

3rd Gidea Park (St Michaels) Scout Group

Section	Age Range	Weekly Meetings	Meeting Place
Beavers (Penguins):	6-8	Tuesdays	5:15pm – 6:30
Beavers (Polar Bears):	6-8	Fridays	5:15pm – 6:30
Cubs (Tigers):	8 – 10 ½	Tuesdays	6:30pm – 8:00
Cubs (Leopards):	8 – 10 ½	Fridays	6:45pm – 8:15
Scouts:	10 ½ - 14	Thursdays	7:30pm – 9:15

Rowswell Hall
St Michael's Church
Main Road
Gidea Park
(Not a postal address)



A GUIDE TO 3RD GIDEA PARK SCOUT TROOP

Welcome to our guide to the Scout Troop. Here we aim to answer a lot of the questions parents of new Scouts might have. If you have any questions please speak to the leaders.

THE SCOUTS

At 3rd Gidea Park Scouts we want to encourage our members to become the type of young person who gives something a go, who questions, listens and has a wide open mind. Who has the confidence to speak up, think on their feet and see the bigger picture. We want to encourage them to ignore the butterflies and go for it and if it goes wrong to get back up and try again. We want them to think about what's next, and plan for it and be ready for it.



Everything we do is about giving young people opportunities to develop those skills for life.

We would like everyone to feel welcome at 3rd Gidea Park, all

genders, races and backgrounds. The Scout Troop is for boys and girls aged between 10½ and 14 although people can join any time after their tenth birthday; Cubs moving on to Scouts should do so as close to the age of 10½ as possible.

Older Scouts move on to Explorers when they turn 14 although they can move on at 13 ½ or wait until 14 ½ at the latest. All of our activities and camps are designed to cater for the full age range of the Scout section and are as appropriate for your average 10 year old as they are for 14 year olds.

The Scout Troop is sub divided into patrols and at 3rd Gidea Park, each of our patrols is named after a bird of prey. One of the members of each patrol is designated the Patrol Leader and another will be his or her Assistant Patrol Leader. Patrol Leaders and assistants are appointed by the adult leaders based on their experience and leadership abilities, not age.

WEEKLY MEETINGS

We meet most weeks during school term time at the Rowswell Hall between 7:30pm and 9:15pm. We sometimes meet during school holidays and occasionally skip meetings in term time. Leaders send letters or emails explaining when meetings will take

place. Any meeting during the School Holidays is generally a non uniformed meeting.

Details of any meetings taking place away from the hall will be communicated to parents through letters handed out to the Scouts. We endeavour to do this, two weeks before any meeting away from the hall but this isn't always possible.

If a meeting is missed, please contact the leaders and copies of any letters given out on that night can be emailed back to parents.

MEETING STARTS

Unless we have at least two leaders present, the meeting won't take place so please check the number of leaders before dropping young people off at our meetings.

THE SCOUT UNIFORM

The Scout uniform consists of the shirt, trousers, belt, neckerchief and woggle. New Scouts need to buy the shirt, trousers and belt. We will provide the neckerchief, woggle and any badges and present them on investiture.



Scouts should wear full uniform to all meetings unless told otherwise. Uniform should also be worn when travelling to or from camp.

Replacements for lost scarves, woggles or badges can be obtained from the Leaders but will have to be paid for. Please mark all items of uniform with the scout's name. Uniform shorts and trousers have space on the label for names to be marked with permanent marker. Names can be put on neckerchiefs in the centre of the long straight edge as this will be rolled up and not seen under normal circumstances.

Full uniform should be worn to all meetings and to and from all camps unless told otherwise.

For weekly meetings trainers or hiking boots are the most appropriate footwear. For Church parades and some events, smart shoes must be worn.

During meetings, we don't let Scouts take uniform off because they end up losing bits. If it's warm please don't let them wear T-Shirts underneath because they will get too hot running around.

THINGS TO BRING TO MEETINGS

We ask that all Scouts bring to each meeting, some paper and a pen or pencil for taking notes and a hankerchief.

