



WANSDYKE DISTRICT SCOUTS

NIGHTS AWAY GUIDANCE FOR NEW APPLICANTS/RENEWALS/UPGRADES

PERMIT CATEGORIES AVAILABLE

The Permit is credit card-sized and is a 'mini certificate' confirming the level of camping skills attained by its holder. The available categories are:

INDOOR – for staying in a building that has toilets plumbed into a waste disposal system (eg. a cess pit, storage tank or mains drains) and access to running drinking water.

CAMP SITE – for staying at a site that has toilets plumbed into a waste disposal system (eg. a cess pit, storage tank or mains drains) and access to running drinking water.

GREEN FIELD - for staying at any site where any of the above facilities do not exist – for example a summer camp on a farmer's field.

LIGHTWEIGHT EXPEDITION – for staying at any site for not more than one night before moving on. The core activity is a form of expedition, not residential, and all the equipment is transported with the participants eg. QSA/DofE hikes, expedition hikes, canoe expeditions etc. NB The Green Field Permit is the only one which automatically includes this element of the Permit Scheme.

Those holding a hillwalking permit that includes lightweight camping in remote areas may also run Lightweight Expedition events.

Occasionally restrictions may be imposed on any of the above, but the reasons for these should be discussed with you prior to the recommendation being passed to the DC for issue of the permit.

APPLYING FOR PERMITS

An adult wishing to gain a Permit should first obtain factsheet FS120801 (*Applicants' Guide*). Nights Away Application forms can be downloaded from <https://members.scouts.org.uk/supportresources/search/?cat=26,358,575>

Apply to

Mark Smee

smeemark@hotmail.com

Please ensure you apply in good time for assessor availability.

THE APPLICATION PROCESS

Submit your Nights Away Application Form to the relevant Advisor at the address above. This must be done before any planning can take place. You should include where possible documentation to back-up previous camps/overnight stays you may have organised or been involved with. Please note camps or parts of camps or residential experiences you have run rather than just attended.

Prior to starting the process of planning a camp you will need to arrange a meeting with the relevant Advisor so an initial assessment can take place. It is at this point that your current level of experience can be discussed, and the level of assessment required will be determined.

During the time you are working with the NAA to attain your Nights Away Permit you will be assessed on the 8 Core Skills:

1. Planning a Nights Away Event
2. Ensuring the effective administration of an event
3. Preparing and co-ordinating a programme of activities
4. Choosing and preparing the event team
5. Choosing, organising and maintaining the right equipment
6. Ensuring the health, happiness and safety of self and others.
7. Organising good catering
8. Making best use of the venue

Your Advisor will be assessing your input into the above stages, and that it is not just an “off the shelf” camp exactly as run in previous years by previous Leaders. You will not be required to reinvent the wheel, but ensure your personal stamp is put on the event.

Assessment is likely to take place at three stages - planning, during the event itself, and a follow up de-brief afterwards. Only if you have shown competence in all assessed areas will you permit be recommended to the DC, further assessment may be required.

Your camp will be visited as part of the Permit assessment by either the DC, DC's representative or an NAA either from the District, or if camping outside the District, a local representative.

Your Permit will be issued based on a mixture of prior experience and assessment. It is not envisaged that a permit will be issued on the running of your first camp, but an assessment based on a variety of previous experiences and your current level of skill. As a Permit holder you will need to prove you are able to run and be responsible for all Sections at any location during a residential experience.

Given the level of responsibility that comes with the Permit, the assessment is not meant to be easy, however your Advisor will be able to help and guide you through all stages of the practical assessment, advising where necessary, with the aim of promoting quality residential experiences for all our young people across Wansdyke.

MODULE 16 – Residential Experience

This module is not a requirement under the Nights Away Permit Scheme, it is however a requirement for the Wood Badge.

MODULE 38 - Skills for Residential Experiences

This Module is not a requirement under the Nights Away Permit Scheme, it is also not a requirement for the Wood Badge.

It should be noted that although neither of the above modules is a requirement for the Nights Away Permit Scheme attendance of either of these courses should be noted on your application form as they will be taken into account by your advisor whilst carrying out your initial assessment. Issue of a Nights Away Permit does however validate both of these modules.

PERMIT RENEWAL

Permits are issued for a maximum of 5 years.

You will need to complete the standard application form and forward to your Advisor including all experience gained during the period since your last assessment. A further assessment may be required, dependent upon your recent experience.

Occasionally restrictions may be imposed but the reasons for these should be made available to you.

NB - POR 9.57 – Permits will expire automatically if they are not renewed.

UPGRADING YOUR PERMIT

If you wish to be considered for a Permit Upgrade you need to contact an Advisor before doing anything else. Each upgrade needs to be reviewed on an individual basis and your Advisor will need to be informed before any camp arrangements are made.

During your training you will discuss many aspects of the Nights Away Permit Scheme. Below are some general rules which are applicable to all Nights Away Events.

- Choose the date and venue and secure an appropriate on site Permit Holder for the duration of the camp. **Do not notify the young people of the camp/overnight activity until you have confirmation of a Permit Holder.**
- Each person in your care, including adults, must have the appropriate health form completed, or up to date information stored on OSM. This information must be invaluable in the case of emergency. (If using OSM make sure you have a mobile signal or you download relevant info).
- Remember that **ALL** under 18s (eg Young Leaders, Scout age helpers on Beaver and Cub overnight events) need parental permission in addition to the health form. (This can also be via OSM)
- Some Permits may carry restrictions, so check to see if additional Permit Holders may be needed to cover all those on camp.
- Make sure all Activity Notifications are completed; this does include hikes off the site and shooting, archery, sailing etc.
- If used, the Home Contact **must not be related** to anyone involved with the activity. In Touch procedures must be followed.
- If part of your camp includes an overnight expedition away from base camp, where kit is transported by the participants, a second permit holder will be required at the offsite destination, one who holds a Lightweight or Greenfield Permit. The only exception to this is where an Event Passport is issued to an under 18 who leads the expedition. Event Passports are NOT issued to over 18s. or for an activity where any adult (NA Permit or not) is in attendance.
- Event Passports are only issued to Scouts or Explorer Scouts leading an expedition. They are not to be used for any other reason.
- Permit Holders are expected to spend, at the very minimum, the length of time the young people are sleeping, on site and are responsible for all aspects of the Nights Away experience, irrespective of being the person in charge or the camp chief.
- A risk assessment **must be carried out** including activities, In Touch, camp site/area hazards, Section specific info etc. The earlier in your planning process this is carried out, the easier it is to change the activity if needed.