

VENTURER CAMP 2023

Info Pack v2

"I don't think we could have got more information in it if we tried"

23rd June 2023



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Section 1

Introduction

Welcome to info pack v2!

Apologies this info pack is once again slightly later than promised! Many of the team have had exams but we've also been working really hard to make camp as fun and safe as possible. This document should include everything you need to know ahead of the event that we haven't told you already.

At the time of writing we've got an exciting 409 people booked to attend! If you haven't booked yet and you would like to, this is still possible but at a greater cost and we can unfortunately no longer guarantee we will be able to meet any complex access requirements. More info in our [payment policy](#).

If you've got a question or would like to know some more information, feel free to drop us a DM on our social media or send us an email (info@venturercamp.org.uk).

1.1 Venturer Camp 2023, a reminder

Back for 2023, Venturer Camp will once again be returning to Woodcraft Folk's Biblins Youth Campsite in The Wye Valley near Hereford from the 5 to 12 August 2023. Venturer Camp is open to participants aged 13-17 inclusive, this due to the Covid pandemic, and will have the theme of Mythology.

1.2 Find Out More

Venturer Camp lives across the internet. You can find out more about us on our website (venturercamp.org.uk), on the Woodcraft website (woodcraft.org.uk), on our Instagram ([@venturercamp](https://www.instagram.com/venturercamp)) and on our Facebook ([/wcfventurercamp](https://www.facebook.com/wcfventurercamp)). We will also send emails to those who have booked and to Venturer group contacts with key information in it.

1.3 Future Publications

We are aiming to publish the village handbook by 22 July 2023. This will contain most of the information which you will need on site including a map, health and safety information, the Code of Conduct and more. This will also be provided to villages on site in print.

Section 2

Communications during the event

As promised in the last info pack, we will have a WhatsApp number available for you to use during the camp to contact the site. This number is active from now however will not be checked regularly. The number will be checked regularly from 22 July until after camp.

Email	info@venturercamp.org.uk
WhatsApp	+44 7716 372651
Phone	01600 890 850

Table 2.1: Contact methods during the event

2.1 Mobile Phones

It is up to individual villages to decide appropriate rules for mobile phone usage for participants. This decision should take into account the lack of mobile signal on site and the lack of charging facilities on site.

Villages should consider and make allowances where needed, for those who need their mobile phones as a medical device. There will be charging available in the cabin for those who need their phone for this reason, we would recommend the use of power packs for this.

2.2 Village Co-ordinator' Meeting

On site during the event, Village Co-ordinators' will be invited to a morning meeting with Thomas Boxall, camp coordinator, where they will be able to find out the latest information on everything ranging from programme to waste collection. Morning circles within villages shouldn't be held until after the village coordinators meeting to ensure the most up to date information is disseminated to young people.

Section 3

Getting To Biblins

The full address of the site is as follows:

Biblins Youth Campsite

The Doward

Whitchurch

Ross-on-Wye

HR9 6DX

OS grid reference: SO 549 145

3.1 By Car/Van

From the A40, Ross-on-Wye to Monmouth road, leave the dual carriageway at Crockers Ash, and follow the signs to Biblins Campsite. Note that access is via a single vehicle width track with passing places, which is unsuitable for coaches or vehicles over 6ft wide.

Please be aware that the lanes close to Biblins Campsite are very narrow, with passing places, and that some Sat Nav systems have directed previous campers along Sandyway Lane, which is NOT suitable for large vehicles.

If you are arriving along the A40 from the north (i.e. from Ross-on-Wye), leave the A40 at the turn for Stoney Hill Industrial Estate; Crockers Ash and Doward. Then turn immediately right and remain on this road for about half a mile - do not turn left into Sandyway Lane (opposite). After half a mile, turn left at the sign to Doward and Biblins (also signed toward Doward Park Campsite). Remain on this road until you reach Doward Park Campsite and then follow the adjacent Forestry Track down the hill to Biblins.

3.2 Coach Access

Special arrangements can be made for coaches to approach from the Gloucestershire side of the river via 3 miles of forestry track. This is a locked route and only available by prior arrangement with us. Your group will then need to carry their luggage over the suspension footbridge.

If you require coach access, please contact info@venturercamp.org.uk.

3.3 By Public Transport

From Hereford station - 36 bus towards Over Mannow - takes around 1 hr 15 minutes. [Timetable available from the Stagecoach website.](#)

From Newport (South Wales) station - Queensway 60 bus towards Monmouth - takes around 1 hour. [Timetable available from the Newport Bus website.](#)

From Monmouth walk down the River Wye to the campsite - around 4km - might want someone else to take kit but walk is flat with good views.

