

Venturer Camp 2026

Info Pack



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Section 1: Introduction

Welcome to the Venturer Camp 2026 Information Pack, in this document you will find all the relevant information for your time at Camp. This event is an exciting opportunity to celebrate and support Venturers as they move through Woodcraft, we're looking forward to welcoming you all to Camp next month!

At Venturer Camp, you can expect exciting programme, including: Archival Arts, Circus, Bushcraft, and more. You will camp in one of five villages, where you will work collaboratively in clans, spend meal times together, and have the opportunity to connect with the different districts in your village.

In 2025, the Venturer Committee chose the theme of *Storytelling*. Eva, one of our programme coordinators, wrote about our theme, saying: *"Storytelling will be woven through the event from workshops to village activities to the wide game. We're excited to include all types of stories that inspire us: campfire tales, poetry, drama, Woodcraft history and so much more."*

In the run up to camp, we encourage you to read over this information pack carefully. It contains the information you'll need to prepare, including information on: programme, food, equipment, daily schedules, site layout, and more.

If you have any questions after reading this document, please reach out to us by emailing info@venturercamp.org.uk.

We can't wait to see you all at Venturer Camp this summer!

Section 2: What...?

2.1 What Village am I in?

Venturer Camp is split into 5 villages, you can find information on village allocations, pitches, and descriptions below.

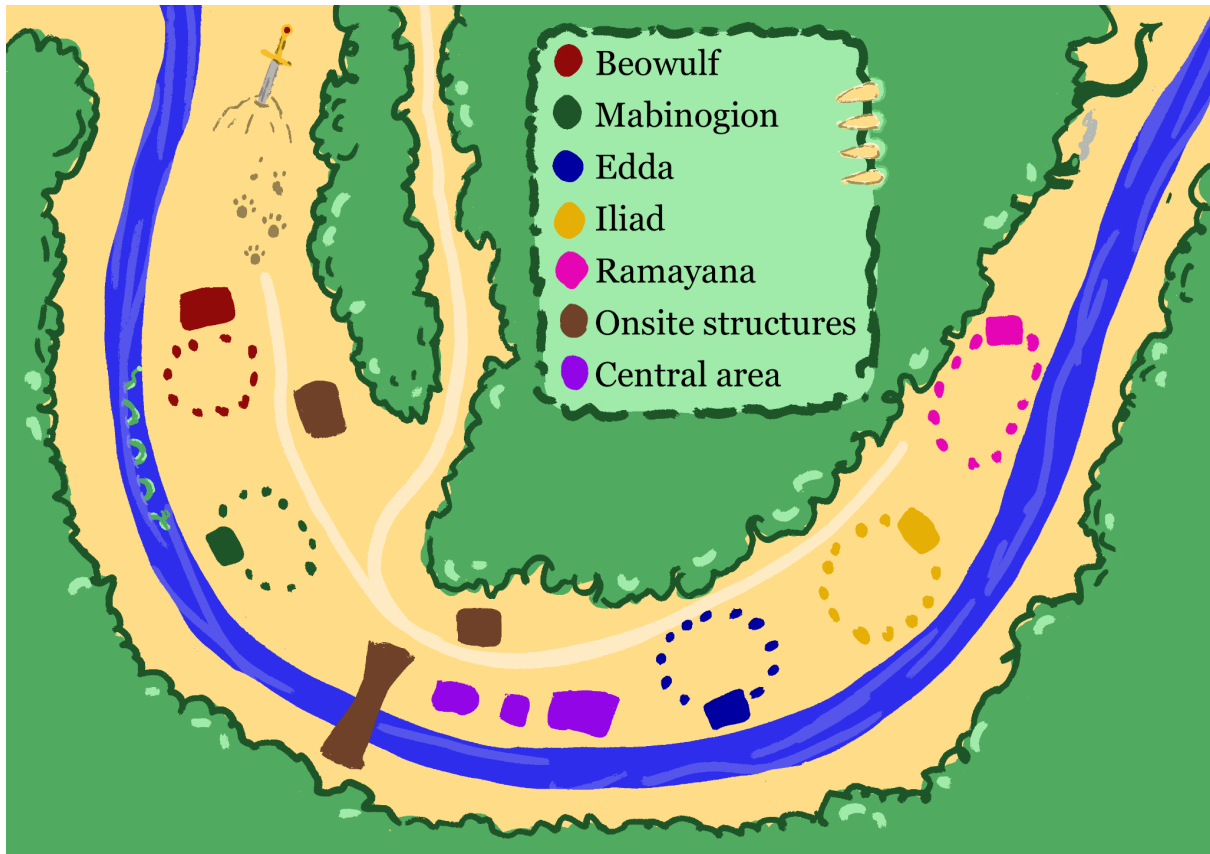
If you don't know what village you are in, speak with your group leader. If you are coming as an individual, the central coordination team and your village coordinators will be in contact with you.

