

AG 2024 – GENERAL INFORMATION

Things to bring:

- Sunscreen (SPF 30+ and Hat)
- Insect repellent, the mozzies are out in force!
- Personal belongings (clothes etc)
- Sensible footwear – no thongs please
- Sleeping gear (sleeping bag etc)
- Large drink bottle & water
- Tent
- Unit tent (shade)
- Uniform (for travel and closing parade)
- Cooking gear - please check with your unit leader about the AG safety rules on cooking gear. No open fires are allowed.
- Personal first aid kit (include any medication you need)
- Your costume for Saturday night's party!
- Phone/phone charger (All devices greater than a phone charger will need to be Tested and Tagged or they cannot be plugged in).

*Note anything you bring, you do so at your own risk – Scouts Victoria does not have any responsibility for lost/ broken/ stolen items.

Do NOT bring:

- Alcohol or non-prescribed drugs
- No Vapes
- Energy drinks or items like No Doze or caffeine tablets
- Loud music gear or anything else that makes loud noises (eg, whips, horns)
- Fireworks or flares
- Laser pointers
- Sheath or large knives
- Fire twirling equipment
- Electronic equipment that is not tested and tagged
- Machines such as slushy or ice cream machines

*We may confiscate any prohibited items, and either destroy or return them at the end of the event.

Specific things to bring for activities:

Scuba Diving: Bathers and optional wetsuit. Must have no history of asthma.
 There is an additional permission form required for Scuba
 Diving

Mountain Bikes: Recommend long sleeves, long pants and solid footwear.

Also a set of bathers – there is a swimming leg to the event!

Gumbuya world: Bathers, towel, water bottle, and snacks.

Splatball & Tanks: Water Bottle & Enclosed toe footwear.

Please be aware that some activity times have changed so check the back of your ID Card for times to be at the Transport Tent.

Optional items to bring:

- 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!
- Money or card for the canteen if you decide not to cook!

Behaviour at AG

The Anything Goes Code Of Conduct Governs the conduct at the event.

- Any Venturer, Linking Scout, Guide, Rover or Leader found by the AG team to breach these rules 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. If a Venturer unit brings the problem to our attention before we find it, only the person(s) breaking the code of conduct will be sent home.

Noise in the tent lines

- We have a noise curfew in the tent lines of 11pm Friday night and 10pm on Saturday night. This curfew is to ensure that leaders who are driving Venturers and Scouts home can get reasonable sleep. Our security and welfare staff will be enforcing this rule. If you want to have conversation after these times, please head on up to the area around the Baw Baw Pavilion.

Respecting Lardner Park

- Lardner Park is not a Scout Camp. The Lardner Park Committee provides us access to this site at a discount price, which allows us to put more money into

all the great activities for the weekend. Please respect Lardner Park property including the picnic tables and chairs, and ensure all rubbish is cleaned up at the end of the weekend.

Out-of-bounds Areas

- There are a number of areas that are out-of-bounds for Venturers and linking Scouts, including the sheds along the front boundary, all pavilions other than the Baw Baw and Central Pavilions, the Conference Centre, and the paddocks to the east, north and west of the main site.
- If our security team catches you in one of these areas, you may be banned from the event and suspended from Scouting for a period of time.

Arriving at Anything Goes

When you arrive at AG, you should enter Lardner Park via Gate 4 where you will be directed to 4A (off Gate 4). Anyone exiting the site on Friday night will exit via Gate 3.

Please plan to arrive between **6pm and 11pm** Friday! If you plan on arriving at another time, you need to make arrangements with Admin as soon as possible. The gates close at 11pm and Security will not let you in after this time unless you have organised a late entry.

For those who have notified us they are arriving by public transport, you will be picked up from the Warragul train station. There will be a marshal at the station.

Parking

On arriving, you will need to park in our short-term car park so you can check in. Once you have checked in, we will escort you and your gear to your site. **PLEASE DO NOT EXCEED WALKING SPEED IN VEHICLES.**

Once your gear is dropped off at your site, if your vehicle is staying the weekend, you will need to move it to the long-term carpark. You car can not stay onsite.

Check-in

On arrival your bags and camping gear may be inspected for prohibited items.

Once you have been through the bag inspection you will be directed into the Baw Baw Pavilion and in either the Green or Red queues depending on your paperwork 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. It is your key to accessing all activities.

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

Setting up camp

The camping area is located between Avenues B & C. You can find out which site is yours by the signs hanging up in the admin area on Friday night.

