



Staff

Handbook

Event Management Centre: 6240 7777

Email: onecamp@scoutswa.com.au

1 Contents

1	Contents.....	2
2	Event Management Centre (EMC).....	3
3	Arriving at OneCamp 2026.....	3
4	Parking.....	3
5	Event Code of Conduct.....	4
6	Communication.....	5
6.1	Discover Launchpad.....	5
6.2	Onsite communications.....	5
6.3	Suggested agenda – Unit briefing.....	5
6.4	Social media.....	6
6.5	Contact with families in an emergency.....	6
6.6	Mobile device guidelines.....	7
7	Event schedule.....	8
7.1	Expedition schedule.....	8
8	Daily schedule.....	9
9	Site map.....	10
10	Program.....	11
10.1	Unit schedules.....	11
10.2	Program operations.....	13
10.3	Program elements.....	15
11	Villages & Units.....	19
11.1	OneCamp Villages.....	19
11.2	OneCamp Units.....	20
12	Transport.....	22
12.1	Metropolitan participants.....	22
12.2	Country participants.....	22
12.3	Interstate participants.....	22
12.4	Departure and return locations.....	23
13	Catering.....	24
13.1	Menu.....	24
13.2	Lunch Mart.....	24
13.3	CAKE.....	25
13.4	Modified diets.....	25
13.5	Food distribution.....	25
14	Merchandise.....	26
14.1	Event shirt and badges.....	26
14.2	Shop.....	26
14.3	Power bank swaps.....	26
15	Health & Wellbeing.....	27
15.1	Health & Wellbeing Centre.....	27
15.2	Possible injuries and illnesses.....	27
15.3	ISOBAR record sheet.....	29



15.4	Health & Wellbeing tips.....	29
16	Child safety.....	33
16.1	Types of abuse.....	33
16.2	Two adults present policy.....	33
16.3	Feeling safe in scouting.....	34
17	Incident response flowchart.....	35
17.1	Incident reporting.....	35
17.2	Site evacuation.....	35
17.3	Muster point.....	36
17.4	Site Lockdown.....	37
17.5	Area wardens.....	37
17.6	Responding to suicidal ideation.....	38

2 Event Management Centre (EMC)

Our Event Management Centre (EMC) is your one-stop-shop if you need assistance. You can contact the EOC by calling 08 6240 7777. For Health & Wellbeing support, you may be directed to the Health & Wellbeing Centre. For Program enquiries, you may be directed to the Program Hub.

The Event Management Centre will be staffed between 7:00am and 11:30pm every day from Friday 10 April 2026 to Saturday 18 April 2026.

The Event Management Centre phone number will be answered by a duty officer 24 hours a day from Friday 10 April 2026 to Saturday 18 April 2026.

If you are dealing with a life threatening emergency, you should call 000 first. Then, you should notify the Event Management Centre by calling 08 6240 7777 or sending a runner to notify the Event Management Centre that a 000 call has been made. The Event Management Centre will then provide further assistance.

All non-life threatening incidents should be reported to the Event Management Centre by calling 08 6240 7777. The Event Management Centre will provide further instructions on how to manage the incident.

3 Arriving at OneCamp 2026

If you're arriving at OneCamp on a bus, you will collect your ID card at the arrival marquee with everyone else on your bus. After you have received your ID card and been scanned in, head to your accommodation to settle in and get set up.

If you're driving yourself to OneCamp, follow the directions of the Traffic & Security Team upon arrival. After you've parked your car, come to the Event Management Centre to collect your ID card, and get scanned in. Then you can head to your accommodation to settle in and get set up.

4 Parking

If you need to park at OneCamp 2026, please carefully read this information:

<https://onecamp.com.au/plan/parking/>.



OneCamp 2026 Code of Conduct

Behaviour we would like to see:

- Being respectful, kind, helpful and caring
- Encouraging and supporting others
- Being prepared and organised
- Being inclusive of others

Behaviour that needs permission:

- Touching anyone, including hugs
- Take or share photos or personal information
- Touching equipment that isn't yours
- Wearing another person's clothing or accessories

Behaviour that is inappropriate:

- Not fulfilling your duties
- Swearing or yelling
- Excluding others
- Being impatient
- Name calling
- Being somewhere you shouldn't be

Behaviour that is harmful or unsafe:

- Not asking permission before touching someone or something
- Persisting with inappropriate behaviour
- Bullying, harassment or discriminating behaviour
- Partaking in drugs, alcohol, cigarettes or vape
- Any sexual interactions
- Any violent or threatening behaviour
- Any illegal behaviour



6 Communication

There are a variety of methods available to contact the Event Team during OneCamp 2026:

- Call the event Management Centre on 6240 7777. The phone number is predominately for urgent matters – for non-urgent matters, please visit or email.
- Visit us in person at the Event Management Centre.
- Email us at onecamp@scoutswa.com.au. This email address will be monitored throughout OneCamp.

6.1 Discover Launchpad

Discover Launchpad will be your one stop shop for up to date information about OneCamp. Program, catering, photos, videos, bus times, gear lists and incident reporting will all be accessible from Discover Launchpad.

Scan the QR code on your ID tag to access Discover Launchpad.

6.2 Onsite communications

For adults onsite at OneCamp, our communication tool will be WhatsApp.

All adults will be added to a WhatsApp Group with a series of channels established. Most channels will be for one-way announcements from the Event Team.

To contact the Event Team for assistance, call the Event Management Centre or come and visit us!

6.3 Suggested agenda – Unit briefing

Try to hold at least on pre-OneCamp meeting with all parents/guardians from your Unit. This could be a virtual briefing. These meetings will help Leaders and youth members get to know each other and the parents/guardians. Any potential problems can then be sorted out before you get to the Swan Valley.

Here is a suggested agenda:

1. Welcome
2. Introduction – introduce Leaders and ask them to say a few words about themselves.
3. Background to OneCamp – show slides or the video. Talk about the concepts of OneCamp organisation, structure, operation, program, and youth leadership.
4. Bulletins/newsletters – check they have been received, read, and understood.
5. Gear – personal and Unit
6. Hygiene – personal hygiene, clothes washing, care of personal gear, first aid and medical arrangements
7. Transport – Unit members' personal gear, confirmation of travel arrangements
8. Merchandise – distribution of participant kit, ordering optional merch
9. Program – onsite, offsite, entertainment
10. Parent/guardian session – event address, emergency telephone number, seek advice on medical or other problems, children's responsibilities, advise Leaders available to discuss matters
11. Questions – be available and patient, for many this will be the first time being away from home for an extended period



6.4 Social media

Units are welcome to set up their own Unit social media pages for communication of the OneCamp experience to families back home. Set up and monitoring of these social media pages is the responsibility of the Line Leader (who could delegate this role to another adult in the Unit). Such pages should abide by standard Scouts Australia policies and procedures relating to social media and online conduct.

6.5 Contact with families in an emergency

In the event of an emergency, the Western Australia Contingent Support Team will contact parents/guardians or families if this should be necessary. This will apply to all contacts resulting from incidents while Contingent members are in transit or at the Jamboree.

The Contingent Leader or their delegate is responsible for making calls in these circumstances because he/she will decide when sufficient detail and facts are known to be able to justify the contact. Our aim is to ensure clear and accurate communication so as not to scare or mislead parents/guardians or families.

Therefore, please stress to the Scouts in your Jamboree Unit that they must report any sickness or accident to one of their Leaders and should not call home.



6.6 Mobile device guidelines

The Event Team acknowledges that technology has become an important tool in our society. However, the event also recognises the wellbeing, child safety, security, and logistical risks around mobile technology.

The Event Team has released these guidelines to assist Line Leaders, youth participants, and their parents/guardians in deciding whether to take mobile devices to OneCamp:

- The Event will accept no responsibility for lost, stolen or damaged mobile devices.
- There will be no facilities made available to youth participants at any time for direct charging of mobile devices. The onsite Shop is offering a swap 'n' go arrangement for rechargeable battery packs that have been pre-purchased from the Scout Shop.
- Large portable electronic devices such as laptops, iPads and portable electronic gaming devices should not be brought to OneCamp.
- Units cannot decide to ban youth members in their Unit from bringing their mobile device. However, Unit Councils are responsible for determining specific rules for use of mobile devices in their Unit. The Line Leader should provide advice to the Unit Council. For example, the Unit Council may decide that mobile devices can be accessed after dinner and before bedtime each day. At all other times, mobile devices should be securely stored in the Unit safe.
- Line Leaders may request that youth members and their parents/guardians sign an informal contract regarding use of the mobile device at the Jamboree.

Youth participants are not to use their personal electronic device in a sleeping tent, inside toilet/shower facilities or in other changing areas. Youth participants who choose to break this rule will find their device confiscated for the duration of the event, and, depending on the circumstances, may be asked to leave the event. Confiscated devices will be stored at the Event Management Centre and handed back to parents at the end of the event.



7 Event schedule

Age sections are invited to OneCamp 2026 for different durations to reflect their personal progression along their Scouting journey.

