

# AG 2010 – What (and not) to bring

## Things to bring:

- Sunscreen (SPF 30+ and Hat)
- Personal Belongings (clothes etc)
- Swimming Gear
- Sleeping Gear (sleeping bag etc)
- Large Drink Bottle & Water
- Tent – Big enough for you and people of the same sex you are sharing with!
- Unit Tent (Shade)
- Uniform (travel in it and closing parade)
- Cooking Gear (all cooking to be done by the road side due to fire risk) – STRICTLY NO OPEN FIRES
- Personal First Aid Kit (include any medication you need)

## What NOT to bring:

**No whips, knives, laser pointers, sheath, fire twirling equipment or large knives permitted.**

**No alcohol or non prescribed drugs are to be brought to AG.**

Any Venturer, Guide, Rover or Leader found with alcohol or non prescribed drugs will have their **whole unit** sent home immediately regardless of the time of day/night and at their parents expense. **WE HAVE A ZERO TOLERANCE POLICY.**

**No energy drinks, like V, Mother, Rockstar, or items like No Doze or Caffeine tablets.**

All energy drinks & caffeine tablets will be confiscated at our bag search, so just don't bring them please.

## Activity specific requirements:

<b>Scuba Diving:</b>	Bathers and optional wetsuit. <u>Must have no history of asthma</u>
<b>Mountain Bikes:</b>	Recommend long sleeves, long pants and solid footwear
<b>Surfing:</b>	Bathers and Towel, a wetsuit is provided for you
<b>Water Skiing:</b>	Bathers and Towel, if you have a wetsuit bring it
<b>Car Driving:</b>	You must bring your "L" drivers license
<b>Horse Riding:</b>	Solid footwear required

## Optional Items:

- If there have been any changes to your medical status, please bring an updated personal information form. Remember we have a duty of care to look after you so we need the latest information!
- We have screen printing on site so perhaps bring a shirt, dilly bag, singlet or anything else to screen print.
- Money for the canteen if you decide not to cook! (See attached menu)

**Remember – Whatever your bring, you need to carry into your campsite. If you have a trek cart why not bring it!**

# Arriving at Anything Goes

When you arrive at AG, you should enter Lardner Park via Gate 3 only. Please note this is a different to previous years. **You should arrive between 6pm and 11pm Friday!**

## Parking

On arrival you will be directed to the drop off area and then asked if your vehicle will be staying the weekend, if so after dropping your Venturers off you will be directed to the long term car park (Second & Third Sts – North of the Mobil Pavilion).

If you are only dropping off Venturers and gear you will be directed to the drop off area (Avenue K & J south of the Baw Baw Pavilion). If you are staying the weekend, you will need to park in long term parking.

Please follow the marshal's directions; they are here to help you!

## Check In

Once you have found the right car park, you should unload your bags and proceed to the Baw Baw Pavilion where you will find our check in centre.

On arrival at the check in centre your bags will be inspected for prohibited items.

Once you have been through the bag inspection you will be directed into either the Green or Red queues depending on your paper work status.

You will then be issued with your ID tag for the weekend, and this will also have your activities and times printed on the back. You must wear your ID tag in a visible position at all times and this is your key to accessing all activities.

Once you have completed check-in you can head down and setup camp.

## Setting up Camp

The camping area is located between Avenues B & C.

Camp areas of approx (insert size) have been laid out with a 2m walkway between the side and back of each site. These gaps are required to meet fire regulations.

Please setup camp within the area you have been assigned so that we know where to find your unit if needed, and please stay within the boundaries, **ie no guy ropes in the walk ways please!**

Venturers without a line leader will be in the "crèche" which is just west of the main camping area. On arrival please check in with the crèche leader so that you can get to know them.

