

Gumdale Scout Group



Den Address: 44 Doughboy Pde, Hemmant, QLD

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WELCOME

1. Introduction

Welcome to Gumdale Scout Group. Scouting is for all abilities and is run by the community for the community. Once a child becomes a Scout, they become a member of a worldwide movement that is many millions strong. In fact, Scouting is the biggest youth peace movement in the world.

The aim of Scouting is to encourage the physical, intellectual, emotional, social and spiritual development of young people so that they take a constructive place in society as a member of their local, national and international community.

Children and adults worldwide have benefitted from the fun, fellowship and training they have received from their involvement with Scouting and we encourage all parents to take an active interest in their child's progress and badge work.

We would like to invite you and your child to attend an obligation free trial for 2-3 weeks, please speak to our Group Leader if you would like to do this. If you have any queries, please do not hesitate to ask.

2. Units

All Units meet during Queensland school terms and break over the school holidays. The age of the person will determine which Unit of the Scout Group they can attend:



Joey Scout Unit is for 5-8 year olds. We currently do not have a Joey's Group.



Cub Scout Unit is for 8-11 year olds. Cub Scouts meet on Tuesday nights from 6:00pm to 7:30pm



Scout Unit is for 11-14 year olds. Scouts meet on Wednesday nights from 6:00pm to 8:00pm.



Venturer Scout Unit is for 15-17 year olds. Venturer Scouts meet on Thursday nights from 7:00pm to 9:00pm.



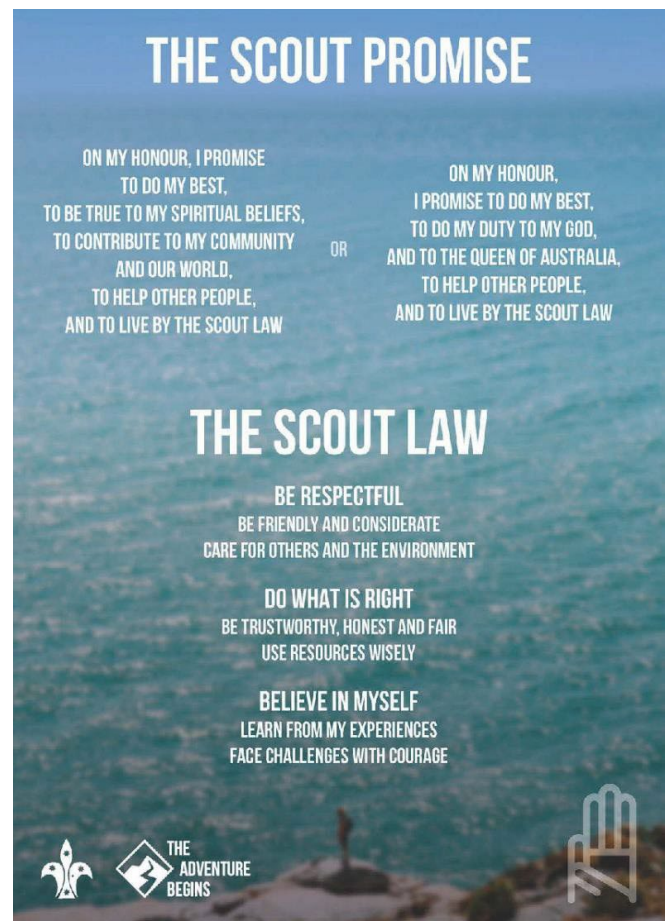
Rover Scout Unit is for 18-25 year olds.

For further information on the individual Units, please talk to the Group Leader.