3.3.1 Taxis from Monmouth

Amber Cars	01600 712200
Kenny's Taxis	07828 882432

Table 3.1: Taxi firms based near Monmouth

3.3.2 Shuttle Busses

There will be shuttle buses running from Hereford station on the first day of camp and back to Hereford station on the last day of camp. Please get in touch with coaches@venturercamp.org.uk if you haven't already if you require a shuttle bus or have any questions.

Section 4

Equipment

4.1 Kit List

Anything brought to camp is brought at the owners risk. We recommend not bringing valuables or keeping them on your person at all times.

4.1.1 It is suggested that everyone on site brings

- Sleeping bag
- Pillow, roll-mats etc
- Eating Kit
- Wash Kit
- Any medications that are needed
- Any menstrual products that may be needed
- Clothes (be prepared for all weathers)
- Torch
- Waterproof jacket & trousers (if you have them)
- Boots/ outdoor shoes which are comfortable to hike in
- Flip-Flops/ sandals
- Towel
- Something to put dirty laundry in
- A refillable water bottle
- Sun cream
- Hat

There will also be an opportunity to purchase merchandise and additional food & drinks on site.

4.1.2 Participants wishing to take part in the Adventurous Activities will also need

- Clothes you don't mind getting wet & dirty in the river
- Spare bin bag for wet clothes
- Towel you don't mind using straight out of the river
- Snug fitting trainers

4.1.3 Do not bring

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

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

4.2 Equipment On Site

Nobody is to take any equipment from any store cupboards on site without consulting with the Site Services team. The Site Services team will be more than happy to support with finding equipment/ materials if needed.

4.3 Broken Equipment at The End of Camp

Things break, we definitely learnt this at Common Ground! If something breaks, please don't leave it on site for us to clear up - Biblins has limited waste disposal which we will already be pushing to its limits from the numbers of people on site so adding broken tents, air mattresses or other equipment to this will make the job really tough for the site services team & staff team at Biblins.

If you need support breaking down broken equipment to be able to fit it back in your van, contact Site Services.

Section 5

Site Layout

There are some areas of the site which we are still to finalise, these will be finalised in the coming weeks and confirmed via social media and the village handbook.