Camp areas of approx. 10m x 12m will be laid out with a 4m walkway between the side and back of each site. These gaps are required to meet fire regulations.

Please set up camp within your assigned area so that we know where to find your unit if needed, and please stay within the boundaries, i.e. no guy ropes in the walkways!

Please note that for fire safety purposes, any cooking gear must be set up on the side of your campsite directly next to the road.

Activities at AG

There are two types of activities at Anything Goes:

- Offsite activities (ones you have booked)
- Onsite activities

If you can't remember what your offsite activities are or what times they leave the transport tent, please check the back of your tag.

If you wish to change your major activity, please see the activity swap team in the Baw Baw Pavilion (Friday night) or the transport tent (Saturday). Note that swaps are not always possible, but we will do our best!

A full program of onsite activities is available in your unit pack.

Archery Tag is offered as an onsite, there is a slight risk of injury, if you participate in Archery Tag, you accept this possibility, otherwise please speak to Admin.

Leaving Anything Goes

Final parade

- The Anything Goes final parade will be held on Sunday in the Baw Baw Pavilion at **11:30am** and Units/Venturers can leave the site after closing ceremony has happened.
- Units must have their site cleared by a clearance staff member (in high vis vest) before they can depart.

Leaving early

- If you wish to leave the Anything Goes site early, including on Saturday, you must notify Admin and provide a signed passout form from your parents (available on our website under “forms”).

Leaving by car

- Vehicles can be brought into the campsite areas for packing up and loading from **11am**. Please note there is a 5km/h speed limit around the site.
- Vehicles arriving onsite on Sunday must enter via Gate 3 and any vehicles departing must leave via Gate 4

Leaving by train

- you must have your gear in the transport area ready to load onto the shuttle bus BEFORE closing parade
- shuttle buses will leave the transport tent area from 1pm on Sunday afternoon

During AG

Admin

If you have any questions during the event, head over the Admin, which you can see from pretty much anywhere onsite – by the big ‘ADMIN’ sign on the roof. Come and say ‘Hi’. This is your main port-of-call for any questions you have during the event.

Welfare

If you are feeling unwell, need support or anything else related to your wellbeing, head over to our welfare team who can help you! Find them in-between the Canteen and Admin. There’s always a friendly face to help you in welfare.

You can also call our dedicated welfare team on the **hotline number on the back of your ID card**. Please don’t hesitate to call, the person on the other end can help in a number of ways. It might not be welfare related; the toilets may have run out of paper – they can sort this out!

Canteen

This year we will have a canteen from Friday evening through to Sunday breakfast. Yes the milkshakes will be back again this year! Our dessert Food truck will be onsite for Saturday Night!

Power onsite

Some sites are powered with power risers, you are able to plug electrical devices into them, however all electrical extension cables must be tested and tagged; similar with all power boards and devices plugged into them. Extension cables must not be joined together, whilst resting in grass – this must be done under cover.

Our onsite Electrician and CFA team will be checking for electrical devices not adhering to these requirements. We will be removing any devices which do not comply.

After AG

We are always aiming to improve Anything Goes, and one of the best ways we can do this is through your feedback.

If you have ideas, suggestions, things that you thought were good, things that you thought didn't work at all – please drop us an email, give us a call or message us on Facebook. We love making AG a memorable event but can only do this with your feedback.