Name	Description	Pitch	Groups
Beowulf	Beowulf is one of the best-known works written in Old English. It tells the tale of a hero by the name of Beowulf who battles monsters (Grendel, Grendel's vengeful mother and, gruesomely, a dragon, who mortally wounds him). He becomes a king of the Geats, a group living in Scandinavia. Like most Old English poetry, it is put down in verse that is all about alliteration rather than rhyme. Please excuse the cheesy alliteration in this description ;)	1, 2a	Hackney Brighthelmstone Highgate & Holloway
Mabinogion	The Mabinogion is a collection of connected legends written in Middle Welsh. Some characters appear with bigger or smaller roles in different tales. Much like real life, oral epics often contain a large cast of characters and the relationships between different families and places are important. The pace and style is often quite different to modern novels because of this, but it is interesting how everyday and human this kind of storytelling can be.	3a, 3b	Cardiff Ealing & Hammersmith Banbury Oxford Stroud Valleys Bath Llanfechain

Edda	Edda is the name of two collections of Old Norse literature, the Prose Edda and the Poetic Edda. It is one of the main sources for our modern understanding of Norse mythology and legend, including famous stories like Ragnarök and the death of Baldr. The stories were only written down long after the conversion of the Icelanders to Christianity, so we see how ancient myths retained their relevance in a transformed culture and can speculate how their character might have changed.	6, 7	Manchester Scotland Sheffield Derwent St Albans Tyne
Iliad	The Iliad is an epic composed in Ancient Greek which tells the story of the siege of the city of Troy by Greek armies. Its author is traditionally identified as Homer, but we also know that it passed through many different storytellers before it was first written down. Many of its characters, like Helen of Troy and Achilles (and his heel), or its plot points, like the Trojan Horse, are still remembered in popular culture.	8, 9	Brighton Central & Hove Lewisham & Greenwich Exeter Eastbourne
Ramayana	The Ramayana is an epic written in Sanskrit, a language of ancient India. Similar to Latin, Sanskrit remains important to religion, philosophy and learning, even though it is a 'dead' language. The Ramayana tells the story of Rama, an avatar of Vishnu. He endures a 14-year exile and must struggle for his kingdom of Ayodhya alongside human and divine characters. It is an important text in Hinduism and an episode where Rama returns victorious to his kingdom after defeating evil opponents is celebrated as part of Diwali.	10, 11	Teddington Newham Watersmeet Cambridge Hounslow & Twickenham Bristol Leighton Linlade Hornsey Waltham Abbey & Harlow

Site Layout

You can find a diagram of the site map below, this details where each village pitch is on site. A detailed map of the central area will be available on site in the pocket guides.



If you have any questions about accessibility regarding the site layout, please contact the coordination team who will put you in touch with our accessibility team (info@venturercamp.org.uk).

2.2 What is expected of villages?

Venturer Camp aims to share village responsibilities cooperatively, where Venturers, DFs and Kinsfolk all contribute. Helping out in your village may look different for different people.

Clans will work together on different tasks to support the running of each village, they will work collaboratively on tasks like: cooking, cleaning, washing up, waste management, litter picking, and more. Everyone is expected to contribute to the general upkeep of your village.

Lots of volunteers may have central roles that require them to work centrally throughout the day/night, this may impact their ability to contribute to clan

responsibilities. Village coordinators should keep this in mind when creating clan rotas, and respect central volunteers who have less capacity to help out in their village.

See below (4.2 Who do we need to coordinate a cooperative village) around village roles and responsibilities.

2.3 What Will We Do at Venturer Camp?

Programme Overview

The programme for camp will be a mix of Central and Village programme. Compared to other large camps there is less expectation on villages to provide their own programme. There is just one village day (Tuesday 4 Aug) where we expect villages to plan their own programme or go off site for a walk etc. Please come prepared as well as thinking about some evening activities if you feel your young people might not want to go to the main stage every night

Sat 1st	Sun 2nd	Mon 3rd	Tues 4th	Weds 5th	Thurs 6th	Fri 7th	Sat 8th
Arrival Day Village Set- up	Intro to Central Area Centres Open	Centre Work shops	V Committee Elections Village Programme	Centre Work shops	Wide Game	Centre Work shops	Departure Day
Opening Ceremony: DJs LP Playa	Band: Moxie Dolls	Ceilidh	DJ Somatic	TBC	Merry Moot	Closing Ceremony Storytelling Ball	

Daily Schedule

Time	Activity
Morning (<i>Morning cry, breakfast, clans, coordinators circles</i>)	
10:30 - 11:00	Centres Open
11:00 - 12:30	Workshop slot 1
12:30 - 13:00	Centres Open
13:00 - 14:30	Lunch

14:30 - 16:00	Workshop 2
16:00 - 16:15	Break
16:15 - 17:45	Workshop slot 2
17:45 - 19:30	Dinner
19:30 - 20:00	News
20:00 - 22:00	Evening Programme
22:00-22:30	Welfare Check in for all
22:30 - 23:30	Evening Programme
23:30	All Venturers return to villages

Programme Centres

Bushcraft - Some example bushcraft activities offered by bushcraft centre will be: whittling / knife work, use of shave horse, fire lighting, rocket stoves / cooking pancakes, knot tying, creating a net, and coppersmithing. We will decide on the exact activities based on the weather, availability of green wood, and other conditions. The centre will operate on a first come, first served basis, with a bit of fair-use so if there are young people who have had a session and others are there waiting, we will ask those who have had a go already to come back another time.