2. Try Out / Joining

- 2.1 **Try Out:** Children new to Scouts will be able to attend a trial Unit meeting for 2-3 weeks before any obligation. A “Non-Member Activity Release and Indemnity” (F6) Form will need to be completed for your child to participate in Unit activities and a parent/carer will be required to stay for the duration of the try out.
- 2.2 **Joining:** If after your trial you make the decision to sign up your child, please speak to the Unit Leader or our Group Leader so you can complete the “Youth Member Registration”. You will then have to complete an Operoo Profile, so Leaders are aware of anything relevant to the care of your child, e.g. medical conditions, allergies, anxieties, etc. Information is treated in strict confidence.
- 2.3 **Investiture Ceremony:** An Investiture Ceremony is usually held around 4 weeks after joining/enrolling. During this four-week introductory period your child will find out about the promise and law, their Unit and our Group. This period also gives a couple of weeks for their uniform to be organised. The uniform can be worn as soon as you receive it aside from the scarf and woggle. These are presented as part of the investiture ceremony along with the membership badges. New Scouts and their Parent/Carer will be informed when this will occur and invited to attend. It is a special occasion as a young person only becomes a member of the Scouting movement once. Parents/Carers are free to invite family and friends to share in the occasion.

- 2.4 **Uniform:** Scouting is a uniformed movement. FULL uniform must be worn for the Investiture and other official occasions. Uniform consists of a Scout shirt, school shorts or trousers, Scout scarf and woggle (the clip used to hold on the scarf). These are purchased through our scout shop www.scoutshop.com.au. Further details are available at the end of this handbook.
- 2.5 **Australian Scout Promise and Law:** All Scouts adopt a code of living. It is encouraged that a Scout also adopts the code in their day to day outside of Scouting events/activities.



3. Unit Nights

- 3.1 **Arrival Times:** Opening parades are scheduled to start promptly at the scheduled meeting times. It is most important that all Youth Members arrive 5 to 10 mins before start times to ensure the program runs to schedule.
- 3.2 **Dropping Off:** Please do not leave your child unattended before a Leader is in attendance.
- 3.3 **Sign in / Sign Out:** Please sign your child in and out of each meeting using the QR code provided.
- 3.4 **Parking:** For the safety of those entering and exiting our hall, parking in the designated parking spots only.
- 3.5 **Discussions with Leaders:** Leaders are usually at the hall from approx. 15 mins before scheduled start times, however if you have any queries, or other business this should be discussed at the end of the meeting to enable programs to start on time.
- 3.6 **Behaviour:** Our Group expects behaviour that reflects the Scout Promise and Law. If a child is involved in aggressive, violent or bullying behaviour then suspension may result. We have a duty of care to the entire group. If a difficulty emerges in relation to behaviour we will contact you. Equally if parents are concerned about any challenges your child may be facing, please contact us.
- 3.7 **Electronic Devices:** Children are not permitted to play on electronic devices on Unit nights. Could you please assist our Leaders by ensuring these are NOT brought to Scouts.

4. Leaders

- 4.1 **Volunteers:** Our Adult Leaders are voluntary un-paid workers, most of them parents like yourself. Leaders devote many hours of their spare time to Scouting and training to deliver the Scouting program to your child. We ask that you give them your support and co-operation.
- 4.2 **Training:** Leaders complete both online and practical training through Scouts Queensland and are regularly required to keep their learning up to date. Most training is paid for by our Group, is painless and fun and there is a satisfaction in knowing you are contributing something towards the development of the coming generation. Experience gained through leadership in the Scout movement can lead to a Certificate in Leadership or a Certificate of Business qualification. There are also opportunities in specialist skill areas, e.g. water or adventurous activities.
- 4.3 **Leaders Wanted:** Being a Leader has many benefits including being a role model for your child, being able to join in the fun of Scouting and the Gumdale Scout Group offers a discount on Group fees. Scouts are in constant need of good Adult Leaders, usually parents like you prepared to contribute to the community. No skills are required, just a willingness to learn. If you are interested in training to be a Leader or in taking on a different role within our Group, please approach the Unit Leader or our Group Leader to discuss what kind of role you might like to play.

4.4 **Blue Cards:** All Leaders, Adult Members and Parent Helpers are required to hold or be able to obtain a working with children “BlueCard”.