	Core Camp	Sat 11 Apr	Sun 12 Apr	Mon 13 Apr	Tue 14 Apr	Wed 15 Apr	Thu 16 Apr	Fri 17 Apr	Sat 18 Apr
Joey Scout	3 nights								
Cub Scout	4 nights								
Scout	7 nights								
Venturer Scout	4 nights	Exped	Exped	Exped					
Rover Scout	4 nights	Exped	Exped	Exped					

7.1 Expedition schedule

Expedition	Depart	Return to OneCamp Event Site
Discover Great Southern	Monday 6 April	Tuesday 14 April
Discover Tassie	Thursday 9 April	Monday 13 April
Discover Coral Coast	Thursday 9 April	Tuesday 14 April
Discover Motorsport	Friday 10 April	Tuesday 14 April
Discover Drones	Friday 11 April	Tuesday 14 April
Discover Adrenaline	Friday 10 April	Tuesday 14 April
Discover High Seas	Friday 10 April	Tuesday 14 April
Discover Scuba	Saturday 11 April	Tuesday 14 April
Discover Wadjemup	Saturday 11 April	Tuesday 14 April



8 Daily schedule

Timing	Activity	Location	Responsibility
6:00am – 8:00am	Breakfast	Staff Kitchen	Staff Kitchen Team
7:00am	Event Management Centre opens	Event Management Centre	EMC Team
7:15am	Lunch Mart opens	Lunch Mart	Food Distribution Team
7:45am	Offsite program bus departures – wave 1	Bus stops	Transport Team
8:15am	Offsite program bus departures – wave 2	Bus stops	Transport Team
8:30am	Onsite morning session begins	Various program locations	Onsite Program Team
8:45am	Offsite program bus departures – wave 3	Bus stops	Transport Team
9:00am	Lunch Mart closes	Lunch Mart	Food Distribution Team
9:15am	Offsite program bus departures – wave 4	Bus stops	Transport Team
10:00am	Line Leader meeting		Executive Team
11:00am	Event Team meeting		Executive Team
11:00am	Shop opens	Shop	Shop Team
11:30am	Onsite morning sessions concludes	Various program locations	Onsite Program Team
11:30am	Lunch Mart opens	Lunch Mart	Food Distribution Team
12:30pm	Lunch Mart closes	Lunch Mart	Food Distribution Team
1:00pm	Onsite afternoon session begins	Various program locations	Onsite Program Team
1:00pm	Shop closes	Shop	Shop Team
2:00pm	Food collection – Village O and Village C	Food Distribution Point	Food Distribution Team
2:30pm	Food delivery – Village C	Village C	Operations Team
2:30pm	Event Management Centre shift handover	Event Management Centre	EMC Team
3:00pm	Food collection – Village B and Village W	Food Distribution Point	Food Distribution Team
3:30pm	Food delivery – Village W	Village W	Operations Team
4:00pm	Onsite afternoon session concludes	Various program locations	Onsite Program Team
4:00pm	Shop opens	Shop	Shop Team
	Offsite program bus returns	Bus stops	Transport Team
5:00pm	Mini Expedition briefings (12 Apr, 14 Apr)	Bus stops	Program Team
6:00pm – 7:30pm	Dinner	Staff Kitchen	Staff Kitchen Team
7:00pm – 9:00pm	Evening Entertainment	Main stage Mini stage	Entertainment Team
9:00pm	Shop closes	Shop	Shop Team
10:00pm	Camp quiet time – Joeys, Cubs, Scouts in campsites	-	-
11:00pm	Venturers in campsites		
11:30pm	Event Management Centre closes	Event Management Centre	EMC Team



9 Site map



- | | | | |
|------------------------|----------------------|---------------|--------------|
| VILLAGE B - BUSHLAND | EXISTING BUILDINGS | INFORMATION | FOOD POINTS |
| VILLAGE O - OUTBACK | OTHER INFRASTRUCTURE | LOST PROPERTY | WATER POINTS |
| VILLAGE W - WATERWAYS | PARKING | SHOP | TOILETS |
| VILLAGE C - COASTLINES | BUS STOPS | WASTE POINTS | SHOWERS |

10 Program

The Program is designed to provide each young person with an experience that is tailored as much as possible to their own personal progression along their Scouting journey. Different youth members in the same OneCamp Unit will have different program experiences. For example, Scouts will have the opportunity to select (by submitting preferences) their Mini Expedition, which may be different to the Mini Expedition chosen by other Scouts in their OneCamp Unit.

Different age sections will do different combinations of program elements. Some activities will be done by all members of the OneCamp Unit at the same time, whilst other activities will be scheduled at different times for different age sections in your OneCamp Unit.

10.1 Unit schedules

The Unit program schedule displays which activity youth participants are doing during each session across the event.

The Unit program schedule for each Village is outlined below. All Units within a Village have the same program schedule.

10.1.1 Coastline Village and Waterways Village

A	11-Apr-26	12-Apr-26	13-Apr-26	14-Apr-26	15-Apr-26	16-Apr-26	17-Apr-26	18-Apr-26
Joey Scouts					Arrive	Onsite Zone	Discover Scouts Day	Onsite Zone
					Onsite Zone	Onsite Zone		Depart
Cub Scouts				Arrive	Adventure	Onsite Zone	Discover Scouts Day	Onsite Zone
				Onsite Zone		Onsite Zone		Depart
Scouts	Arrive	Adventure	Onsite Zone	Adventure	Mini Expedition		Discover Scouts Day	Pack Up
	Set Up		Onsite Zone					Depart
Venturer Scouts				Exped	Onsite Zone	Adventure	Discover Scouts Day	Pack Up
				Arrive	Onsite Zone			Depart
Rover Scouts				Exped	Onsite Zone	Adventure	Discover Scouts Day	Pack Up
				Arrive	Onsite Zone			Depart



10.1.2 Outback Village and Bushland Village

B	11-Apr-26	12-Apr-26	13-Apr-26	14-Apr-26	15-Apr-26	16-Apr-26	17-Apr-26	18-Apr-26
Joey Scouts					Arrive	Onsite Zone	Discover Scouts Day	Onsite Zone
					Onsite Zone	Onsite Zone		Depart
Cub Scouts				Arrive	Onsite Zone	Adventure	Discover Scouts Day	Onsite Zone
				Onsite Zone	Onsite Zone			Depart
Scouts	Arrive	Onsite Zone	Mini Expedition		Adventure	Adventure	Discover Scouts Day	Pack Up
	Set Up	Onsite Zone						Depart
Venturer Scouts				Exped	Adventure	Onsite Zone	Discover Scouts Day	Pack Up
				Arrive		Onsite Zone		Depart
Rover Scouts				Exped	Adventure	Onsite Zone	Discover Scouts Day	Pack Up
				Arrive		Onsite Zone		Depart



10.2 Program operations

Individual program allocations for youth participants, Line Leaders and Assistant Line Leaders are available on the 'program' tab of your online application. These program allocations have been completed based on preferences entered by participants into their online application.

Line Leaders can run a report in the online application system to show all program allocations for all members of the Unit (youth and adults).

10.2.1 Activity swaps

Participants can request activity swaps by emailing onecamp@scoutswa.com.au, or visiting the Program Hub onsite during the event. Swaps are subject to availability and operational requirements.

Swaps can only be made within the same program element on the same day. For example, you can swap from one Adventure to another Adventure on the same day, but you can't swap from an Onsite Zone to an Adventure when you are scheduled to attend an Onsite Zone. Check your Unit's schedule to see what you are doing each day.

Mini Expedition swap requests close on 28 March 2026.

Swaps for Adventures and Onsite Zones can be made up to 5:00pm the day before the activity. To request a swap during OneCamp, visit the Program Hub.

10.2.2 Joey Scouts

Joey Scouts arrive at OneCamp 2026 on Wednesday 15 April and depart on Saturday 18 April 2026.

The Joey Scout program involves:

- Four (4) onsite zones
- Discover Scouts Day
- Evening entertainment each night.

Assistant Line Leaders attending with Joey Scouts are expected to go with Joey Scouts to the onsite zones to provide active supervision. Adults have been assigned to onsite zones – check the program tab of your online application for your allocation.

10.2.2.1 Village Muster Point

Each Village has a program Muster Point for onsite zones.

15 minutes prior to each onsite zone starting time (AM session starts at 8:30am and PM session starts at 1:00pm), Joey Scouts and their supporting adults should meet at the Village Muster Point to gather, before walking to the onsite zone as one group.

10.2.3 Cub Scouts

Cub Scouts arrive at OneCamp 2026 on Tuesday 14 April and depart on Saturday 18 April 2026.

The Cub Scout program involves:

- One (1) offsite Adventure – either Discover Splash or Discover Quest
- Four (4) onsite zones
- Discover Scouts Day
- Evening entertainment each night.



Assistant Line Leaders attending with Cub Scouts are expected to go with Cub Scouts to the offsite Adventure to provide active supervision. Adults have been assigned to Adventures – check the program tab of your online application for your allocation.

Assistant Line Leaders attending with Cub Scouts may attend onsite zones with their Cub Scouts, depending on the support requirements of your group of Cub Scouts.

10.2.3.1 Village Muster Point

Each Village has a program Muster Point for onsite zones.

15 minutes prior to each onsite zone starting time (AM session starts at 8:30am and PM session starts at 1:00pm), Cub Scouts and their supporting adults should meet at the Village Muster Point to gather, before walking to the onsite zone as one group.

10.2.4 Scouts

Scouts arrive at OneCamp 2026 on Saturday 11 April and depart on Saturday 18 April 2026.

The Scout program involves:

- One (1) offsite overnight Mini Expedition
- Two (2) offsite Adventures
- Two (2) onsite zones
- Discover Scouts Day
- Evening entertainment each night.