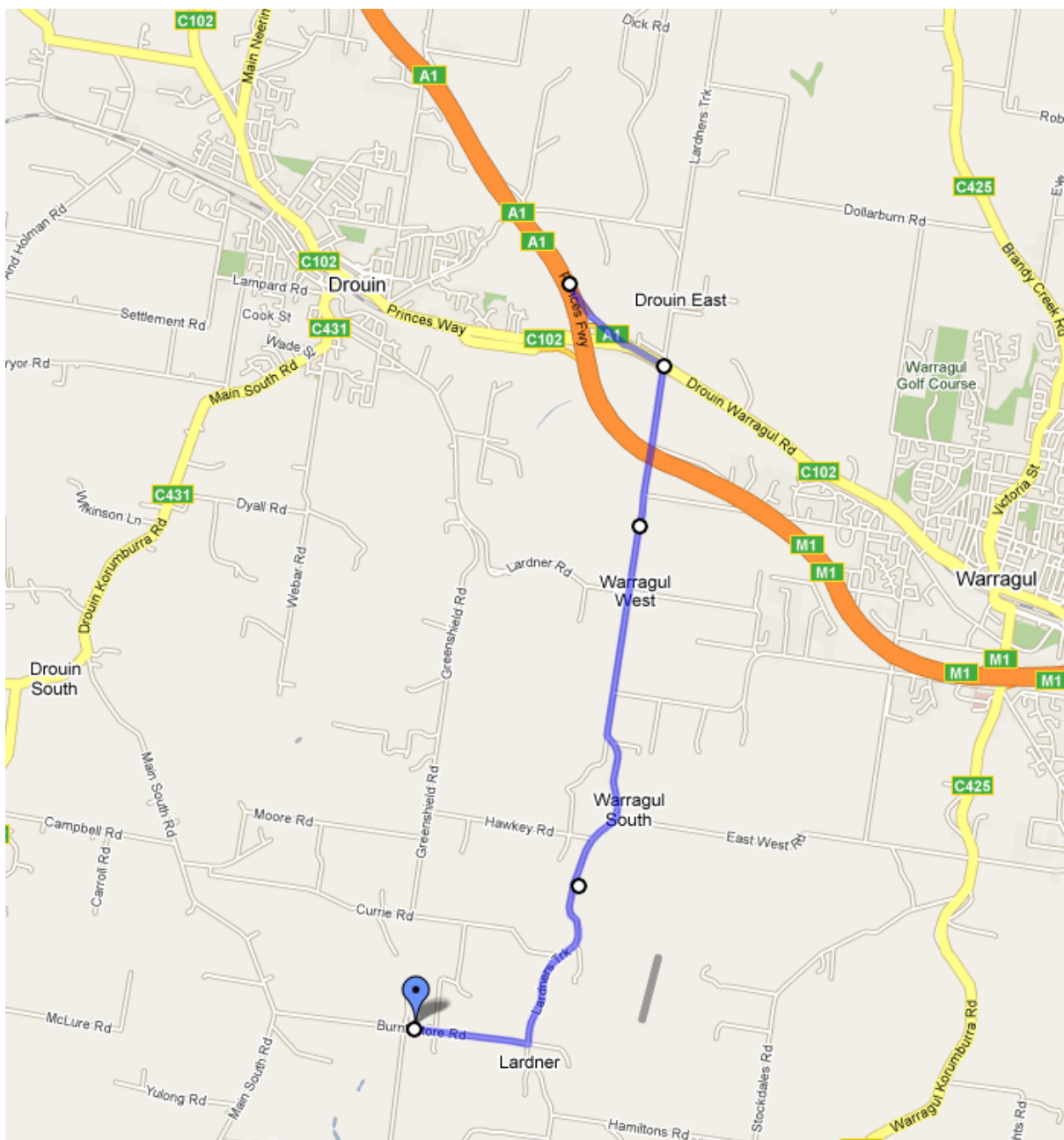
How to get to Anything Goes

(from Melbourne)

Coming from Melbourne, take the first exit to Warragul which is also 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 a little way up. Entry to the site is via GATE 4 ONLY.

All intersections will be signposted with AG signs showing the directions.



