

Hints for leaders on VenMX

1. We appreciate having you at VenMX and look forward to either getting to know you, or catching up with you. VenMX is a great time of scouting fellowship for leaders as well as youth.
2. However, please remember that all leaders will be allocated jobs over the weekend. We want to know your preference, but we cannot always guarantee you will get your favourite job all the time.
3. Check the whiteboard every evening to see what you will be doing the next day. It will be posted by 9 pm.
4. Please ensure you then talk to your activity "leader" that night to find out what you need to bring the next day, and when and where you need to be, etc. Mornings are very busy at VenMX and it is far better for all organisational work to be done the evening before.
5. Please attend any leader's briefings as required. This is particularly true of Friday night but there are other important leaders' briefings often during meal times. It is a good idea to bring a notebook to all these briefings.
6. Most leaders have most of Monday "off duty".
7. *Do NOT bring your own vehicle to VenMX (even if you are paying your own fuel) unless you check with the LIC first.* There is not room at many of the BIV sites for many vehicles and many are unsuitable to get into BIV sites. Even then, "shuffling" vehicles between BIV sites can take much time (either your time or someone else's, and both are precious). Also having a "car park" full of vehicles tends to spoil the experience for the youth and other leaders.
8. Check first where the leaders are camping and camp in the same area. It is wise to camp away from the leaders' communal area (mess tent can be noisy at night), away from the toilets, and away from known snorers!
9. All leaders need to be out of bed by 5:30 am on Sat and Sun mornings. Breakfast Sat and Sun mornings is from 5:30 am to 6 am. You can sleep in Monday morning (breakfast Monday morning is 7:30 am).
10. As role models you need to adhere to the same general rules as the youth: wearing hats all the time, not using mobile phones at check-points unless for "VenMX" business, not using IPODs or similar while walking or while at check-points, no "ghetto blasters" in camp at night, etc.
11. Similarly, unless you have some other allocated task, you are expected to attend the Camp fire (can be on Saturday or Sunday night) and the Scout's Own.
12. The camp fire leader does like to get the adult leaders up to give an item at the camp fire. So, as the Scouting motto goes, Be Prepared!
13. If you are in a leader's patrol (Pacman or Tail End Charlie) then please accept directions/ instructions from the patrol leader.
14. If you are a check-point operator, please ensure you are familiar with the check point procedures. These are part of the CRITICAL safety systems for VenMX. NEVER leave (abandon) a checkpoint until authorised by the checkpoint operations supervisor (CPOS).
15. Please be familiar with the VenMX Incident Management Procedure. In particular, if a youth or patrol is missing or injured, it is up to the LIC to determine who will be told and when. We take our duty of care seriously.
16. Do not go down to the "youth area" unless on official VenMX business. Do not offer any help to youth; if you think help is needed, then please check with the LIC first. This is a competition. However, if you have a "first time" patrol and want to go down to merely encourage them briefly, that is OK.
17. Do not add extra rules to the event or put your own interpretation on the rules. This can result in frustration and more serious problems. For example, we have had leaders who have told youth that "because Pacman has caught up to them while walking, that they are no longer a competition patrol" so the patrol has then stopped all competitive work! No such advice should be given to youth before checking with the LIC.
18. Note that there are generally no showers at VenMX; also, please use the bush toilets provided.
19. All patrols are "competition" patrols; however, some carry day packs only while others carry full packs. Due to the eligibility requirements of the Dunlop Trophy, only "full pack" patrols can win the overall trophy for the event, but all patrols can win either of the other trophies (camp fire and/or special tasks), i.e. are still competitors.
20. Ensure you bring your own eating utensils and other personal equipment for the weekend, including a modest chair. All breakfasts and dinners are provided BUT you will need to provide your OWN lunches and snacks during the day. Remember VenMX can be cold and wet (even on check point duties), so come prepared for this as well.
21. If you want to use the VenMX GPS units or handheld UHF radios during the event (assuming there are sufficient available), then please bring 3 alkaline AA batteries per day for the radios and 2 alkaline AA batteries per day for the GPS (at least, more if you want to have some spares). You can keep your own batteries at the end of the weekend.
22. If you are issued with a VenMX GPS or UHF radio, please ensure the lanyard supplied is attached to you (or your pack) at all times. These are expensive to replace!
23. Please keep clear of the "Admin" (HQ) and 1st aid tents unless you need to be there. It is not only used for admin or 1st aid, but also for the marking teams.
24. Remember the Scouting policy restrictions on alcohol and on publishing photographs that have any images of children.
25. Do not leave the site/event without notifying the LIC first and do not bring visitors to site without notifying the LIC first (part of our duty of care, e.g. "Blue cards"). Do not "call into the pub" when travelling around the circuit by vehicle, etc!
26. **Finally, if you are confused or not certain what to do, please don't guess! Ask!** We all had to learn sometime and we're all here to help. This is a team event, even for us leaders!