COATS

Scouting is about adventure so even in the cold, dark and rain we sometimes like to get outside. Scouts need to bring a coat to Scout meetings and please make sure they have a name in the coat somewhere.

INVESTITURE

New members typically attend a couple of Scout meetings before deciding to become full members. At this point a joining form needs to be filled in and returned to the leaders.

Over the following weeks, the Scouts will work through the requirements for the membership badge (for new members) or the moving on award (for young people moving on from cubs.) The requirements for both badges are the same. They will also be introduced to the history and traditions of Scouting and of 3rd Gidea Park as well as the Troop Code of Conduct. After that they can be invested into the Scout Troop.

Investiture ceremonies normally take place at the end of Scout Meetings. There is nothing that the young people need to learn before taking part in the ceremony. They simply need to repeat the Scout promise line by line after the leader has said it.

THE LEADERS

All our leaders are volunteers. Some were youth members of 3rd Gidea Park themselves and have stayed on to give something back. Others are parents of ex Scouts or even parents of leaders. All our leaders undergo an extensive training program. Not all of our leaders attend each and every meeting; some only help out on nights away or for specific activities.



MOVING ON AWARD
CUBS TO SCOUTS



MEMBERSHIP
BADGE

OUR PROGRAM

Teamwork is a valuable skill for life and we want all the Scouts to enjoy working together. All of our meeting activities and nights away programs are planned so that the whole troop or small groups of Scouts can work together. Whilst we recognise and adapt our plans to accommodate any special needs of youth members, we never plan specific activities for individuals to undertake on their own. Whatever we are doing, we do it together.

BADGES

Badges are Scouting's way of recognising the achievement of a level of proficiency in a specific field. Our program is not driven purely by the aim of completing badges; they are awarded as a consequence of taking a full part in our program.

At 3rd Gidea Park Scouts, the vast majority of badges are awarded as a consequence of participating in activities undertaken at Scout events with other members of the troop. Less common are badges that are awarded to individuals as a consequence of activities undertaken outside of Scouting. Some badges could be worked on at home (e.g. model makers badge) or at an after school club (e.g. martial arts or swimming.) In these cases the leaders will either discuss and if necessary examine the individual's work after one of our weekly meetings, or appoint an external examiner to report back to the leaders.

In all cases, it is the Scout Leaders who decide if the requirements have been satisfactorily met and when a badge will be presented. We don't keep a stock of all badges and neither do our suppliers so it can take weeks for a badge to be presented.



WHERE DO ALL THE BADGES GO?

There are lots of different kinds of badges presented to Scouts and each one will have a proper place on the uniform.

RIGHT SLEEVE

- 3rd Gidea Park Group Tab (Yellow text on Green)
- District and County Badge (Tower Bridge & Romford)
- Patrol Badge (Silhouette of a bird of prey)
- Patrol Leader, Assistant Patrol Leader, Senior Patrol Leader Badges
- Partnership Awards



LEFT SLEEVE

- Scout Activity Badges (Circular, Red Border, Blue Background)
- Staged Activity Badges (Circular, Purple Border, light Blue Background)

RIGHT FRONT

- Union Flag (When travelling abroad with the troop)
- Gold Chief Scout Award (Gold Oval)
- Challenge Badges (Dark Blue Diamonds or Hexagons with Red Border)

LEFT FRONT

- Moving On Award (Red Rectangle, Blue Border)
- Joining In Awards (Small Squares containing a number in a star)
- Membership Badge (Purple circle with white fluers-de-leys)

BADGES TO TAKE FROM CUBS TO SCOUTS

When moving from Cubs to Scouts, the highest value of each of the staged activity badges (Nights Away, Swimmers, and Emergency Aid etc) and highest value joining in Award should be transferred onto the Scout Uniform. So by the time a young person leaves Cubs, if they have gained their ten nights away badge, the 10 nights away badge should be transferred to the Scout Uniform but the 1 and 5 nights away badges should remain on the old Cub Uniform. If you prefer not to remove the badges from the cub top then you can buy replacements from the group. Please ask the leaders to tell you how much this will be.

The Moving on award is the last badge presented to a cub by the cub leaders and is worn on the Scout Uniform.