Planet Utopia - Planet Utopia is Venturer Camp 2026's launch pad for young organisers. Come and learn how to change the world with practical workshops on strategy and tactics, decide if AI has anything good to offer, play role playing games that prepare you for the climate crisis and tell stories about the futures you want to see. We've got a packed programme of practical and useful sessions that will give you the tools you need to win the future.

PANTS - P.A.N.T.S (better known as Performing Arts 'n' Theatre Stuff) is a place to explore stories through music and physical arts. Devise, direct and perform your own stories, learn new and innovative creative techniques, build your confidence and entertain everybody on camp!

Archival Arts - Archival Arts is where craft and history meet to provide Venturers with a range of art and printmaking experiences inspired by Woodcraft ephemera and our own experiences. Not only will they be running workshops remixing archival material, they will also house a quiet zone to learn and relax.

Expect making everything from banners to badges, zines to collage, exploring the politics of production and feeling empowered to not just explore history but make it!

MEST-UP - Mediation Education Support Team Umbrella Project - MEST-UP seeks to educate people on various issues as well as provide emotional support and a chilled space at events. Run by a team of trained DFs, the overall aim is to make sure everyone can feel comfortable and enjoy themselves at events. This VCamp we will be running workshops such as LGBTQ+ history, neurodiversity in woodcraft and the great condom games (and many more).

Prank Centre - The VCamp Prank Centre is a place to get silly for social change- take part in a clowning workshop! Learn about tricksters of mythology! Harness the power of tomfoolery to disrupt the system! Plus learn in some circus skills sessions in an epic Prank x Circus collaboration!

Democracy Centre - The Democracy Centre is a space to learn about Woodcraft's Venturer Committee and discuss youth involvement in the organisation as a whole as well as the importance of youth voice and representation in the wider world. There will also be opportunities to learn about DFs and DF Committee, supporting transitions to the next stage of the movement.

Media - Open for drop-in filming + editing support 10:30 - 13:00 each day (except village + wide game days). Come and make fun (and potentially informational) videos at the media centre! We make the News, a collection of short films shown to the entire camp every night. Anyone can make something for the News - we have editing software and expert filmmakers on hand to help you make whatever you want. Just visit our drop-in sessions, before lunch every central day, to find out more!!

Guest Centre - This centre is a space for our friends, supporters and partners to join us at VCamp and deliver programme. We expect to have programme from Peace Pledge Union, Communications Workers Union, Ecumenical Accompaniment Programme in Palestine and Israel with Quakers and workshops from Future We Want around the climate crisis. Interactive workshops and activities on a range of different topics.

Cinema - Powered by solar power, the cinema tent is a place to unwind with your friends and watch an old classic, or explore new frontiers with an exciting range of handpicked films, including:

1. Fantastic Mister Fox
2. The Jungle Book
3. Romeo + Juliet
4. 10 Things I Hate About You
5. Pride
6. Ponyo
7. The princess Bride
8. Shrek

Venturer Hike - There will be an opportunity for Venturers to take part in a hike or two over the week. These hikes will be led by DFs and group leaders and will explore some of the area of natural outstanding beauty where Biblins is located and hikes are a great space to make new friendships and learn new skills. There will be a more confirmed schedule of hikes and routes available in the next couple of weeks, we will be looking for group leaders to support these hikes.

Radio - 'VFM' is Venturer Camp 2026's very own radio station! Tune into a variety of music genres, games, workshops, live music, competitions and overall good vibes every day. Please come and drop by the radio tent for any song recommendations or just to enjoy the music at the heart of our campsite. With a diverse range of radio hosts, there won't be a single person left unsatisfied with our music by the end of camp.

Adventurous Activities

The team is working with Biblins to arrange some canoeing sessions. The spaces will be limited so it is important that spaces are booked in advance. In the next week we hope to send out an expression of interest form with details about canoeing opportunities and how to sign up.

Wide Game

The wide game follows the camp theme of stories. Venturers must help classic characters/character archetypes to complete their stories by completing small challenges, much in typical wide game style. On Thursday 6 August, most of the game will be played in the morning and coming to a close after lunch. The venturers will play in groups of 3-5 (This is not strict but the number each challenge is roughly designed for). They will not need to prepare much but will need water, sunscreen etc. for spending the day walking between characters and doing challenges.

Those wanting to volunteer for roles in the wide game, whether big or small, can get in touch with a wide game leader at felix@greyfinch.co.uk or you can sign up for character roles during camp (If you want a larger role, it's better to get in touch sooner). They will need to talk to the wide game team before the wide game to establish what their role consists of and what they will need.