Assistant Line Leaders attending with Scouts are expected to go with Scouts to the Mini Expedition and Adventure to provide active supervision. Adults have been assigned to Mini Expeditions and Adventures – check the program tab of your online application for your allocation.

10.2.5 Venturer Scouts and Rover Scouts

The Venturer and Rover experience at OneCamp 2026 incorporates two phases: a multi-day Expedition and the Core Camp. Venturers and Rovers can create their own OneCamp 2026 experience by choosing from one of three options:

- Option A: Expedition and Core Camp
- Option B: Expedition only
- Option C: Core Camp only

The Core Camp for Venturers and Rovers runs from Tuesday 14 April 2026 till Saturday 18 April 2026. Expeditions are of various lengths, but they all finish on Tuesday 14 April 2026 when Venturers and Rovers will travel to the Swan Valley for the beginning of the Core Camp.

The Core Camp program for Venturers and Rovers includes:

- One (1) offsite Adventure
- Two (2) onsite zones
- Discover Scouts Day
- Evening entertainment each night.

Assistant Line Leaders attending with Venturer Scouts are expected to attend offsite Adventures to provide active supervision. Adults have been assigned to Adventures – check the program tab of your online application for your allocation.



10.3 Program elements

OneCamp 2026 participants will experience everything Scouting has to offer across a variety of program elements. Different age sections participate in different program elements as outlined below.

Program element	J	C	S	V	R
Onsite Zones: onsite zones with a focus across the Special Interest Areas and Outdoor Adventure Skills.					
Adventure: one offsite day with a specific focus such as abseiling, boating, personal development, bushcraft, or creative arts.					
Mini Expedition: overnight offsite experience with a specific focus such as cycling, photography, cooking, target sports, or snorkelling.					
Expedition: multi-day offsite experience with a specific focus such as kayaking, sailing, bushwalking, leadership, or pioneering.					
Entertainment: evening activities including live music, silent discos, chill zones, outdoor movies, finale party and magic shows.					
Discover Scouts Day: everyone onsite for market day, district showcases, and a big night of evening entertainment! Open to visitors.					

10.3.1 Onsite Zones

Onsite zones are half day activities held across the OneCamp event site. There are two rotations each day:

- Morning rotation from 8:30am till 11:30am
- Afternoon rotation from 1:00pm till 4:00pm.

Zone	Description
Atlantis	Launch into adventure at Atlantis Zone – where you’ll climb, zip, and abseil your way through epic challenges. Joeys will conquer the junior high ropes and learn to chat over the radio like a real explorer! Available to all age sections.
Columbia	Step into the Columbia Zone and become the storyteller of OneCamp 2026 – video the action, edit like a pro, and create video content that’ll light up our socials. Available to Scouts, Venturers and Rovers.
Curiosity	Aim high at the Curiosity Zone – try your hand at archery, hover archery, and hatchet throwing, then dive into an awesome Aboriginal cultural experience! Available to all age sections.
Discovery	Step into the spotlight (or behind it!) at the Discovery Zone – go backstage, take control of the lights and sound, and learn how to run the show like a pro at the OneCamp stage! Available to Scouts, Venturers and Rovers.
Enterprise	Step into a vibrant space where creativity and innovation collide to design, build, and problem-solve for a better world. This hands-on zone links directly to the Sustainable Development Goals, inspiring action through fun and meaningful projects. Available to Cubs, Scouts, Venturers and Rovers.
Mariner	Make a splash at the Mariner Zone – grab a paddle and dive into epic water adventures with kayaking, canoeing, and stand-up paddle boarding! Available to all age sections.
Messenger	Crack codes, solve puzzles, and send messages like a pro at the Messenger Zone – where escape rooms meet radio waves and awesome STEM experiments in a mission full of mystery and fun! Available to Cubs, Scouts, Venturers and Rovers.
Mission	Cubs, get ready for your mission! Work in your patrols as ANZAC Cadets, taking on fun and exciting challenges that test your teamwork, courage, and problem-solving skills. Race through obstacle courses, learn how to help an injured mate, crack secret codes, build a stretcher, make ANZAC poppies, and prepare your own field rations. Every mission is full of action, helping you learn about mateship, respect and remembering those who served, while having a great time with your patrol.
Pioneer	Step into the Pioneer Zone – where you can cook up a storm MasterChef-style, explore epic Scout history, swap badges with new mates, and hone your Pioneering skills! Available to all age sections.



Zone	Description
Voyager	Blast into the Voyager Zone and level up your photography game – snap pro shots, master photo editing, and help tell the story of OneCamp 2026 through the lens of your own adventure. Available to Scouts, Venturers and Rovers.

10.3.2 Adventures

Adventures are full day offsite activities for Cub Scouts, Scouts, Venturer Scouts and Rover Scouts. Buses depart from the bus bays in the morning and return to the event site in the afternoon in time for dinner.

Cub Scouts have chosen from either Discover Quest or Discover Splash.

Line Leaders and Assistant Line Leaders have been allocated to Adventures to provide active supervision – check the program tab in your online application.

Adventure	Description
Discover Quest	Race through urban Perth with your Patrol, navigating trains, buses, and ferries to find activity bases, complete challenges, and earn points. Explore the city, crack clues, and create your own path in this ultimate team adventure!
Discover Splash	Slide into fun at Perth's Outback Splash with epic rides like The Plummet and Gold Rush, plus dry-land fun with mazes, mini-golf, and Aussie animals –all with your Scouting crew!
Discover Robacademy	Design, build, and program your own LEGO Spike Prime robot to walk, lift, and turn – then put your creation to the test in a series of robotic mini-games to see who builds the ultimate bot! Build, Code, Compete!
Discover New Heights	Take on the natural rock faces of Mountain Quarry as you abseil, climb, and push your limits – build confidence, resilience, and serious adventure cred with your Patrol!
Discover Swan Valley	Kick off your day with a laugh-filled game of SupaGolf. After lunch and chill time at Whiteman Park, top it all off with a visit to the Margaret River Chocolate Company for a delicious treat before heading back to camp!
Discover Zoo	Step into the wild world of Perth Zoo and get up close with amazing animals from around the globe! Explore incredible habitats, learn cool facts, and enjoy a day full of adventure and discovery with your mates.
Discover Freo	Step into the stories of the past at Fremantle Prison and the Round House, wander the lively Freo Markets, chill with your mates on the beach, and explore epic tales of the sea at the Shipwreck Museum – it's a full day of fun, history, and coastal adventure!
Discover Snorkelling	Start your adventure by snorkelling through the crystal-clear waters of Yanchep Lagoon, discovering the amazing marine life below – then take your thrill to the treetops with ziplining and high ropes at Treetop Adventure! It's the ultimate combo of underwater exploration and high-flying fun.



10.3.3 Mini Expeditions

Mini Expeditions are overnight offsite activities for Scout section participants. There are two Mini Expedition rotations:

- Depart Monday 13 April and return Tuesday 14 April (all Units in Village B and Village O)
- Depart Wednesday 15 April and return Thursday 16 April (all Units in Village C and Village W).

Detailed information, including gear lists, for Mini Expeditions will be available in the Program section of Discover Launchpad. All Mini Expedition participants are expected to view this information for their Mini Expedition before coming to OneCamp.

A compulsory pre-departure briefing for all Mini Expedition participants (Scouts and Line Leaders) will be held at 5:00pm on the day before departure:

- 5:00pm on Sunday 12 April (all Units in Village B and Village O)
- 5:00pm on Tuesday 14 April (all Units in Village C and Village W).

Check the Program section of Discover Launchpad for pre-departure briefing locations.

Line Leaders and Assistant Line Leaders have been allocated to Mini Expeditions to provide active supervision – check the program tab in your online application.

Mini Expedition	Description
Discover Dwellingup	On the Discover Dwellingup Mini Expedition, Scouts will head offsite to explore Lane Poole Reserve, where the wild is your playground. Bike through scenic trails then paddle the Murray River before taking your courage to new heights at Dwellingup Treetops Adventure, featuring over 80 adrenaline-pumping aerial challenges and epic flying foxes that launch you through the forest! This overnight expedition is all about discovering the outdoors, pushing your limits, and making memories that stick. You'll need your own lightweight tent, a sense of adventure, and a spirit ready to explore.
Discover Derbal Yarrigan	Set off on an unforgettable journey as you discover the spirit of Derbal Yerrigan – the Swan River – on this epic overnight paddle! Launch from our Swan Valley campsite and team up with your Patrol to paddle downstream toward the heart of Perth. After a few hours on the water, you'll arrive at Bayswater Sea Scout Hall for a chill night under the stars – movie, mates, and memories.
Discover Sailing	Never sailed before but always wanted to? This is your chance to discover the thrill of life on the water! Dive into a hands-on crash course in aquatic skills before setting off by boat to the Scouts Water Activity Centre for lunch and an afternoon of sailing action. After dinner, weather permitting, you might score a sneaky power boat ride down the river to Elizabeth Quay – an unforgettable evening adventure! On Day 2, it's full sails ahead with a day sail to Pelican Point for lunch, before cruising back to Waylen Bay and heading home by coach, just in time for dinner with your OneCamp Unit. This is your chance to discover confidence, teamwork, and the freedom of the open river.
Discover Beyond	Ready to launch into a world of discovery? This is your ticket to explore the exciting frontiers of science, technology, engineering, and mathematics (STEM). Hit the outdoors for a bushwalking + geocaching mashup, collecting pieces of your very own mini STEM kit as you go! As night falls, turn your eyes skyward at the Gingin Discovery Centre, where you'll explore the wonders of the universe under the stars. Cap off your STEM adventure with an interactive session at Scitech, packed with mind-blowing exhibits and science fun. This two-day offsite is perfect for Scouts who want to go further, think bigger, and discover what's beyond the ordinary.



