



NATURE & ENVIRONMENT

(Up to 15 people and 4 years +)

Individuals who have completed the Self-led/Instructor-led activity registration form for Nature & Environment must be present for the entire duration of the activity.

For Self-led activities, please arrive at the activity office 10 minutes before your session start time to collect keys/equipment. At the end of your session, please return these back to the activity office promptly.

For Instructor-led activities, please meet your instructor at the activity area at your session time.

All activities involve risks of some kind, but with good training, proper equipment and responsible leadership, these risks can be minimised to provide adventure and fun for everyone.

NATURE & ENVIRONMENT OPERATING GUIDELINES

1. All Nature & Environment carried out must conform to Policy, Organisation and Rules ("POR") of The Scouts.
2. An individual who has completed the Nature and Environment Self-led/Instructor-led activity registration form must be present, for the entire duration of the activity.
3. Everyone must know where their start and finish points are. You should ensure groups also know where they are at all times and what to do if they are lost.
4. Take care not to go into or through areas/camps with other people in them and do not leave site.
5. Suitable footwear must be worn and securely tightened.
6. For group management, an additional competent adult should be present supervising the individuals that are not engaged on the activity.
7. Everyone must ensure safety at all times.
8. The session will be stopped immediately should any of these guidelines not be adhered to.
9. If there is a change in the weather/environment or the equipment/activity becomes unusable the session must be stopped immediately.

ACTIVITY EQUIPMENT / AREA DEFECTS

It is important to check the equipment and environment is safe before starting your session. Any defects before, during or after your session must be reported to a member of Hertfordshire Scouts staff and reported via the QR code form.