Evening Programme

Every night, we will all gather to watch The News in the main marquee.

There will be central evening programme, such as a merry moots, discos and live music giving everyone a space to dance and enjoy themselves. The Cafe will be open until 22:00 most nights offering a quieter space to relax with a snack or perhaps play a board game with friends.

Evening programme will end at 23:30

At 22:00 there will be a welfare check in for **ALL** campers. During this time, campers will return to their villages and find their assigned group leaders who will check in on how their group is doing and assess whether they are to go back to the evening programme for the final hour.

At the end of evening programme, all Venturers will be expected to return to their villages and stay in their villages for the remainder of the night. If Venturers are not in their village by 23:45 - group leaders should alert stewards who will support everyone to get back.

Volunteers will have a space in Camp Koodoo to relax until 1:00 most nights. This space will have space for board or card games, talking with friends, a volunteer campfire and space to make tea/coffee/squash. Volunteers are encouraged to be respectful of Venturers and others getting a good rest so this space is encouraged to be used to avoid affecting others

2.4 What Will We Eat?

Food will be distributed from the Pantry, split into villages and available for KPs and helpers to collect according to pantry opening times.

As well as the meals below, Tea/coffee/hot chocolate and snacks will be provided. Feel free to bring extras if desired but keep your village's dietary requirements in mind.

Day	Breakfast	Lunch	Dinner	Dessert
Sat 1st			Pasta & Sauce	Cake & Custard
Sun 2nd	Breakfast Burrito	Pita & Greek Salad	Dahl & Rice	Camp Crumble
Mon 3rd	Eggy Bread	Leek & Potato Soup	Spaghetti & Meatballs	Tinned Peaches
Tues 4th	Fry Up	Sandwiches	Burritos	Stewed Apples & Custard
Weds 5th	Pancakes	Falafel Wraps	Bangers & Mash	Banoffee Pie
Thurs 6th	Eggy Bread	Tomato & Bean Stew	Burgers	Cake & Custard
Fri 7th	Breakfast Scramble	Sandwiches	Stir-Fry Noodles	Eton Mess
Sat 8th	Continental	Leftover		

Special Diets

We have a special diets team working to make food accessible to everyone on camp. Those who selected to be contacted when booking should have already been contacted about dietary requirements. If you have questions, concerns or have not been contacted and think you should have, please email

food@venturercamp.org.uk

2.5 What is the plan for toilets and showers?

On site at Biblins there are permanent toilet and shower blocks across the site. For those camping further away from facilities, the camp will be providing additional toilets so they are easily accessible for all campers. Toilet and shower blocks are accessed by a door code, this code will be shared in the camp pocket guide and reminders around the site.

The shower and toilet facilities at Biblins will be cleaned throughout the week by an on site cleaner but we encourage all campers to leave the facilities how they would like to find them. If anyone finds any issues with toilets or showers they should alert a member of the site services team or the camp office.

2.6 What equipment does my village need?

Every village will need to provide a space for their campers to cook, eat and chill out. This should be the same as it might be at a district camp. We expect villages to pool together equipment and work together to get the equipment to site. See below some reminders of equipment that groups should think about. If your village is missing any of the essential equipment please get in touch with the team.

Kitchen

Your kitchen should be equipped to cater for the number of people in your village. The menu is based on villages cooking on gas ring burners. Villages do not need an oven during this camp. The usual kitchen items will be needed:

- Kitchen tent
- Tables
- Gas ring burners
- Large pans and lids
- Large frying pans and/or skillets
- Kitchen utensils, spatulas, spoons, don't forget a tin opener! Scissors, sharp knives, chopping boards etc.
- A cool box if you have one

There are **many** animals who also call Biblins home. Please bring plastic sealable containers to store food to avoid losing it to squirrels, crows and deer!

Eating

Villages will need a space to eat meals and take part in activities in the village. This space should have a shelter as well as tables, benches and chairs for the amount of campers in your village.

Gas

We ask that villages bring their own gas bottles at the start of the week, we will be able to swap these out with full bottles of calor gas propane (orange bottles) or

Butane (blue bottles) during camp - please get in touch if you have any questions or concerns about gas or do not have starter bottles you can bring.

Sleeping tents

Groups should provide enough sleeping tents for their campers. Where this is not possible, speak with others in your village to see where equipment can be shared. If there is no solution within the village, get in touch with the organising team to see if we can provide spares.

Tables and benches

Ideally villages can bring enough tables and benches for their campers. If this is not possible, there is a chance the organising team can rent out tables and benches to villages at a cost.

[Please use this form to request](#) hiring tables, chairs and benches for your village.