Mini Expedition	Description
Discover Your Limit	Think you've got what it takes to survive the wild? This action-packed Mini Expedition pushes you beyond your comfort zone and into adventure mode. Over two days, you and your Patrol will face a series of realistic survival scenarios, combining bushcraft, first aid, and navigation in a high-energy, hands-on challenge. From building shelters to solving problems under pressure, this Mini Expedition is all about testing your teamwork, leadership, and resilience. This is your chance to level up your skills, push your boundaries, and prove what you're really capable of – all while making epic memories with your crew. Discover your strength. Discover your skill. Discover Your Limit.
Discover Good Vibes	Escape to the peaceful charm of Willowbrook Farm and discover the ultimate chill-out experience. Spend the night camping under the stars in your own tent, wander the farm trails, and get up close with friendly farm animals – from curious goats to fluffy sheep. This isn't your average farm stay – it's a chance to unplug, relax, and soak in the good vibes with new friends around a classic Scout campfire. Swap stories, toast marshmallows, and enjoy the simple joys of life on the farm.
Discover MAC	The Discover MAC Mini Expedition is your all-access pass to the epic terrain of Manjedal Adventure Centre, packed with high-speed thrills, vertical challenges, and non-stop action. Start your adventure with a half-day mountain biking session, riding scenic trails and rugged tracks that'll test your skills and stamina. After a big day, kick back with your mates at an outdoor cinema under the stars, before diving into more adrenaline-pumping activities on Day 2. Whether you're a mountain biking machine or a first-time thrill-seeker, Discover MAC is your chance to level up, work as a team, and make memories that stick.

10.3.4 Expeditions

Expeditions are multi-day offsite trips for Venturer Scouts and Rover Scouts. Our Expeditions run across various dates from 6 April 2026 to 14 April 2026.

Expedition details are available online: <https://onecamp.com.au/program/expedition/>.

10.3.5 Entertainment

Evening entertainment will be available each night across the event, with offerings available at the Main Stage and the Mini Stage.

10.3.6 Discover Scouts Day

Our Discover Scouts Day on 17 April 2026 will open the world of Scouting to our local community. All participants will be onsite to experience:

- Community open day from 10:00am till 9:00pm
- Food trucks
- Entertainment
- Onsite zones operating on a 'drop in' basis
- Market Day
- Discover Scouts!

10.3.6.1 Market Day

- Each OneCamp Unit will receive \$100 towards the cost of their Market Day activity.
 - Keep your receipts for reimbursement and send to onecamp@scoutswa.com.au
- Stalls will be set up on the oval and operate from 2pm to 4pm on the Discover Scouts open day
- Activities should be fun, inclusive, and engaging. All Market Day activities must be approved prior to the event – a Market Day application form and guidelines will be released soon.



11 Villages & Units

OneCamp 2026 will be organised into a series of Villages and Units.

A **OneCamp Village** will ideally include two Scouts WA Districts, with a metropolitan district matched with a country district wherever possible.

A **OneCamp Unit** will include at least two Scout Groups. Within the OneCamp Unit, all the youth members and supporting adults will camp together and cook together.

OneCamp 2026 is just like your annual Group camp – just with many more groups to share the fun with! One way to plan and prepare for OneCamp 2026 is to consider how you would prepare for a Group camp, and apply that same planning to OneCamp 2026.

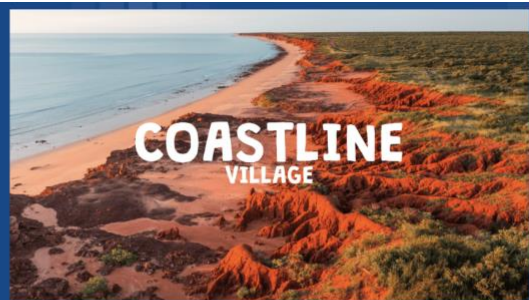
All youth members from your Scout Group will be in the same OneCamp Unit. For example, if you have 50 youth members attending from your Scout Group, all those youth members will be placed into your OneCamp Unit. Youth members from the same Scout Group won't be split into different OneCamp Units.

11.1 OneCamp Villages



VILLAGE B – BUSHLAND

Based on Australia's bush, the Bushland theme is about connection to nature and taking time to slow down. It reflects growth, balance, and learning from the environment around us. The bush is a place to feel grounded and connected.



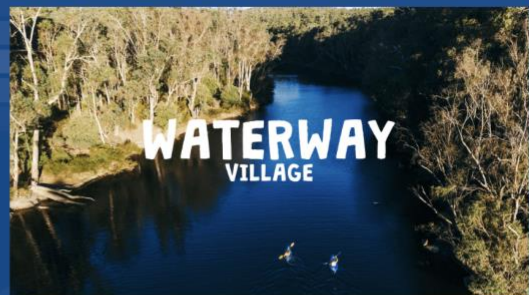
VILLAGE C – COASTLINE

Drawing on WA's beaches and shores, the Coastline theme is energetic, open, and full of life. It reflects movement, shared experiences, and the meeting point between land and sea. The Coastline is a place where people come together, explore, and enjoy the journey.



VILLAGE O – OUTBACK

Inspired by Australia's vast interior, the Outback theme reflects resilience, self-reliance, and adventure. It's about making the most of what you have and supporting each other in tough conditions. The Outback reminds us that strong communities grow in even the most remote places.



VILLAGE W – WATERWAYS

Inspired by rivers and wetlands, the Waterways theme is about flow, change, and working together. It reflects how water connects people and places along the way. Waterways remind us that adapting and supporting one another keeps everything moving forward.



11.2 OneCamp Units

11.2.1 Village B – Bushland

Unit	Line Leader	Scout Groups	Interstate
B01	Gavin Aspinall	Aintree (VIC), Carey Park, Carramar, Cottesloe, Heany Park (VIC), Leschenault, Mindarie, Tarneit (VIC), Wanneroo	Victoria
B02	Ness Pitham	Girl Guides	-
B03	Ann Southwood	Flinders Park (SA), North Beach, Northridge Para Vista (SA), Salisbury 1 st (SA), Willetton	South Australia
B04	Annette Simmons	Floreat, Karratha	-
B05	Darren Brown	1st Croydon Hills (VIC), 2nd Colac (VIC), 3rd/4th Colac (VIC), Geraldton, Willagee Kardinya	Victoria
B06	Tina Jackson	1st Red Hill (VIC), Kalgoorlie, Mosman Bay, Pelican Point Sea, Rosebud Sea Scouts (VIC), 1st Balnarring (VIC)	Victoria
B07	Michelle-Ann Treasure	Mandurah, Woorree	-
B08	Sarah Nicholls	1st Gosford (NSW), 1st Ourimbah (NSW), 1st South Wallsend (NSW), Carlisle, Maryland-Shortland (NSW)	New South Wales
B09	Lance Perry	Dianella, Wembley Downs	-

11.2.2 Village C – Coastline

Unit	Line Leader	Scout Groups	Interstate
C01	Jamie Homan	Busselton, Donnybrook, Secret Harbour, Warnbro Sound	-
C02	Danilo Pena Ron	Angle Vale (SA), Eden Hills (SA), Hamersley, Kinross	South Australia
C03	Kerry Duncan	Darlington, Eastern Hills/Gidgegannup, Lake Ginninderra (ACT), Mount Mugga (ACT), Mundaring Well Station (ACT)	ACT
C04	Darren Brindley	Chittering, Herne Hill, Midland, Subiaco	-
C05	Nathan Hill	Byford, Plantaganet	-
C06	Nicole Smith	Manjimup, Riverton	-
C07	Sarah Hamilton	2nd Thornton (NSW), 9th Caulfield (VIC), Derwent (TAS), Hampton Park	Tasmania, VIC, NSW
C08	Clinton Smith	6th Melbourne (VIC), Buddha's Light International Assoc, Canning, Rossmoyne Shelley	Victoria

11.2.3 Village O – Outback

Unit	Line Leader	Scout Groups	Interstate
O01	Lee Hutcheson	Karrinyup, Newman	-
O02	Simon Yeoman	1st Bungendore (NSW), 1st Raymond Terrace (NSW), 1st Scone (NSW), 2nd/3rd Pennant Hills (NSW), Cambridge, Iron Cove (NSW), Nambucca Valley (NSW), Seaham (NSW)	New South Wales