The Highest Chief Scout Award (Silver or Bronze) can also be worn on the Scout Uniform.

NIGHTS AWAY

Most of the Scouts will tell you that the best thing about Scouting is the nights away. During the course of a year we try to offer a variety of nights away from one night sleepovers in our own Scout Hall to a summer camp in tents which typically lasts for between 7 and 14 nights.

Details of any nights away will be sent home to parents in a letter. This will include not only the dates and price for the event but also a kit list of all the items of clothing and equipment each young person needs to bring on the event.

Nearer the date of the event, a medical and consent form will be sent home, which will need to be completed and returned to the leaders. Final details will also be sent home explaining how the leaders and Scouts can be contacted in an emergency.



**A NIGHTS AWAY
STAGED ACTIVITY BADGE**

Badges are presented for 1, 2, 3, 4, 5 nights away 10 nights away and at regular intervals right up until 200 nights away. Some of our older Scouts have completed a total of 100 nights away having adventure on scouting activities and some of the Young Leaders have hit the 200 target.

Scouts are not allowed to bring mobile phones on nights away unless explicitly asked to do so by the leaders. If a young person has a problem on a night away event, they should speak to the leaders or another Scout first, not phone home. The leaders are there to help and whatever the problem is, between us, we have probably dealt with far worse before. We have also had incidents of young people being absolutely fine until they hear mum's voice on the phone in the evening. The leaders then have to deal with a distressed child and parent. If young people have a genuine problem that parents need to know about we will let them phone home.

We also ask that parents never tell children that they will come and pick them up from camp if they get home sick. We deal with home sick children all the time and they are always fine. But those who have been told they can go home by parents, generally decide the minute the parent drops them off that they will go home after the first evening meal. They then don't give it a chance and can become surprisingly aggressive towards the leaders and other Scouts. There is no point going on a night away and not committing to staying, the leaders and other Scouts will support homesick children.

If you have any questions about any nights away, either a specific event or generally, then please speak to the leaders.

DISTRICT EVENTS AND COMPETITIONS

3rd Gidea Park is part of Romford District and from time to time throughout the year we participate in events with the rest of the district. Some of these events are competitions, including Hiking, Scouting Skills, Swimming, Cycling and Orienteering. The number of teams that we can enter into competitions are rarely limited and we encourage as many Scouts to come and have a go as possible. The leaders make sure all our teams are evenly balanced and for most events, the rules state that the teams must consist of Scouts from the full age range of the section. We won't pick a team consisting of 12 and 13 year olds and leave the 10 and 11 year olds to struggle. In the last decade we have won more competitions than any other Troop in the district so we must be doing something right.



TROOP CODE OF CONDUCT

Members of the troop must abide by the Troop Code of Conduct. The code applies to leaders and young people alike. The code of conduct is there to ensure everyone is safe and everyone can have fun. The code of conduct promotes good behaviour and enables us to provide a programme which is challenging, at times exciting but above all fun. If a Scout cannot demonstrate sensible behaviour then they may need to sit out some activities.

At 3rd Gidea Park we employ a three strikes and out policy. If your child seriously breaks the code of conduct you will be informed either verbally or in writing as soon as possible. In some cases a Scout will be suspended for a week. Three such incidents and a Scout can expect to be excluded permanently.

WHAT'S NEXT

Scouts need to leave the troop at about their 14th Birthday, but this needn't be the end of their Scouting Adventure. The Explorer section for 14 to 18 year olds is active across Romford District with many ex-3rd Gidea Park Scouts being members of the various units.

Alternatively some scouts chose to become Young Leaders and return to 3rd Gidea Park to help run Beavers, Cubs or Scouts. Beyond Explorer Scouting, the Scout Network is open to young people under the age of 25. There continues to be a challenging program of badges and awards right through the Explorer and Network age ranges.

FURTHER INFORMATION

If you would like any more information about the Troop or have a question about this guide, please speak to Mark Hutton, Scout Leader.



ST MICHAEL'S CHURCH

St Michael's supports the Scout group and Scouts are encouraged to attend the six church parades we have each year.