Requests should be submitted **by 25 July**

2.7 What do I need to pack?

As an individual everyone will need:

- Sleeping bag
- Pillow and matt
- Eating Kit
- Wash Kit
- Towel
- Something to put dirty laundry in
- Sun cream and hat
- A refillable water bottle
- Power bank for charging devices
- Any medications that are needed
- Any menstrual products that may be needed
- A week's worth of clothes (be prepared for all weathers)
- An outfit that matches your village colour (see above!)
- Torch
- Waterproof jacket & trousers (if you have them)
- Boots/ outdoor shoes which are comfortable to hike in
- Flip-Flops/ sandals
- Instruments, ideas, creativity

Do not bring:

- Nuts or products containing nuts
- Hi-vis jackets
- Walkie Talkies/ handheld radio communication devices
- National Flags
- Hair Straighteners/ Dryers
- Unnecessary Electrical items
- Items of high sentimental/ monetary value

Anyone found on site with the items listed above may have the item confiscated

2.8 What are we doing about mobile phones?

Mobile phones can be a lifeline for some campers or a hindrance to some participating fully. The organising team are keen for VCamp to be a break from technology and a space where all attendees can enjoy the natural surroundings and camp programme but there will be obvious exceptions where campers need their phones for medical support.

Villages should discuss mobile phone use as part of their pre-camp meetings and have a village wide rule (tensions can arise where different groups within a village have different expectations).

A reminder that there is little to no phone signal at Biblins and where there is limited WiFi, this will be prioritised for central camp infrastructure and those who rely on it for medical purposes. This may be useful to consider when setting guidelines around mobile phone usage.

Charging for mobile phones will be very limited - Biblins does not have mains electricity and the solar/generator power available will be going towards site infrastructure. There will **not** be a public device-charging tent, so power banks for mobile devices are recommended. We encourage groups and individuals with solar charging equipment to bring theirs for use in the village.

We are aware that young people from Scotland will be receiving exam results whilst at camp, the organising team will work with Scottish group leaders to arrange a space and internet access for young people to receive their results.

2.9 What pocket money will I need?

There will be some space on camp to spend pocket money. The cafe will be open most days offering snacks and drinks to purchase as well as our on site merchandise shop to buy souvenirs (mugs, t-shirts, stickers, patches, badges etc.) to remember the camp.

We recommend that campers bring around £30 if they wish to purchase a t-shirt (£15) and buy some treats in the cafe.

Whilst we aim to be able to take card payments on site the signal at Biblins can be a challenge so campers are strongly encouraged to bring cash where possible.

Section 3: How...?

3.1 How do we get to camp?

Arriving by Public Transport or Coach

Woodcraft Folk wants to support groups to travel to Venturer Camp 2026 by public Transport

and this year we have two options to support you getting to site.

Our preferred method of getting to camp is to travel by public transport to Monmouth, from

where there will be a bag collection service and then groups can walk to camp.

We will also have a limited coach transfer from Hereford station to camp.

Please see [this document](#) for more information on travelling to camp by public transport, this has already been shared with booking contacts. Please contact Jeni on jeni.dixon@woodcraft.org.uk to let her know how you plan to arrive at camp.

Arriving by Car / Van

From the A40, Ross-on-Wye to Monmouth road, leave the dual carriageway at Crockers Ash, and follow the signs to Biblins Campsite. Note that access is via a single vehicle width track with passing places, which is unsuitable for coaches or vehicles over 6ft wide. Please be aware that the lanes close to Biblins Campsite are very narrow, with passing places, and that some Sat Nav systems have directed previous campers along Sandyway Lane, which is NOT suitable for large vehicles. If you are arriving along the A40 from the north (i.e. from Ross-on-Wye), leave the A40 at the turn for Stoney Hill Industrial Estate; Crockers Ash and Doward. Then turn immediately right and remain on this road for about half a mile - do not turn left into Sandyway Lane (opposite). After half a mile, turn left at the sign to Doward and Biblins (also signed toward Doward Park Campsite). Remain on this road until you reach Doward Park Campsite and then follow the adjacent Forestry Track down the hill to Biblins.