Unit	Line Leader	Scout Groups	Interstate
O03	Rachel Sydney-Smith	1st Hoppers Crossing (VIC), 1st Puckapunyal (VIC), 1st Rochester (VIC), 1st Werribee (VIC), 2nd Footscray (VIC), 4th Williamstown (VIC), Amaroo (ACT), Amelia Heights, Falcon, Lake Burley Griffin (ACT), Maida Vale, Scarborough Beach, Tuart Hill Yokine, Watsonia (VIC)	ACT, Victoria
O04	Kerwyn Jonker	1st Casey (VIC), 1st Devon Meadows (VIC), 5th Brunswick (VIC), Bateman Winthrop Scout Group, Carlton (VIC)	Victoria
O05	Grahame Jordan	Beechboro West Swan, Ellenbrook, Herne Hill	-
O06	Murray Cobb	Belair (SA), Katanning, Padbury, Pt Noarlunga (SA), Reynella (SA), Warwick	South Australia
O07	Travis Cooper	1st Darwin (NT), Albany, Baldivis, Berrimah (NT)	NT
O08	James Morgon	Balhannah (SA), Hope Valley (SA), Moonta (SA), Rockingham, Waylen Bay	South Australia
O09	Elizabeth Read	1st Castle Hill (NSW), 1st Winston Hills (NSW), 1st/2nd Merrylands (St Anne's) (NSW), 3rd Bathurst (All Saints Cathedral) (NSW), Atwell, Liddelow	New South Wales
O10	Thomas Mitchell	Kyogle (NSW), Margaret River, Walliston	New South Wales
O11	Samantha Shrimpton	Duncaig, Goollelal Greenwood, Nashville (QLD), Palm Beach (QLD), Priestdale (QLD)	QLD

11.2.4 Village W – Waterways

Unit	Line Leader	Scout Groups	Interstate
W01	Kevin Burbidge	Bayswater	-
W02	Diana Swift	1st Altona, 1st Ashburton, 1st Ballam Park, 1st Bannockburn, 1st Carrum Downs, 1st Doncaster East, 1st Highton, 1st Hurstbridge, 1st Langwarrin, 1st North Shepparton, 1st Oak Park, 1st Tatura, 1st Trafalgar, 1st Traralgon, 1st West Waverley, 4th Brunswick, Delta, Princes Park	Victoria
W03	Fleur Taylor-Hughes	Bibra Lake	-
W04	Brenda Clarke	Armadale, Boulder	-
W05	Brett Shaw	1st Canterbury (VIC), 1st City Of Camberwell (VIC), 2nd/6th Hawthorn (VIC), Bullcreek Leeming	Victoria
W06	Mara Taylor	Fremantle, Roleystone	-
W07	Troy Gillis	Esperance, Kwinana	-
W08	Vanessa Ormonde	1st Gisborne (VIC), 1st Riddells Creek (VIC), 1st The Basin (VIC), 8th Knox (VIC), Denmark, Salter Point	Victoria
W09	Robert Tweddle	1st Greenhills (VIC), 1st Sth Frankston (VIC), 1st Turrumurra (VIC), Kalamunda, Kullari (VIC), Maddington, Minnowarra District, South Morang (VIC)	Victoria



12 Transport

Transport to and from the event is included for all participants, including country participants. This is to minimise traffic onsite to ensure a safe event site for all participants. Please note that transport is not included for Venturer Scouts and Rover Scouts who have selected the Expedition Only option.

Transport to the event will occur on the following days:

- Joey Scouts and Assistant Line Leaders attending with Joey Scouts – Wednesday 15 April 2026
- Cub Scouts and Assistant Line Leaders attending with Cub Scouts – Tuesday 14 April 2026
- Scouts, Line Leaders and Assistant Line Leaders attending with Scouts – Saturday 11 April 2026
- Venturer Scouts and Assistant Line Leaders attending with Venturers – Tuesday 14 April 2026
- Rover Scouts – Tuesday 14 April 2026.

Transport home from the event will occur on Saturday 18 April 2026.

Departure and return locations are automatically assigned based on your home Scout Group. You can find your assigned location on the Transport tab of your online application, or online here:

<https://onecamp.com.au/plan/transport/>.

Specific transport information, including departure/return location addresses and departure/return times, will be loaded on to the Transport tab of your online application. We will communicate with all event participants once this information is available (expected March 2026).

12.1 Metropolitan participants

Transport departure and return locations will be established across metropolitan Perth. Chartered coaches will transport youth participants and supporting adults to and from the Swan Valley Adventure Centre. The coaches will be equipped with luggage compartments for personal luggage bags. Participants and supporting adults will need to pack their luggage into a single bag for ease of travel on the coach to and from the event. There is only space for one bag per passenger on the coaches.

Line Leaders and Assistant Line Leaders (adults in a OneCamp Unit) will travel onboard the coaches to and from the event to provide supervision for the youth members.

Each departure location will have youth members from different OneCamp Units travelling together to and from the event to fill all the seats on the coach. This will enable us to pool adult resources to ensure there is sufficient adult supervision on each coach.

12.2 Country participants

Transport to and from the event will be organised for all country participants. The OneCamp Event Team will work with country Scout Groups to organise the best transport solution for the registered participants.

Transport to and from country locations may include road, rail or air travel, or a combination of these.

12.3 Interstate participants

Airport transfers for interstate participants are included in the event fee.

More information about interstate transport can be found here: <https://onecamp.com.au/plan/interstate-participants/>.



12.4 Departure and return locations

Location	Address
Baldivis	Baldivis Primary School, 214 Fifty Rd, Baldivis WA 6171
Bunbury	Carey Park Scout Hall, 75 Wisbey Street, Carey Park
Esperance	To be confirmed
Floreat	Churchlands Senior High School, 20 Lucca St, Churchlands WA 6018
Geraldton	Geraldton Scout Hall, 126 Sanford Street Geraldton
Joondalup	Wanneroo Secondary College, 56 Quarkum St, Wanneroo WA 6065
Karratha	Karratha Airport
Kalgoorlie	To be confirmed
Kelmscott	Kelmscott Senior High School, 50 Third Ave, Kelmscott WA 6111
Midvale	Perth Speeddome, Eddie Barron Dr, Middle Swan WA 6056
Morley	Hampton Park Scout Hall, 4 Hampton Square E, Morley WA 6062
Mount Barker	Mount Barker Visitor Centre, 622/6 Albany Hwy, Mount Barker WA 6324
Murdoch	Melville Senior High School, 18 Potts St, Melville WA 6156
Newman	Newman Airport
Rossmoyne	Rossmoyne Senior High School, Keith Road, Rossmoyne
Swan Valley Adventure Centre*	Swan Valley Adventure Centre, 58 Yule Avenue, Middle Swan

**Details regarding drop off and pick up time for youth members traveling directly to Swan Valley Adventure Centre will be provided closer to the event.*



13 Catering

A draft menu is outlined below. Please note this menu is subject to change in line with product availability from our supplier. A catering handbook with detailed optional recipe cards for each meal will be available through Discover Launchpad before the event.

13.1 Menu

	Sat 11 Apr	Sun 12 Apr	Mon 13 Apr	Tue 14 Apr	Wed 15 Apr	Thu 16 Apr	Fri 17 Apr	Sat 18 Apr
Breakfast	-	Cereal Toast Sausages Eggs	Cereal Toast Yoghurt Berries	Cereal Cheese, tomato, and ham toasties	Cereal Toast Yoghurt Berries	Cereal Cheese, tomato, and ham toasties	Cereal Toast Bacon Hash browns	Cereal Toast Pancakes
Snacks	Museli bar Fruit	Sticky bun Popcorn Museli bar Fruit	Muffin Popcorn Museli bar Fruit	Tiny teddies Chips Museli bar Fruit	Sticky bun Popcorn Museli bar Fruit	Mini Cookies Chips Museli bar Fruit	Shapes Sultanas Museli bar Fruit	Lamington Fruit
Lunch	Lunch Mart	Lunch Mart	Lunch Mart	Lunch Mart	Lunch Mart	Lunch Mart	Sausage sizzle	Lunch Mart
Dinner	Beef chow mein with veggies, noodles	Butter chicken, rice, roti, veggies	Beef burritos with salad	Chicken schnitzel, potato and salad	Hamburgers, corn cob and coleslaw	Chicken teriyaki stir fry, potato, veggies	Spaghetti bolognese, salad and garlic bread	-
Dessert	Ice cream with topping	Jelly with ice cream	Cake with custard	Apple pie with cream	Cake with custard	Cheesecake	Ice cream cone	-
Supper	Milo Biscuits	Milo Biscuits	Milo Biscuits	Milo Biscuits	Milo Biscuits	Milo Biscuits	Milo Biscuits	-

13.2 Lunch Mart

Introducing Lunch Mart! Your lunch and snack experience at OneCamp 2026 will be a bit different to previous events. This approach was successfully utilised at Governor-General's Camp in Canberra.

A variety of freshly made lunch, snack and fruit options will be available for collection each day from our Lunch Mart marquee, located near the bus bays. The selection may include:

- A selection of meat and vegetarian pre-made sandwiches
- A selection of meat and vegetarian pre-made wraps
- A selection of meat and vegetarian pre-made sushi
- A selection of meat and vegetarian pre-made rice paper rolls
- Snacks for morning tea and afternoon tea
- Fruit.

All event participants will visit the Lunch Mart each day to collect their lunch and snacks. Lunch Mart will be open at the following times:

- 7:15am till 9:00am – for participants heading offsite on Adventures or Mini Expeditions
- 11:30am till 12:30pm – for participants onsite for the day.

Lunch Mart will operate each day except Friday 17 April (Discover Scouts Day) – Units will have a sausage sizzle on that day. Lunch Mart will still operate for staff.

We recommend that each participant bring a lunch box to store their lunch in during the day, especially for offsite activities where lunches will need to be collected before you board your bus.