## Have Fun!

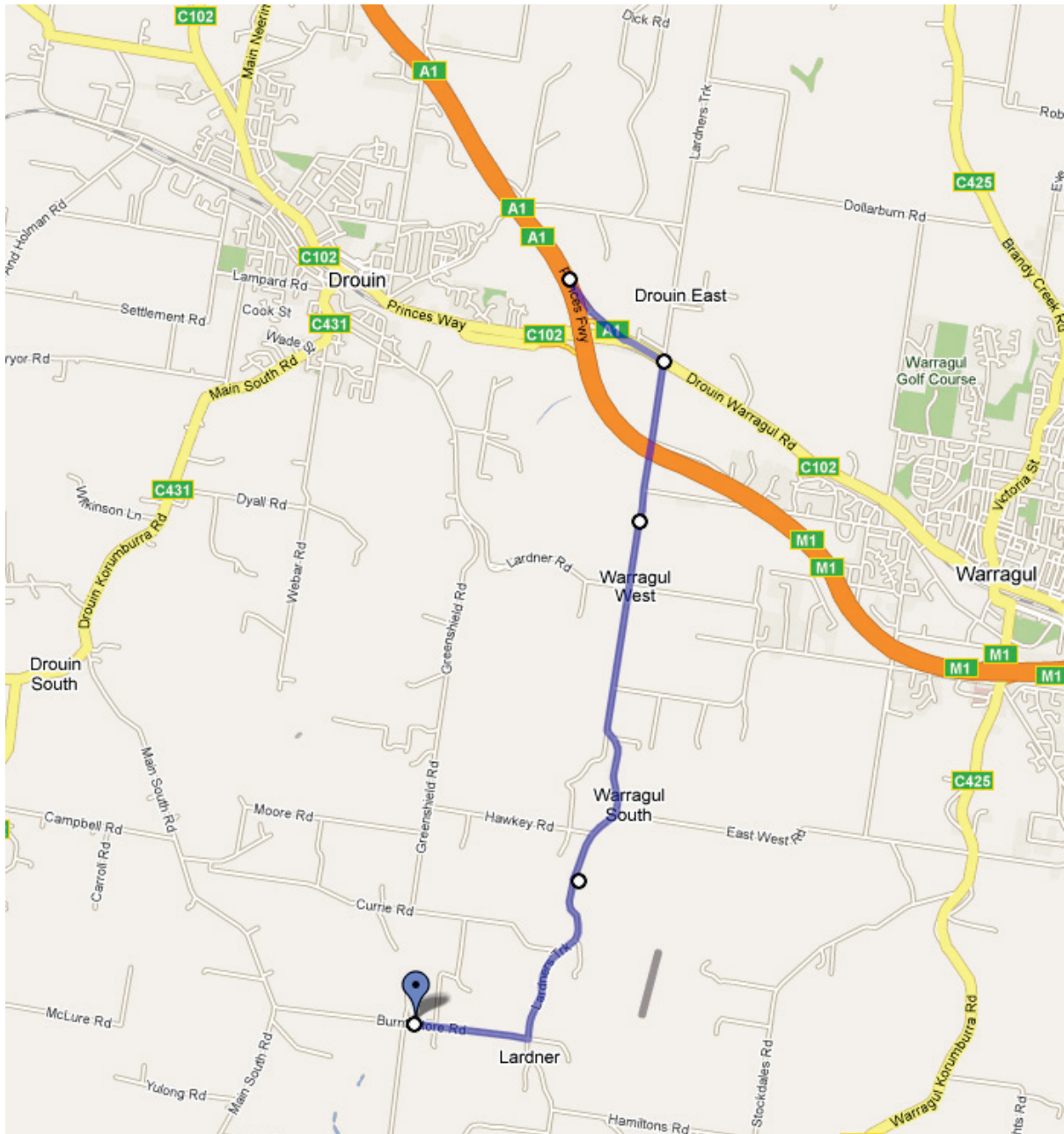
There are lots of onsite activities to do and explore, so have a good look around.

If you want to change your major activities preferences, or want to cancel an activity please come and see the activity admin team in the Central Pavilion between 7pm and Midnight Friday

# How to get to Anything Goes (From Melbourne)

Coming from Melbourne, take the first Exit to Warragul which is marked to Lardner Park. Within 1km of the exit, turn right onto Lardner's Track.

Follow Lardner's Track along approx 14km and then turn right onto Burnt Store Road and Lardner Park will be on your Right. **Entry to the site is via GATE 3 ONLY**



# How to get to Anything Goes (From Gippsland)

Coming from Traralgon, take the first Exit to Warragul (Hospital Exit) at end of the exit ramp there is a roundabout, proceed straight through going past the hospital on your left. Follow Warragul-Lardner Road until you reach a T interception.

Turn Right onto Lardners Track. Follow Lardner's Track along and then turn right onto Burnt Store Road and Lardner Park will be on your Right. **Entry to the site is via GATE 3 ONLY**