3.2 How will we keep everyone safe?

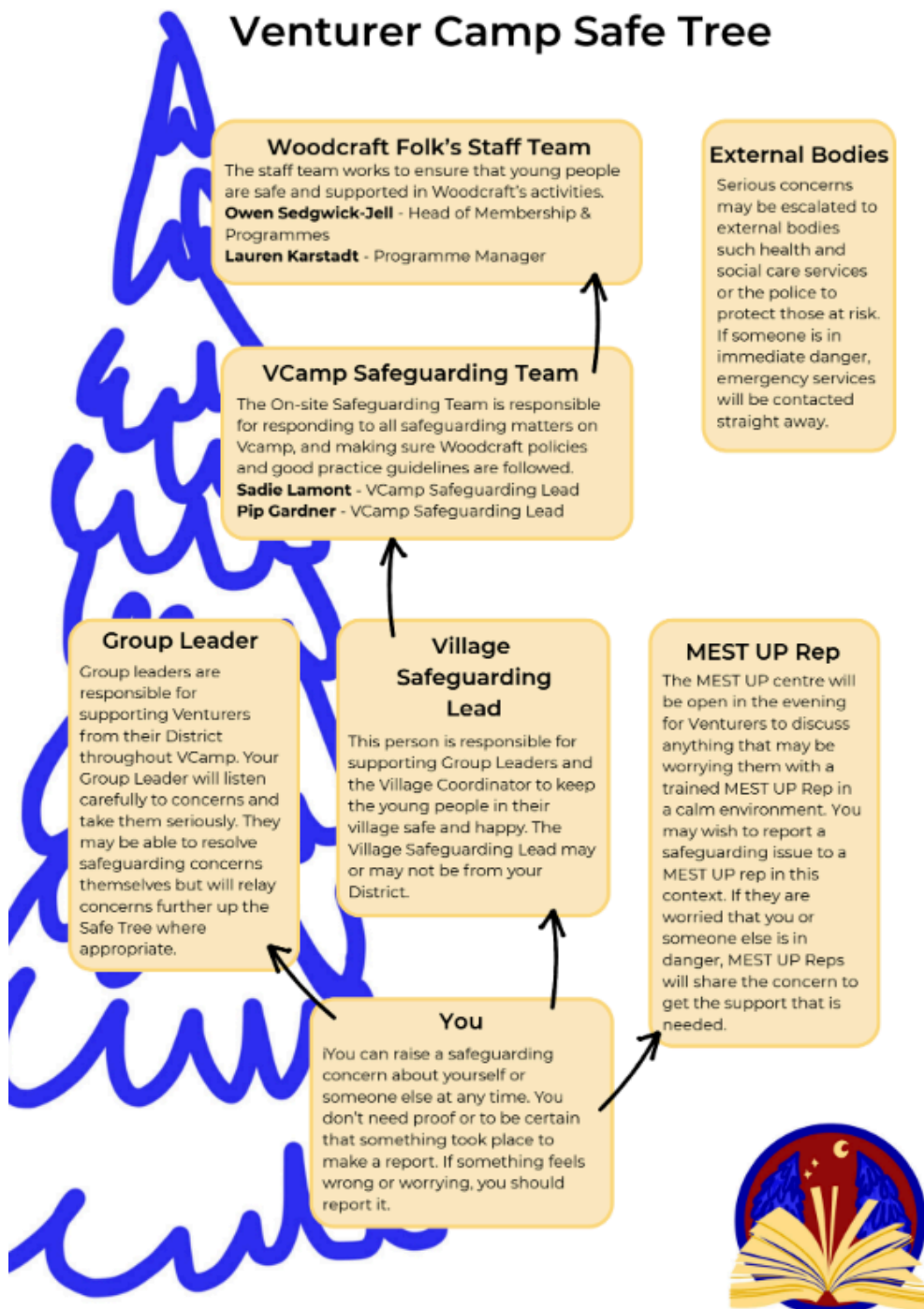
Group leaders are reminded that they are responsible for the safety and well-being of the young people in their group at all times and this camp will be working in line with Woodcraft Folk's existing safety and safeguarding policies.

As has been done at previous big camps we will be bringing together the safeguarding, stewarding, first aid and coordination team to help support all campers on site. There will be a member of each team on call at all times and will be visible to campers in high vis jackets.

Safe Tree

This procedure explains how venturers and other attendees can share concerns or worries on camp, and what will happen next. You can raise a concern about yourself or someone else with any volunteer or staff member, including the On-site Safeguarding Team. You may choose to bypass any individual or stage of the “tree” if you feel more comfortable doing so.

While concerns will be handled sensitively and information will only be shared with those who need to know, complete confidentiality cannot be promised if passing on a concern is necessary to keep people safe.



Stewarding

Stewards will be eyes and ears of the camp and will work together to keep everyone safe. Stewards will:

- Be the kind face of the organising team!
- Be the eyes and ears of the camp organising team
- Be a kind and responsible presence
- Be available and approachable to all campers!
- Be proactively helpful!
- Help group leaders look out for and keep track of their venturers
- Help the organising team keep camp running smoothly and safely

Please see information about the role of stewards and if interested to be on the rota, [sign up here](#). We are keen to have DF stewards but we are also looking for adults to join the rota to share the workload.

Stewarding HQ will be close to the office (warden's cabin) and will act as the first aid hub and space to collect lost property as well as somewhere to come for support.

Code of Conduct

We expect all campers to treat each other with respect and to feel that everyone feels included in activities and village life. As in the past, there will be a consent and wellbeing workshop on the first day of camp to help campers understand the code of conduct and expectation of behaviour.

The code of conduct has been shared for review at pre-camp and will be published in full within the final village handbook.

