but rather in the leaders Sub-Camp. 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 and your patrol can 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 09:00 after which the Official Subcamp and Patrol photos will be taken.

The campsite will be open for Scouts to bump out from 11:00 on Saturday with all youth expected to have departed site by 15:00.

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 LEAP-NTH Townsville.

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 at any time.



Figure 1 - CSSO Belinda Wheatland (Bindi)

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. If not safe to return to your campsite, proceed to the closest campsite and report to the Subcamp Leader, or alternatively, proceed to the administration building and report to a leader there.

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 OR water type fire extinguisher. 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 LEAP-NTH Townsville. However, you will most likely only be allowed to use them for the 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. LEAP-NTH Townsville 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 LEAP-NTH Townsville. 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 LEAP-NTH Townsville 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. WATER OFF-SITE ACTIVITIES

Water off site activity Patrols travel to the water activity area for canoeing, standup paddleboarding, raft building, and water games to name a few

All patrol members will need:

- Hat and sunscreen
- Packed lunch and water bottle.
- Water shoes and sun smart clothes to swim and paddle in.
- Towel and a dry change of clothes
- Personal first aid kit
- Be ready to get on the bus from first parade with all this personal gear
- Each patrol member to carry all in a day pack
- No phones allowed at this activity

3.17.2. CORE SKILLS OFF-SITE ACTIVITY

Core skills and Vertical Off-site activity The Core Skills and Vertical day will include a vertical activity, and bases focussed on bushcraft, camping and bushwalking skills **All patrol members will need:**

- Hat and sunscreen
- Packed lunch and water bottle. Bring at least 2 litres of water per Scout
- Wear good shoes for climbing and walking and sun safe clothing
- Personal first aid kit
- Carry all in a day pack
- Be ready to get on the bus from first parade with all this personal gear
- No phones allowed for this activity

3.17.3. CITY ADVENTURE CHALLENGE

Pitting Subcamp against Subcamp, the 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 LEAP-NTH Townsville City Adventure Challenge.

- Lunch is supplied
- Wear your LEAP-NTH Townsville 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 will need a digital camera or phone with camera function to complete some of the activities. You may bring a phone to this activity.



3.17.4. ONSITE DAY ACTIVITIES

Patrols will participate in various activities to build working in patrols, 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 each day.

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 LEAP-NTH Townsville Galah Show on the final night.