13.3 CAKE

We are using a digital system called CAKE (Catering Admin Kept Easy) for OneCamp 2026. This system has been developed by Scouts Victoria and has been used at several major events, including AJ2025.

CAKE helps us to manage catering planning, procurement, distribution, and communication. Line Leaders will be able to access cake to view pick lists and recipe cards to assist your Unit's catering experience.

13.4 Modified diets

There are a range of diets available at OneCamp 2026. All event participants will have selected an appropriate diet on the medical tab of their online application. If you do not have any modified dietary requirements, you should select the Standard diet.

The modified diets available are:

- Dairy free
- Diabetic
- Egg free
- Gluten free and vegan
- Gluten free and dairy free
- Gluten free
- Halal
- Kosher
- Lactose free
- Low FODMAP
- Low fructose
- Pork free
- Red meat free
- Vegan
- Vegetarian

The 'other' diet should only be selected if you have restrictive medical requirements that do not enable you to utilise one of the other diets. In this case, we may ask you to support your own food for the event.

You can amend your diet in the online application system. If you change your diet, please ensure you email onecamp@scoutswa.com.au to notify us of this change.

Ingredient lists for all products used in the OneCamp menu are available upon request.

More details about the diets available are online: <https://onecamp.com.au/plan/catering/>

13.5 Food distribution

A Food Distribution Point will be established near the oval. Units will visit the Food Distribution Point each day to pick food rations for the following 24 hour period.

OneCamp Units will collect food rations in the afternoon for the following 24 hour period, including supplies for dinner, supper, breakfast.

For Units in Village W and Village C, you should attend the Food Distribution Point at the stipulated time to pick your food rations. Once picked, your food rations will be delivered direct to your Unit campsite in our truck – so you don't need to carry all your rations to your campsite in a trek cart. What service!

Units in Village B and Village O will need a trek cart to transport their food rations back to their Unit campsite.

Food collection times are below – come to the Food Distribution Point at your nominated time:

- 2:00pm – Village C and Village O
- 3:00pm – Village B and Village W.



14 Merchandise

14.1 Event shirt and badges

The event shirt and badges will be issued to each unit on site. They will be delivered for each section on their day of arrival for distribution. All overnight leader shirts will be delivered with the scout issue. Please ensure you have a laundry/permanent marker to label shirts.

14.2 Shop

The on-site shop located next to the Event Management Centre will open from 4:00pm till 9:00pm on Saturday 11 April. From Sunday 12 April, the shop will be open at the following times:

- 11:00am till 1:00pm
- 4:00pm till 9:00pm.

The Shop will be open from 10:00am till 9:00pm on Discover Scouts Day.

The Shop will sell OneCamp merchandise, badges, some basic camp items (such as toiletries and batteries), snacks and drinks.

There will be purchase limits for youth members purchasing snacks; however, we will not be able to monitor multiple visits to the shop by the same youth member. We would encourage you to discuss not keeping food in tents and sensible amounts of snacks.

14.3 Power bank swaps

OneCamp branded power banks can be swapped at the charging station in the shop. These power banks should not be labelled with the youth members name as they will be randomly issued a charged power bank. The power bank swaps will operate during shop hours. There will also be a swap station setup at the bus bays in the mornings for people going off site.

We would encourage you to remind youth of power bank safety to reduce fire risk. You can find some information here <https://www.dfes.wa.gov.au/hazard-information/fire-in-the-home/lithium-ion-batteries>.



15 Health & Wellbeing

It is imperative that participant’s personal, medical, and dietary information is recorded and updated as necessary in the online event application system. Should the applicant’s medical conditions change from the information provided on their initial application, it is the obligation of the applicant (or parent/guardian) to update the online event application system.

All Units will have a Leader assigned to the Health & Wellbeing role for the event duration. This person would be responsible for supervising the dispensing of any medications, reporting any first aid given and monitoring the wellbeing of the youth and adult members of the Unit. Someone with currency in Provide First Aid, (previously known as senior first aid) and Mental Health First Aid would be ideal.

Each OneCamp Unit will need to supply their own first aid kit for use on these occasions that will service the Unit for the duration of the event.

15.1 Health & Wellbeing Centre

An onsite health & wellbeing centre will be established at the Swan Valley Adventure Centre, staffed with qualified professionals equipped to support the mental and physical health of all event participants. When required, participants will be transferred to offsite medical facilities to receive a higher level of care.

15.2 Possible injuries and illnesses

Please find a list of illnesses and injuries which may be expected to occur during Jamboree. This is not an exhaustive list but is provided based on information available about illnesses and injuries experienced at similar camps. Some advice about how to manage these within your units is also provided, with a list of recommended first aid supplies.

Please use the ISOBAR format to record information. We have provided a form to help you gather useful information and facilitate completion of an incident report.

Also note:

- Ensure your own safety when providing care to others.
- Provide care within the limits of your own training, experience, and skills.
- St John First Responder App provides good basic first aid advice.
- Ask for help and/or refer on if you are unsure or overwhelmed.
- If your management of the health/wellbeing situation is not working, refer on.
- If you are at all concerned, refer to Health and Wellbeing team/subcamp first aid point.

Type of illness	Expected management within Units	To be referred beyond the Unit
Dermatological	<ul style="list-style-type: none"> • Mild localised reaction to bites/stings – ‘Stingose’/‘Soov’, ice pack, antihistamines if provided • Long term rashes/eczema – management provided • Blisters – keep intact, appropriate dressing/coverage • Splinter removal – clean, splinter probe to remove, appropriate dressing • Sunburn – aloe vera or after-sun lotion/gel • Chafing/friction – chafing cream 	<ul style="list-style-type: none"> • New rashes, especially if any other features of illness (eg lethargy, fever) • Infected wounds/cellulitis • Abscess • Infected ingrown toenail • Tick removal – REFER EVERYONE FOR TICK REMOVAL



Type of illness	Expected management within Units	To be referred beyond the Unit
Ear, Nose & Throat	<ul style="list-style-type: none"> · Nosebleed – tip head forward, pinch soft part of nostril 	<ul style="list-style-type: none"> · Nosebleed lasting more than 10 minutes · Unwell with fever · Ear infection/pain · Sore throat, runny nose (viral)
Respiratory	<ul style="list-style-type: none"> · Mild asthma in known asthmatic - reliever medication provided · Chronic cough – usual management 	<ul style="list-style-type: none"> · New, ongoing shortness of breath · Severe shortness of breath · Asthma not responding to reliever medication
Cardiovascular	<ul style="list-style-type: none"> · Simple chest discomfort (a young person and with no associated symptoms or history of trauma) – rest, paracetamol/ibuprofen if provided 	<ul style="list-style-type: none"> · Complex chest pain (with shortness of breath, racing heart, sweats, pallor) · Persistent palpitations/racing heart · Any allergic reaction with known anaphylaxis · Anaphylaxis
Gastrointestinal	<ul style="list-style-type: none"> · Mild abdominal pain without other symptoms – reassurance, distraction · Constipation without abdominal pain – plenty of water and high fibre foods 	<ul style="list-style-type: none"> · Abdominal pain with nausea or vomiting · Severe abdominal pain · Vomiting and/or diarrhoea · Prolonged constipation with or without abdominal pain
Genito-urinary	<ul style="list-style-type: none"> · Bed-wetting – normalise, reassure, no-fuss, hygiene measures 	<ul style="list-style-type: none"> · Any new urinary symptoms (pain, increased frequency) · Brand new bed-wetting
Neurological	<ul style="list-style-type: none"> · Mild headache – plenty of water, rest, paracetamol/ibuprofen if provided · Simple light headedness (a young person with no associated symptoms) – plenty of water, rest 	<ul style="list-style-type: none"> · Headaches lasting beyond one hour despite rehydration, rest, analgesia (if prescribed) · Faints · Seizures
Endocrine	<ul style="list-style-type: none"> · Diabetes within provided management plan – as per management plan 	<ul style="list-style-type: none"> · Unwell person with diabetes or other endocrine disorder · Low or high blood sugar not responding to treatment plan
Musculoskeletal (no trauma)	<ul style="list-style-type: none"> · Mild aches and pains – rest, paracetamol/ibuprofen if provided 	<ul style="list-style-type: none"> · Persistent pain · Swollen and/or red joints · Painful joints with fever
Psychological	<ul style="list-style-type: none"> · Feeling anxious · Feeling down · Feeling lonely · Feeling overwhelmed · Homesickness <p>Treatment: normalise feelings, distraction, calm activities, focus on the positive, food and drink, down-time</p>	<ul style="list-style-type: none"> · Psychosis (hallucinations, delusions, paranoid ideas, bizarre/agitated behaviour) · Suicidal or self-harm ideation or action
General	<ul style="list-style-type: none"> · Mild dehydration (still passing urine) – plenty of fluid including oral rehydration solution/icy poles (eg. Hydralyte), rest · Physical or mental exhaustion or overwhelm – down-time, eat and drink, support of others 	<ul style="list-style-type: none"> · Heat exhaustion · Anyone struggling to cope with what they are supposed to be doing
Lacerations/cuts	<ul style="list-style-type: none"> · Small, superficial lacerations/cuts – clean wounds, bandaids 	<ul style="list-style-type: none"> · Lacerations on the face · Deep lacerations · Large lacerations · Ongoing bleeding
Abrasions/scrapes	<ul style="list-style-type: none"> · Most abrasions/scrapes – clean wounds, bandaids 	<ul style="list-style-type: none"> · Ongoing bleeding · Signs infection