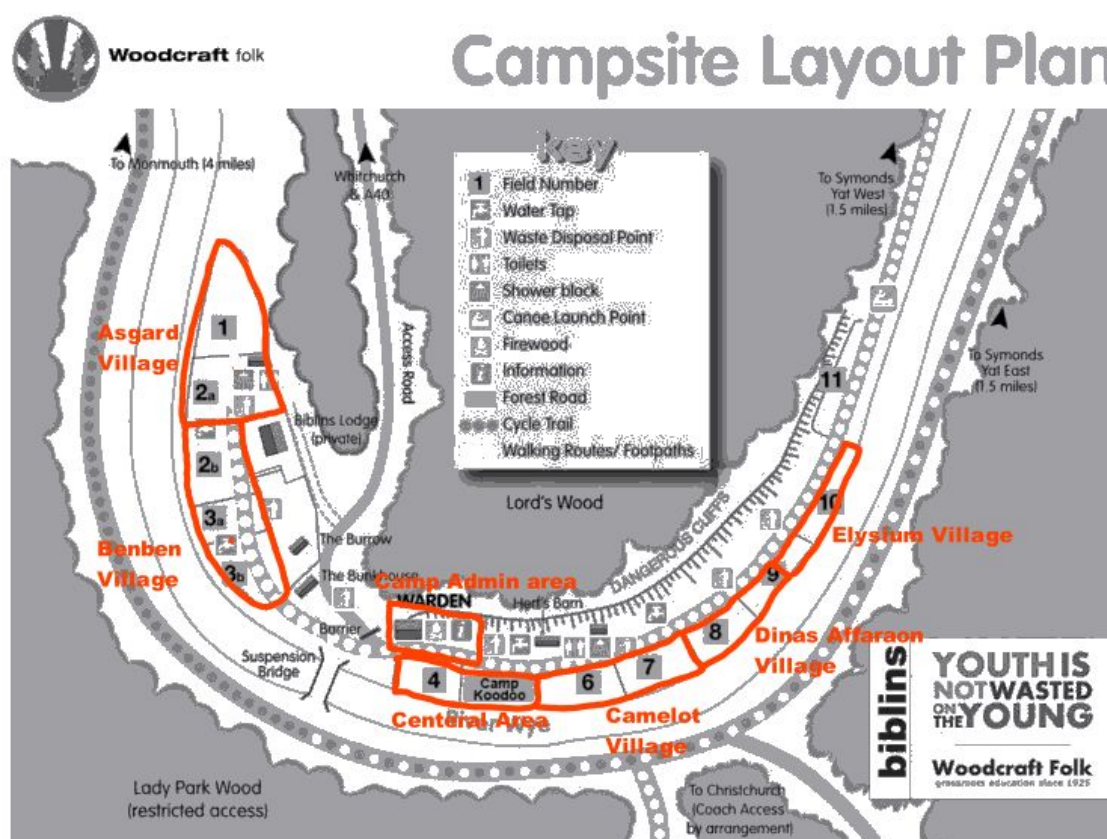


Figure 5.1: Camp Outline Map

Not shown in the map above:

- Camp Koodoo has moved to above pitch 1, this means where camp Koodoo is marked on the map will be pitch 5 which will form part of our central area,
- Part of pitch 4 will be used as the "Site Yard" and will be home to the food distribution centre as well as the site services depot and car park, and
- Pitch 11 will be used as canoe storage and the launch site for them.

There will be a much nicer version of the map made before camp, don't worry!

Section 6

Villages

The campers at Venturer Camp 2023 will be split between five villages.

6.1 Names of Villages

The five Villages at Venturer Camp are named for mythical, magical places from ancient traditions and beliefs

Asgard is one of the Nine Worlds in ancient Norse mythology, and is the fortress home of the most powerful gods, including Odin and Thor. It is also the location of Valhalla, the mighty hall that is home to the souls of warriors killed in battle. The realm of Asgard is connected to the mortal world, Midgard, by a rainbow bridge.

Benben is the first mound of land that rose up out of the primordial waters when the world was first created, according to ancient Egyptian religious belief. The creator-god Atum settled on the mound before creating the air-god Shu and water-goddess Tefnut, who made the sky and the earth.

Camelot is home to King Arthur's court. It is a silly place.

Dinas Affaraon in Welsh tradition, was home to the Pheryllt, a tribe of Druids skilled in alchemy. It was a fortified hill city, known also as the 'hill of higher powers'. It is also mentioned in one of the mediaeval legends that make up the Mabinogion as the place where King Ludd imprisons the white Saxon dragon and the red dragon of Wales, locked in eternal battle.

Elysium was the ancient Greek afterlife, a paradise located in the ocean at the western end of the earth, and was ruled over by the Titan, Kronos, the father of Zeus. Elysium, where those favoured by the gods live on after death, is also known as the Isle of the Blessed - in its fields it is always spring.

6.2 Coordination Team's Village Placement

There will not be a central village at this camp, and therefore each village will also house a small number of volunteers from the central co-ordination team.

The central team may need slight accommodations made within the village for them, for example, meals being kept back for them to eat at different times, no village roles being assigned, or being exempt from clan. Help with supporting the central team to also have a good experience at Venturer Camp 2023 is available from the Coordination & Event Administration team (info@venturercamp.org.uk).

A list of those who are in each village and designated as central team and may need accommodations made will be made available in the village handbook. The number of central team in each village has been carefully considered and is as equal as possible between the different villages.

6.3 Village Equipment

A few Woodcraft Folk districts and Biblins are very kindly lending us their kit to support villages, so all you need is personal kit (sleeping tent, sleeping bag, eating kit etc). However you will need to help put this up and take it down as a village, and take care of it!

We are still finalising the village equipment and will have this confirmed before June 30th.

6.4 Village Composition

Name	Pitch	Containing
Asgard	1a, 1b & 2a	Newham Watersmeet
		Cambridge
		St Albans
		Eastern Region
		Sheffield Derwent
Benben	2b, 3a & 3b	Birkenhead
		Clapham
		Highgate & Holloway
		Teddington
		New Barnet
		Camps For All
		Banbury
		Stroud
		Food Team
		Woodcraft Folk Staff
		International Volunteers

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Name	Pitch	Containing
Camelot	6 & 7	Lewisham & Greenwich
		Exeter
		Brighton & Hove Central
		Watford
		Eastbourne
		Tyne
		Leeds
		Coach Coordinators
		Camp Coordinators
Dinas Affaraon	7 - 8	Oxford
		Hackney
		Brighthelmstone
		Bath
		MEST-UP Centre Team
Elysium	9 & 10	Adult Volunteers
		Scotland
		Machynlleth
		Cardiff
		Manchester
		Southampton
		Ealing
		Bromley

Table 6.1: Village names, pitches and contained groups

6.5 Village Roles

Each village will need to identify individuals (or teams, we would recommend every role nominates a Deputy) to take on the following roles:

- Village Coordinator
- KP (this works really well as a team, food will be provided centrally but each village needs someone to oversee the cooking!)
- Safeguarding Lead
- Deputy Safeguarding Lead

- First Aid Lead

There may be some additional roles asked for in the future, however the five above are our priority.