5. Parent Obligations

5.1 **Supporting the Group:** In placing your child in Scouts, you place yourself under certain obligations. You will be expected to actively support the Scout Group, to pay the fees, to assist in raising funds for building, maintenance, training, equipment, and administrative overheads and to make your labour and skills available to help other parents in these aims. You may be required to sit on a committee to assist the Group. You should be fully prepared to do your share as a member of the team.

5.2 **Unit Helpers/Youth Program Supporter:** Sometimes Leaders may need assistance on Unit nights or camps. We are always on the lookout for people who can bring their skills and enthusiasm to the group. This isn't just limited to parents, but is also relevant to extended family members, friends and community members and the like. A Youth Program Supporter is NOT a member of the Scout Association, but is someone who undertakes any of the following:

- Assistance in Unit Meetings but not on a regular basis.
- Motor vehicle transport for Youth Members or for equipment to attend events away from the Scout Den.
- Cooking and similar support services at overnight or full day Scout activities.

A Youth Program Supporter is required to be registered with the Scout Association and must hold a working with children “Blue Card”.

5.3 **Business of Scouting Supporter:** If you know of any businesses who are willing to provide services to Scouting using their professional experiences on pro- bono or substantially discounted basis, we are eager to hear from them becoming a “Business of Scouting Supporter”. Anyone interested in becoming a Business Supporter should contact our Group Leader.

6. 2023/2024 Fees/Payments

There are several different fees involved in participating in Scouting with our Group. Currently fees during the first year of enrolment work out to around \$13 per week, with additional payments for camps, excursions, etc. if required.

6.1 Scouts Queensland Membership

The Scouts Queensland Membership Fee is paid to Scouts Queensland to cover membership, personal insurance, and administration costs. An enrolment fee is paid in accordance with the scale below and is calculated from the date filled in on the "Youth Member Registration". Scouts Queensland Membership Renewal Fees are due bi – annually.

Enrolment Fees for:

1st April 2023 – 31st March 2024

There is a "one-time" new member enrolment fee which is charged on a pro rata basis dependent on the month you join (\$175 April 2023).

Renewal Fees for:

1st April 2023- 31st March 2024

Youth Members renewing membership at end of March 2023 will be invoiced.

\$86 in January and \$86 in July for renewal.

6.2 Unit Fees:

Unit Fees are charged at \$75 per term per Scout.

6.3 Equipment Levy Fee:

The Equipment Levy is \$25 per scout per term This Fee is paid to the Group Committee to contribute to the equipment provided. Eg. Camping, cooking, hiking equipment as well as providing new and safe equipment.

6.4 FairPlay Vouchers

We also accept the FairPlay Voucher. Eligible Parents, Carers or Guardians can apply for a voucher from the Government valued up to \$150 for each child, this can be used towards sport and active recreation membership, registration or participation fees, limited to 1 voucher per child per calendar year.

6.5 Additional Fees, e.g. camps, excursions, etc:

Due to the variable nature of camps or excursions, e.g. location, special equipment, qualified supervision, etc. costs are covered directly by those attending.

7. Uniform

7.1 Requirements:

Scouting is a uniformed movement. Full correct uniform is required for the Investiture ceremony and official occasions, e.g. Anzac Day March or excursions away from our Den.

The following items can be purchased new online from:

www.thescoutshop.com.au



Scout Shirt:

Polo (\$37) or button up shirt (\$47) with coloured sleeve/collar for your child's Unit, e.g. Joey Scouts: brown; Cub Scouts: yellow; Scouts: green; Venturers: maroon and Rovers: red.

Scarf:

Queensland maroon scarf (\$12.50).
Cannot be worn til after investiture.

Woggle:

Woggles are a clip that holds the scarf in place. Various styles are available.

Trousers:

School shorts are preferred but not a necessity. On formal occasions school shorts must be worn.

Shoes:

Enclosed shoes are required for all Scouting meetings. For official occasions black enclosed shoes are required. Thongs, crocs or sandals are not suitable footwear at any time.

Hat:

Sun smart policy requires a hat for all outdoor activities. Our Group recommends a navy wide brim hat.

*secondhand uniforms can sometimes be found online.