Type of illness	Expected management within Units	To be referred beyond the Unit
Snake bite	<ul style="list-style-type: none"> · Compression bandaging, remain in place and keep still, call for help 	<ul style="list-style-type: none"> · Snake bite
Sprain/strain	<ul style="list-style-type: none"> · Simple sprain/strain – rest, ice, compression, elevation, paracetamol/ibuprofen if provided 	<ul style="list-style-type: none"> · Any concerns regarding possible fracture · Significant bruising or swelling
Fracture	<ul style="list-style-type: none"> · Simple sprain/strain – rest, ice, compression, elevation 	<ul style="list-style-type: none"> · Any obvious fracture (we will go to them)
Dislocation /subluxation	<ul style="list-style-type: none"> · Keep still, paracetamol/ibuprofen if provided 	<ul style="list-style-type: none"> · Any dislocation/subluxation
Head injury	<ul style="list-style-type: none"> · Simple knock when moving eg. on tree branch, without any repercussions – rest, plenty of water, paracetamol/ibuprofen if provided 	<ul style="list-style-type: none"> · Any loss of consciousness, nausea, vomiting, severe headache, confusion, weakness, seizure, severe mechanism (fall > 1.5m, high speed, high impact)
Eye foreign body / corneal abrasion	<ul style="list-style-type: none"> · Dust in eye – wash out with normal saline/eye bath 	<ul style="list-style-type: none"> · Any eye pain, especially with impaired vision
Burns – heat and chemical	<ul style="list-style-type: none"> · Simple, small superficial burns – burn gel 	<ul style="list-style-type: none"> · Burns on face or hand · Burns elsewhere on body, larger than palm of hand of injured person
Medication overdose		<ul style="list-style-type: none"> · Refer all medication overdoses to Health and Wellbeing Team

15.3 ISOBAR record sheet

Please use the ISOBAR format to record information. We have provided a form to help you gather useful information and facilitate completion of an incident report.

I-Identify yourself, the patient and the unit and location (home unit or activity) and best contact details	S-Situation – Why are you calling? Briefly state the problem	O-Observations (what you can see)	B-Background – any information relevant to the problem (e.g. injuries, medical conditions)	A-Action taken so far and agreed plan going forward	R-Read-back – ensure everyone understands the plan
Time AM/PM Date / /					
Time AM/PM Date / /					
Time AM/PM Date / /					

15.4 Health & Wellbeing tips

15.4.1 Homesickness

Homesickness may affect some members of your Unit. Being over tired makes us all less able to cope with even small things and for our young people this may present itself as homesickness. Feeling tired and home sick may discourage the young person from eating well. Add this to different food – not what Mum may have cooked at home – and you have a hungry, tired youth member who is not able to self-regulate.



Acknowledge the homesickness - talk about it in your Unit - take the stigma away. Each member of the Unit is responsible for looking out for one another.

This gives the youth member feeling homesick permission to talk about it. It is much less scary when someone else knows about it. Reassure them they should feel better in the morning. Tell them you feel homesick sometimes too and it is OK. You may like to share a personal example with them.

Feed the youth member - anything you can get them to eat. Hot milky milo and biscuits are usually a good way to settle the hungry tummy. Having a full satisfied tummy helps to sleep and so reduces the tiredness. If they go to bed hungry, they don't sleep well and so the whole process begins again. Supper of some type should be compulsory for every youth member, even if it is bread and jam.

Check in regularly with the youth member, focus on the positive, "you did that well", "you're having fun". Keep them busy, busy, busy. Allowing them to sit back at camp to dwell on feeling sick may not be helpful. They may not want to participate in an activity before they get there and change their mind on arrival. Let them know they don't have to participate but they do have to go to support the other members of their Patrol. Sitting at camp and having the Patrol return to tell them what a great time they had again reinforces the anxiety that goes with homesickness "I don't belong", "I can't do it".

15.4.2 Bed wetting

Bed wetting is common on activities like OneCamp, and the first night is the worst! It often occurs because the children forget to drink or are too busy and excited to. The bladder does not fill enough to wake them, but their urine is more acidic and irritates the bladder, leading to a wet bed.

Discuss with the young person what to do if they wet the bed: who to wake and what tent they are in. Reassure them you will not be upset or angry, that "these things happen" and it will be dealt with respectfully. Remove any wet bedding/clothes and deal with quietly returning the items without others knowing if possible.

Being cold can increase the likelihood of a wet bed.

Ensure you have spare sleeping bags for these occurrences. Have spare woollen blankets or emergency blankets for anyone who is cold. Advertise their existence - put a pile of spare warm stuff somewhere. The youth member may not declare that their sleeping bag is far from suitable for conditions.

15.4.3 Dishwashing

Utensils, plates, and bowls should be washed in hot water. The water should be as hot as the youth members can manage. First scrape the leftovers into the bin, then do a hot rinse with a little detergent, then a hot wash, and finally a hot rinse. Metal plates are better than plastic as the food comes off them better. Use hot soapy water to remove as many germs as possible.

An adult should be responsible for observing the youth members washing their utensils to ensure it is done effectively. Washed equipment is to be stored in a cloth dilly bag with no tea towels (they get wet and scrunched in the bottom of the dilly bag to grow germs).

15.4.4 Handwashing

Hand washing is a must. Each Unit should have a hand wash station somewhere and hand sanitiser available at the gate. Google a Tippy Tap or hygiene. Try Pinterest for ideas or Google Scouts handwashing. Everyone must sanitise every time they enter and leave the gate.



Wash and sanitise hands before meals. Duty Patrol Leaders need to distribute the sanitiser to ensure it is used. Lead by example!!

15.4.5 General Hygiene

Every member of your OneCamp Unit should be encouraged to shower daily. Set up a system to remind your youth members to change their clothes each day, and brush their teeth. Have a discussion early on with your Unit Council about how they would like to make this happen.



FIX YOUR FATIGUE

Fatigue is the physical and psychological condition that accumulates when an individual's physical and mental capabilities are exceeded. It exhibits as a decrease in both physical and mental performance.



REGULAR SLEEP

Don't be tempted by the peace and quiet of a campsite to enjoy social time. You need sleep too.



HYDRATE OFTEN

Don't sip a water bottle, that's just topping up. Drink a whole cup every time you have a meal or snack



HEALTHY MEALS

Sit down and relax at each meal. Eat until you are full and get a balanced diet throughout the day. Proteins and veggies rule!



FREQUENT BREAKS

Share the load, support each other, take a power nap, snooze on the bus, take a time out.



BALANCE MOVE & REST

Sitting too long is as bad as working too long. Be mindful of your own needs both physically and mentally

FATIGUE WILL AFFECT YOUR ALERTNESS,
YOUR ABILITY TO COPE AND LAST THE DISTANCE,
YOUR PERFORMANCE,
YOUR HEALTH, YOUR MOOD,
AND MOST IMPORTANTLY

YOUR SAFETY



WARNING SIGNS OF FATIGUE

- ⇒ Always feeling sleepy
- ⇒ Slowed reaction times
- ⇒ Poor coordination
- ⇒ Unable to concentrate
- ⇒ Making lots of mistakes
- ⇒ Impaired decision making
- ⇒ Bad mood
- ⇒ Poor communication

16 Child safety

All adults attending OneCamp 2026 must have completed the SP-Child Safe on-demand training module prior to arriving at the event.

Everyone in Scouts, youth and adults alike, have the right to feel safe and be protected from harm. No-one is allowed to threaten you, hurt you or make you feel uncomfortable, unsafe, or afraid. A Scout is respectful, and this applies to all interactions between all participants, youth and adult, at OneCamp.

Youth Members have been advised that they can raise issues with Adults at OneCamp, and that any concerns will be taken seriously and treated appropriately. Youth Members are also invited to escalate their concerns if they feel it is needed and you should not discourage this.

If you have a concern, or a concern is raised with you, please raise it with the Event Management Centre by calling the number on your ID tag.

All concerns will be taken seriously and dealt with appropriately.

Not more than 3 weeks before OneCamp 2026, Group Leaders must ensure that Youth are reminded of their right to feel safe and that they should report any unacceptable behaviour to an Adult, which will be received without recrimination.

If a youth member or adult member discloses abuse to you or you become aware of abuse, YOU MUST report it immediately to the Event Management Centre by calling the number on your ID tag.

16.1 Types of abuse

Without fail, Adults must report immediately any disclosure, allegation, or suspicion of abuse of children. Abuse may include: physical abuse, emotional abuse, sexual abuse, grooming, neglect, exposure to domestic violence.

16.2 Two adults present policy

When Adults are supervising and conducting Scouting activities involving Youth Members, at least two Adults must be present, except in unexpected, unusual, and unforeseen (emergency) circumstances.

While the minimum ratio of Adults to Youth will vary from activity to activity, a minimum of two Adults is always required. This requirement is to protect Youth as well as Adults and is often referred to as "Two-Deep" leadership.

In the context of a major Scouting event, the following considerations are applied to the two deep policy:

- there will be many adults attending the OneCamp 2026 activity. Across the event site there will be many adults in attendance. It is not necessary for adults to walk in pairs around the event site, for example to and from the bathroom facilities.
- it is suggested that one adult member is always at your campsite to ensure the security of your site. You may work with your neighbouring campsite so that in the vicinity of your campsite there are two or more adult members present.




