

Water Weekend

Information Pack



adventure.notts-scouts.org.uk

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Version 1.0



Scouts
Nottinghamshire

Overview

It's time to zip up the buoyancy aid and get on the water! A weekend of water activities exclusively for either Scouts or Explorers. It's time to further develop your Kayaking, Canoeing, Sailing and Raft Building skills over a jam-packed two days. Activity Sessions run from 10.00 am – 12.30 and 1.30 – 4pm on the Saturday & Sunday. Briefing at 9.30am each day



Section

Scouts or
Explorers



Difficulty

Intermediates



Max Group Size

50 Participants



Duration

2 days

Arrival

You can arrive on the Friday evening between 6.00pm and 7.00pm if you are intending to camp. If not, you should be on site by 9.30am on the Saturday/Sunday morning.

Departure

We hope to be finished by 4.30pm on the Saturday and 4.00pm on the Sunday.

Supervision

All groups on water weekends must be accompanied by leaders who have a valid DBS. The Nottinghamshire Scouts Adventure leaders will take responsibility for delivering the adventure element of the sessions; however, we expect the group leaders to be responsible for the pastoral care of their youth members before, during and after the sessions.

Consent

All participants must complete and hand in a consent form before activities commence. The health and consent form can be downloaded from our website: <https://adventure.notts-scouts.org.uk>

Equipment

For safety when participating in this session, please ensure you bring with you:

- Clothing suitable for getting wet
- Change of wet clothing for the next day
- Wetsuit if available, but not essential
- Suitable footwear (old trainers or wet shoes, no flip flops, or crocks)
- Dry clothes, towel etc. for after the activity

NB: All safety personal safety equipment will be provided as well as the boats, canoes and kayaks

Camping

Campers need to provide all their own camping equipment unfortunately we do not have any catering facilities so you will need to bring everything with you.

Leader or designated adult (who hold a DBS clearance) to be with the group for the duration of the weekend, if camping. You must complete your own Nights Away NAN form, so basically letting your DC know of the activity. If you do not have a Nights Away permit Holder, contact us we might be able to help.

Please make sure that you have arranged for your In Touch contact method for the activity

Food

No food is provided so if you are camping you should provide this for your group. Those who are attending non-residential should bring a packed lunch and snacks.

Entertainment

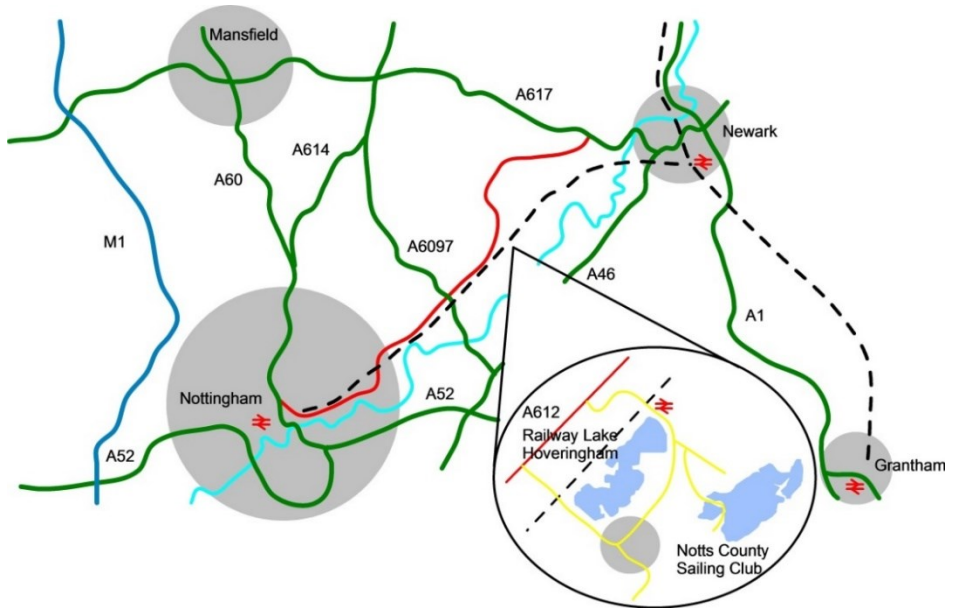
The main club room in the centre along with the decking area are available to use, there is a large TV that can be used for films if the weather is poor. Alternatively bring some outdoor games with you as there is plenty of room to let your imagination run wild. The lake has a footpath around it that is about 5km long.

Venue Location

Hoveringham Activity Centre
Nottinghamshire Scouts Adventure
Thurgarton Lane
Hoveringham
NG14 7HL

What3Words

[///tens.refer.clubs](https://tens.refer.clubs)



There is easy access from the A46 via Lowdham. Please use the A612 (Southwell Road) and follow the sign marked 'Industrial Area' at the junction with Station Road. We are trying to minimise the effect of vehicle journeys to and from this location on the local communities by not travelling through the villages of Thurgarton and Hoveringham.

Road access to the centre is on the right after the level crossing at Thurgarton Railway Station.

Badge Requirements

By participating in this weekend, you should have completed the following badge requirements:

Scouts

Adventure Challenge Award



- Take part in an adventurous activity (x4)

Scouts & Explorers

Nights Away Staged Activity Badge: Stage 2



- Spend 2 nights away at Scouting activities

Time on the Water Staged Activity Badge



- Complete a session on the water lasting around 2 to 3 hours (x4)

Sailing Staged Activity Badge: Stage One



- Identify different types of sailing crafts
 - Name three places you could safely go sailing
 - Take part in a warm up activity to prepare you for a sailing activity.
 - Dress properly for a sailing activity, showing you know the importance of buoyancy aids and how to put one on correctly
- Take part in a taster session that covers:
- Being able to name equipment used and parts of the boat.
 - Getting into and out of a boat safely.
 - Balancing a boat.
 - Manoeuvring your boat in different directions, including moving forward.

Paddle Sports Staged Activity Badge: Stage Two



- Lift, carry and launch a boat.
- Paddle forward in a straight line
- Show you can steer around a course
- Show you can stop the boat safely
- Show you can exit the boat onto the shore safely
- Capsize, swim to the shore, and empty the boat of water