The code of conduct includes:

Consent

- In Woodcraft Folk and at Venturer Camp, everyone has the right to feel welcome, feel comfortable and to feel safe.
- Everyone on site is expected to be friendly and to respect each other's boundaries.
- It is necessary to be aware that not everyone has the same boundaries as you, and to be sensitive and respectful to other people.
- Before sharing any physical acts with another person (for example: hugs; sexual acts; or holding hands), you must have explicit consent.
- Consent means positive affirmation.
- "No" means no - Only "yes" means yes. - "Maybe", "not yet", "I'm not sure" do not count as giving consent.
- If someone is intoxicated, they cannot consent.
- We encourage attendees to look out for each other.
- Don't be afraid to check in with someone and clarify if they are alright.

If you are concerned about someone then contact: your group leader; any adult you trust; a steward; village coordinator or member of the coordinating Team following the safe tree.

If you are concerned or upset by someone's behaviour, including breaking consent or disregarding personal boundaries, the Venturer Camp Safeguarding Team will take your concerns seriously and address them promptly.

Respect

Woodcraft Folk aims to create a safe and inclusive space for all. Discrimination against anyone will not be tolerated. Everyone is viewed as equal and differences between us are to be respected.

The code of conduct also covers the respect we should have:

- For each other
- For others' space - tents, villages
- For the site
- For our equipment
- For volunteers
- For members of the public

Check-in/Bedtimes

[See above](#) (Section 2.2)

Once venturers return to the village they are expected to stay for the night.

Going off site

Participants are encouraged to remain on site where possible to fully take part in the camp and be part of the community. Participants will only be allowed to leave the site with explicit permission from their group leader. Due to the location of Biblins, anyone under the age of 16 wishing to leave the site will need to be with someone over 18 unless explicitly stated otherwise by group leaders.

Group leaders will need to sign participants in and out of site at Steward HQ and anyone leaving site must provide contact information, reason for leaving site and an estimated return time.

Although volunteers can leave site where they see fit, there must be enough leaders on site at all times, volunteers need to consider this before leaving site. During a typical group night session, Woodcraft Folk's minimum ratio for supervision of venturers is 1 adult for every 10 young people with a minimum of 2 total leaders. We recommend that each group has at least 3 leaders, since camp is effectively non-stop for 7 days. However please consider the needs of your group and plan accordingly.

Wristbands

Every camper will be provided with a wristband on arrival to camp. Wristbands must be worn at all times to be able to easily identify participants and volunteers. Venturers will have one colour wristband and volunteers will have a different colour. Each wristband will have a toggle (like the Camp 100 ones) to distinguish who has photo consent and who doesn't. Toggles for people without photo consent will be a bright colour to make it clear.

Volunteer Support

Providing volunteers with the correct support is one of the most important ways we can ensure everyone is safe during camp. The burrow will be open during the mornings and afternoons, members of the volunteer support team will be available to give advice and support, as well as just being around for a chat. Equally, Camp Koodoo will be open in the evenings as a social space for volunteers to wind down and socialise.

The River Wye

Many of our camping pitches back directly onto the river, while the riverbank is clearly marked, it is not fenced off.

The river is fast moving and not suitable for swimming in. Canoes may launch from the launch on the eastern end of the site. Access to the river from anywhere else along the river bank is not permitted.

3.3 How can I get extra support?

We want to welcome and include as many people as possible at VCamp. Those who have access needs should have already or will be contacted by the accessibility team to work out what works best for you and what reasonable adjustments we can make to ensure camp is accessible, fun and engaging for all. If you haven't been contacted, are concerned or want to discuss inclusion and accessibility get in touch to info@venturercamp.org.uk

3.4 How will Power be supplied?

Working towards our net zero goals we are aiming to power Venturer Camp in the most sustainable way possible. Where we can we are using solar power (for our radio, cinema and media centres).

We hope to use innovative ways of powering our main stage including the use of electric car batteries.

We will be using a generator to power the fridge trailer as this has the largest electricity demand and would be a food safety disaster if we could not keep food cold.

We will not be providing power for villages or personal use. If you have a medical or access need that requires power (e.g. CPAP machine, charging a medical device) please get in touch with the team.

Section 4: Who...?

4.1 Who needs membership / DBS / PVG to come to camp?

All campers attending as a volunteer (age 16 years and over) will need to follow Woodcraft Folk's Screening and Vetting procedures, this includes:

- Being a current member of Woodcraft Folk ([Join/Renew here](#))
- Submitting two suitability references
- Completing an enhanced DBS
- PVG membership (in Scotland only)

All volunteers are advised to check their DBS status as soon as possible and a minimum of 4 weeks before the event. Please contact your District Membership Secretary or membership@woodcraft.org.uk for help with your DBS or PVG application.

4.2 Who do we need to coordinate a cooperative village?

Below are the roles that each village will need to fill. If your village have not confirmed roles with the organising team [please fill in this form as soon as possible](#) to ensure the right people receive the right information in the run up to camp

To ensure smooth operation, each village will need to assign the following roles. These roles can be shared to help distribute the workload and support DFs and younger volunteers to learn valuable skills and build confidence:

Village Coordinator - Point of contact between the central team and village. Attend morning meetings with other Village Coordinators and members of the central team, an opportunity to gain and share key information. Organises morning circles within the village. Coordinates with other role holders.