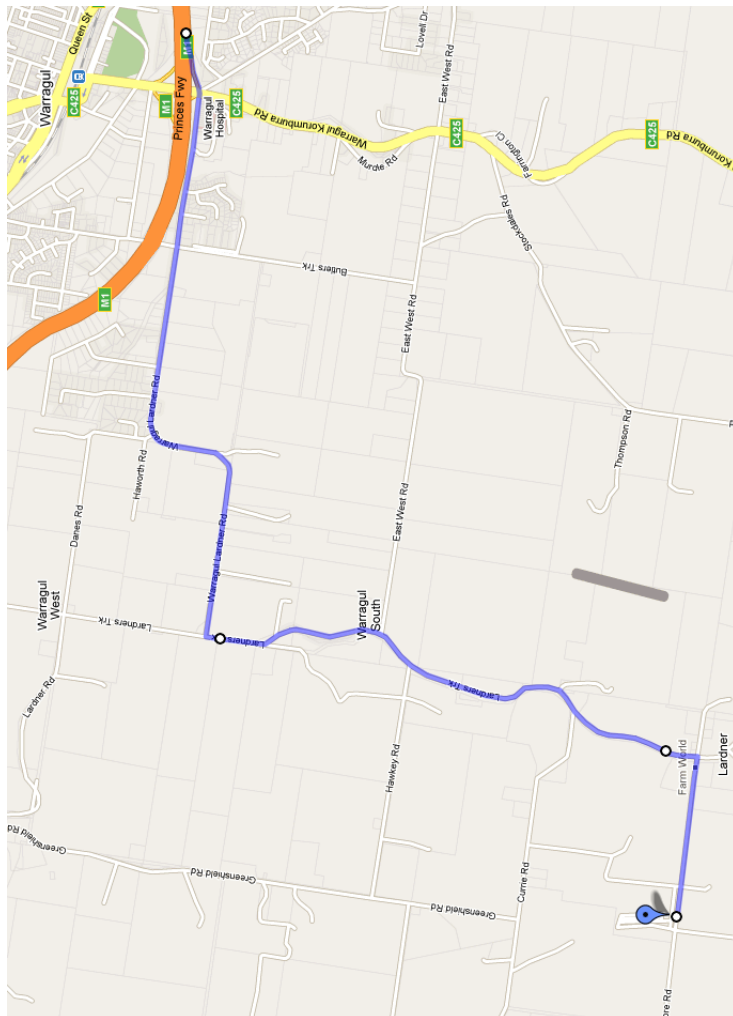
How to get to Anything Goes

(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 intersection.

Turn left onto Lardner's Track. Follow Lardner's Track along and then turn right onto Burnt Store Road and Lardner Park will be a little way along on your right. Entry to the site is via GATE 4 ONLY.

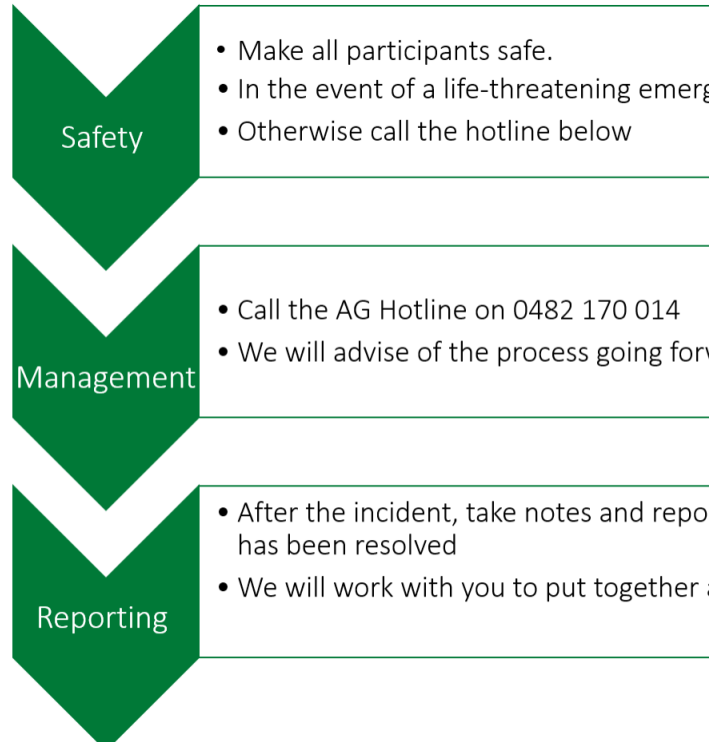
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Anything Goes Emergency
Management Plan
Leaders and Marshalls

Current as at 15th of February 2024

Follow the chart below in the event of an
incident during AG 2024



FREE

DONUTS!!

(get 'em while they're hot)

Did you register & **pay** for AG before 31st January??

Does your ID Card have the words:

“Free Donuts” on the back??

If it does, then you're entitled to a free bag of donuts from the canteen.

We suggest you claim your free bag of donuts early; later on we can't guarantee that we will have stock!

Jelly wrestling

We want jelly wrestling to be a safe and fun, if somewhat messy, event for all those participating.

Rules

If you're planning to participate (on Sunday morning), please be aware of these rules:

- No spear tackles or pile drives
- No head high tackles
- No giving wedgies
- No intentional removal/ripping of opponent's clothes
- No indecent exposure

Participants must follow the direction of the jelly wrestling MC at all times.

Clothes

At a minimum, you must wear:

- *boxers and boardie's or underwear with shorts*
- *T-shirt*
- *if applicable - Bikini top under Tshirt*

Consequences

If you don't abide by these rules, you will be asked to leave the ring, and will not be allowed to participate any further.

Any severe breach of these conditions will result in the individual or team being brought before event committee for disciplinary action.