16.3 Feeling safe in scouting


All Units should display this poster in their campsite – consider posting it on your gateway, or in your dining area.

Feeling safe in Scouting


All members have the right!



Tell an adult if you experience ANYTHING that makes you feel unsafe or unsure




I know five adults that are my safe place and I can tell them anything




Secrets that make me feel bad or uncomfortable are not safe... I can tell my safe people straight away




How you feel is important and we will always listen




Everyone here will do their best to make you feel safe and cared for





My body is my body and it belongs to me... I can say NO to any type of touch – all of my body is my private business



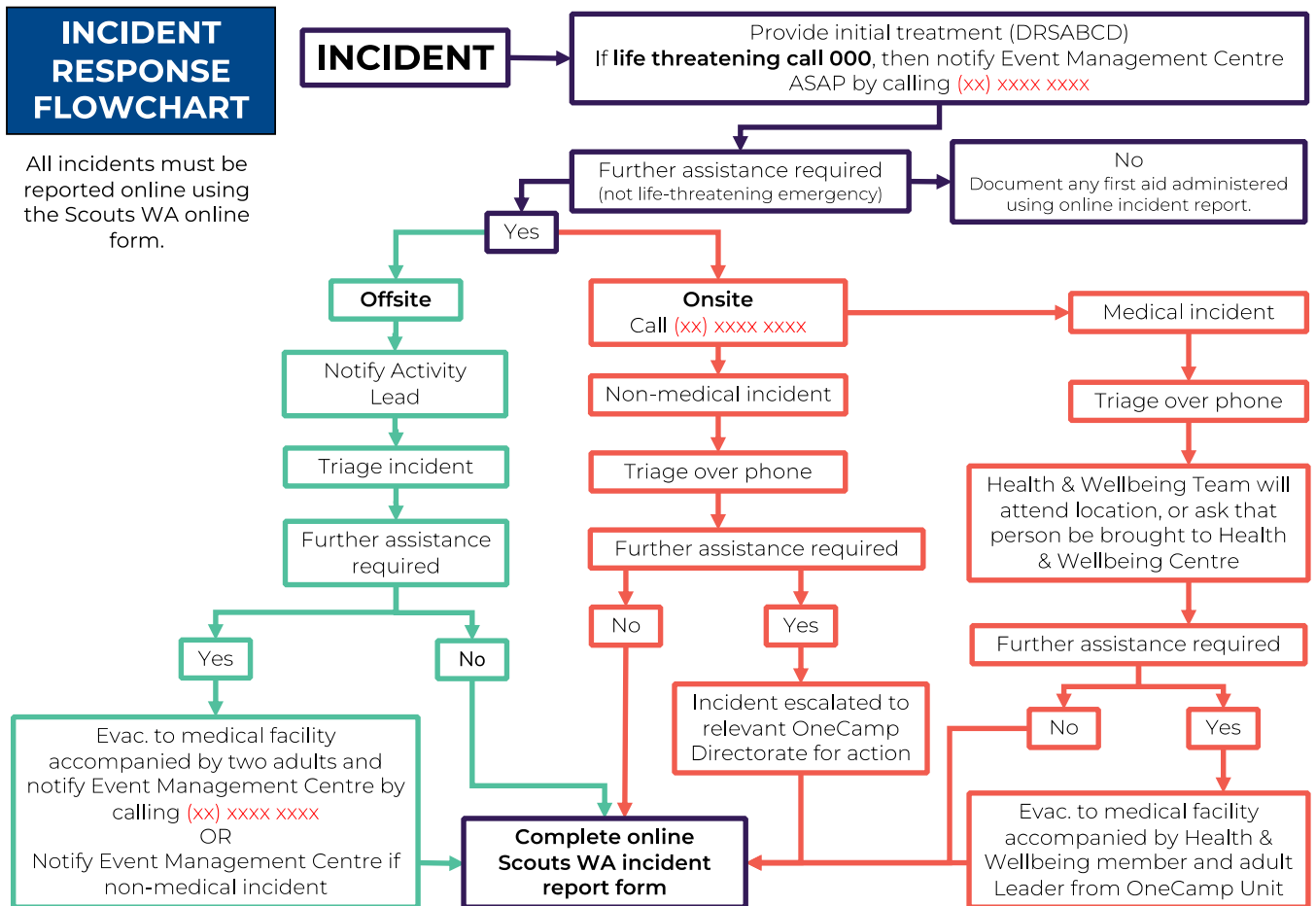
If you are scared... if someone hurt your body... if someone makes you feel very sad – talk to your safe place people



If I see something that makes me or someone else feel unsafe, I can tell my safe place people



17 Incident response flowchart



Note: Event Management Centre phone number to be provided.

17.1 Incident reporting

An online incident report must be completed for all matters as per Scouts WA policy and procedure. This includes minor first aid administered in Unit campsites or on activities.

The online incident report can be found [here](#).

Incidents should be made in a timely manner once the initial response has been actioned. Assistance with completing the incident report can be sought from the Event Management Centre.

17.2 Site evacuation

Should an emergency arise, the direction may be given for all event participants to evacuate the event site. This direction will be communicated via text message to all adult participants onsite.

Specific instructions will depend on the nature of the emergency and will be communicated at the time.

17.3 Muster point

The muster point is located on the oval near the main stage.

1. Should an emergency arise, the direction may be given for all event participants to gather at the muster point. This direction will be communicated via text message to all adult participants onsite.
2. Witches' hats and signs will be set up at the muster point for each of the following groups:
 - **OneCamp Units.** Line Leaders or their delegate are to check attendance and determine whether any people are missing.
 - **Event Staff Teams** (Executive, Program, Operations, Staff Kitchen, Food Distribution, Health & Wellbeing, Support Services, Transport). Directors or their delegate will be provided with a participant list to check attendance and determine whether any people are missing.
3. Line Leaders and Directors are to report any missing people to the Area Warden.
4. Area Wardens are to report to the Event Director any missing people. The Event Director will coordinate a search for any missing people.
5. Further instructions will be provided dependent on the nature of the emergency.



17.4 Site Lockdown

1. Should an emergency arise, the direction may be given for all event participants to return to their Unit campsite (or dining hall for Event staff) and remain there until further instructions are given. This direction will be communicated via text message to all adult participants onsite.
2. Lockdown locations are as follows:
 - **OneCamp Units.** Line Leaders or their delegate are to check attendance and determine whether any people are missing.
 - **Event Staff Teams** (Executive, Program, Operations, Staff Kitchen, Food Distribution, Health & Wellbeing, Support Services, Transport) will gather in the dining hall. Directors or their delegate are to check attendance and determine whether any people are missing.
3. Line Leaders and Directors are to report any missing people to the Area Warden.
4. Area Wardens are to report to the Event Director any missing people. The Event Director will coordinate a search for any missing people.
5. All event participants are to remain at their location until the lockdown is lifted. Instructions will be communicated via Area Wardens. Further instructions will be provided dependent on the nature of the emergency.

17.5 Area wardens

Area	Warden	Stand-in
Event Director / Chief Warden	Tom Dowsley	Kellee Randall
Village B – Bushland	Brett Poole	Parker Lacey-Simmonds
Village C – Coastline	Jay Stavert	Farris Tammerijn
Village O – Outback	Alexis Mayers	Danelle Fauntleroy
Village W – Waterways	Peter Macdonald	Kevin Pestell
Operations Depot, Food Distribution Point	Gavin Satie	Ian Ludlow
All existing buildings (Banksia, Boronia, Myrtle, Wattle, Lavender, Grevillea, Event Management Centre, expedition camping area)	Ryan Jones	Vanessa Hodgson



17.6 Responding to suicidal ideation

The following prompts can be used to support members who disclose suicidal ideation to you.

The **Health & Wellbeing Team** is available to support you in responding to these matters. You can contact them on 08 6240 7777.

Option 1: Ask directly if they are having suicidal thoughts

1. If yes, ask if they have made a plan?
2. If yes, ask if they have the means or materials to act out their plan? Have they decided when?
3. If yes, phone 000 and ask for suicide support from police & ambulance. Even if the individual refuses, act anyway.
4. DO NOT LEAVE THEM - stay calm and supportive. Remove harmful elements.
5. GO WITH THEM TO THE HOSPITAL and assist in contacting their family.

Option 2: Ask directly if they are having suicidal thoughts

1. If yes, ask if they have made a plan?
2. If no, listen seriously, accept what they are saying.
3. Their perspectives are distorted, you need to be their anchor or link to reality. Remember, you don't have to fix them, just help them.
4. Don't interrupt, don't talk about yourself, and let them know you care and are concerned. Ask open questions and give them time to think and answer. Encourage focusing on positive things in their lives, any unfinished business that they need to get done, that these feelings will pass and encourage them to making a support plan.
5. Do not agree to keep it secret, instead keep it confidential and let them know that you will need to work together to make a safety plan including their nominated family member. Don't diagnose, argue or give advice, and you'd don't need to distract them. Be in the moment with them.
6. Ask them who you can call so they can talk to a trusted family member or friend now, and in the morning.
 - a. Make a safety plan together - how to support them until they get somewhere safe.
 - b. Endeavour to avoid them being alone and try to include/ keep them busy.
7. Get private support for everyone involved – this will be traumatic for all.