Keeper of the Provender (KP) - Oversee the kitchen tent and the preparation of meals. They don't make the meals themselves but support the clans to do so and make sure the kitchen is operating successfully and hygienically. They will oversee safe preparation of meals for those with allergies in their village and meet regularly with the central KP team to discuss how things are going. We strongly recommend that this is a shared role.

Safeguarding Lead - They will be a point of call for those in the village with safeguarding concerns and act as a link with the central safeguarding team. It would be sensible to have safeguarding support from each group within the

village as well as the 'lead' so there are adults supporting young people they know.

Lead First Aider - Serves as the first point of contact for medical issues in the village and is the keeper of health forms. Other first aiders in the village will work with this person to administer first aid where necessary.

Keeper of the Environment (KE) - Manages waste and recycling systems within the village and organises clans to support the wider work of site services.

Each village may choose to assign additional village roles where they see fit.

Village Coordinators Schedules

Time	KP	Village Coordinator	KE
07:30 - 08:30	Pantry fridge open for milk top-up window		
08:30 - 09:30	Breakfast		
09:30 - 10:00		Village Coordinator meeting	
10:00 - 10:20	Village food collection opens	Morning Circles	
10:20 - 10:30	KP Meeting		
13:00 - 14:00	Lunch		
16:00 - 17:00	Pantry is open for dinner support & milk top-up window		Site Services Clan
18:00 - 19:00	Dinner		
19:00	The pantry shuts for the day		
22:00 - 22:30		Welfare Check In (shared with others in the village)	

4.3 Who do we still need to make Camp wonderful?

If you or anyone in your group is attending camp as a volunteer and still do not have a role please [fill in this form to express interest and find the right role for you.](#) Camp works best when everyone plays their part and supports each other.

At camp there will be a sign up jobs board in the central area for those looking for additional ways to support camp or for those who are still yet to find a role at the start of camp.

There will be support needed during food deliveries, programme, stewarding shifts, recycling support, rebuilding the bunkhouse and everything in between.

4.4 Who should we get in contact with with questions?

Please contact info@venturercamp.org.uk for general inquiries. This email address belongs to our co-ordinators and they will be able to pass you on to the relevant team.

Just before camp we will share a village handbook with more specific on site information as well as a reminder of what is in this info pack.

Section 5: When...?

5.1 When is working week/takedown?

Working Week is a time to get the camp infrastructure set up before Venturers and group leaders arrive. Working week will start on 29 July. Take Down will run from the end of camp until the end of 9 August and will need volunteers to support taking down infrastructure safely and ensuring the site is left how we found it.

Are you able to come to camp early and/or leave later? If so, you should come to working week and takedown, you'll be helping the central team make camp as incredible as possible. We spend a few days putting up tents, setting up centres and making camp look and feel incredible. Then you get to take all of it down and put it away ready for the next camp to come and do it again. You'll be fed the whole time and get to hang out with wonderful people while laughing, singing and dancing, there may even be a rave.

If you are interested in joining Working Week and/or Take Down [please express interest in this form.](#)

5.2 When can we arrive on site?

We are expecting to welcome groups from 10am on 1 August to start camp. There may be volunteers who wish to arrive at Biblins on 31 July to begin their village setup. If this is the case, please get in touch so we can let you know if this is possible. Those arriving early will need to provide their own food before camp begins.

When you arrive on site on 1 August there will be sign in desks in the main marquee where campers can sign in and get their pocket guide and wristbands.

Section 6: Why...?

6.1 Why do we need SRE consent?

We have asked group leaders in the booking system to give Sex and Relationships Education consent for young people (after obtaining consent from parents/carers) We ask for your consent because some camp workshops may include age appropriate discussions about identity, healthy relationships, consent, puberty, menstruation, contraception and safer sex. These sessions are designed to support young people's health, wellbeing and personal development in a safe and inclusive environment. Seeking parents/carers consent helps ensure they are informed about the content of our programme at camp.

6.2 Why is active participation important?

We hope all Venturers will take part in the programme- coming to programme means making the most of camp. We come to national camps to meet new people from other districts, to learn more about Woodcraft and the world around us and (most importantly!) to have fun! So many people have been involved in planning programme for this camp so there will be something for everybody- find a way to engage in programme that excites you.

It's also important to actively participate in clan. Yes, washing up is annoying. Yes, you'd rather be hanging out with your friends. Yes, you're really tired, but NO, you cannot miss clan. Coming to a camp means we all dedicated ourselves to everyone having a good time. For that to happen, everyone needs to pitch in. Remember, when you don't show up to clan, the job you should have been doing has to be done by somebody else. Essentially, by skiving on clan, you're stealing someone else's fun. Don't be a fun thief – be a good person instead.

We want this camp to highlight DFs supporting Venturers to actively participate in Camp and for adults to support DFs to support Venturers.