Please ensure **this form** is completed by all post holders in your village by 30 June so each role holder can be sent information relevant to their role and keeping everyone safe at Venturer Camp - if you are struggling to fill roles or have any questions please get in touch with the Venturer Camp team.

6.6 Clans

The daily timetable (*Table 7.1*) has been laid out in a way that means most volunteers can do clan, especially in the morning. However some central volunteers may need to miss clan due to other responsibilities. We would recommend that you discuss their availability with them and spread them out when you create your clan groups.

Every village will be expected, at a minimum, to have the following clans

- Cooking
- Washing Up
- Site Services Support (cleaning toilets in the morning and evening, litter pick in the afternoons)

Villages may also choose to put clans in charge of wood and water, programme, or anything else they wish.

Section 7

Programme

7.1 Daily Timetable

Start	End	Content
	1430	Village Mornings (this will include rotating adventurous activities & lunch)
1430	1600	Central Programme slot 1
1600	1630	Break
1630	1730	Central Programme slot 2
1730	1800	Break
1800	1930	Dinner
1930	2030	News
2030	2200	Evening Programme slot 1
2200	2230	Sign In
2230	2330 (or 0100 on 11/08/23)	Evening Programme slot 2

Table 7.1: Daily Timetable

The daily timetable will be confirmed in the village handbook with further information about which centres are offering workshops when, as well as when different villages will be able to take part in the adventurous activities.

7.2 Mini-Themes

There will be 3 different mini themes on camp, as part of the wider theme of mythology. Every two days there will be a different mini theme working towards the central programme night, where this will be the dress up theme. There will also be some relevant workshops, and the Wide Game will fit into this too.

Dates	Theme
6th - 7th August	European mythology (Celtic, Norse etc)
8th - 9th August	Ancient mythology (Greek, Roman, Egyptian etc)
10th - 11th August	Mythology from around the world (essentially anything that doesn't fit into the above!)

Table 7.2: Mini-Theme breakdown by date

The first night is also a big programme night, and the dress up theme for this will just be mythology in general.

We recommend you discuss cultural appropriation in your group ahead of camp to ensure no one plans a costume that could be culturally offensive. Resources are available from: [West Virginia University Libraries](#), [Reachout](#), and [Healthline](#).

7.3 Centre Activities

Sign Up

We will give sign up sheets to village coordinators each morning in the village coordinator meeting at 08:30am. Sign up for workshops in centres will take place in villages each day for workshops that day, until 02:00pm when we will collect the sheets and put them outside the relevant centres. There will be limited spaces for each workshop per village to ensure the workshops are safe and enjoyable. If there are any spaces left for workshops these will be available on a first come first serve basis once activities start at 02:30pm.

7.3.1 Centres

Activism a space full of activities about the climate, anti-racism, LGBTQI+ rights, feminism, and more. This centre aims to encourage people to challenge the 'black and white, good or bad' view often found in activist circles and communities and instead explore issues from a more holistic point of view. There will be lots of exciting special guests running workshops as well as our excellent volunteers.

Arts a tent to explore and practise all kinds of art: visual, performance, couture, classic and modern. At drop in time it will be a calm space for venturers to chill out and sit with their own crafts. Workshops will mostly be a bit more active with a different disciplinary focus each time. The centre will become a gallery of itself as camp goes on.

Mythology a centre to explore the camp theme of mythology through lots of different kinds of activities, from craft to games to discussions.

Media a space where you can be guided through the process of drafting, filming and editing together videos. These will be watched by everyone on camp in the main marquee, as part of the News each night.

Solar Cinema a centre where you can see blockbusters and smaller releases, including some bigger events where discussions and Q&A sessions follow the film. Some viewings may be outside of typical centre hours, but we will make timings clear in the programme attendees are given on site.

Radio a centre where Venturers can run their own radio programme, be that a talk show, an interview, simply djing, or a mixture. There will be regular radio programmes throughout camp, so you should bring an FM radio from home if you have one (we will provide some to villages and centres but more would be good)!

Planning is ongoing for some bushcraft activities and peer support & resources on topics such as relationships & intoxicating substances, but these centres are not yet confirmed and may be open just for limited drop in or at specific advertised activity times rather than the whole time other centres are open.

Section 8

Safeguarding & Risk Management

8.1 Safeguarding Team

Safeguarding support and response will be provided by an on-site Safeguarding Team, which includes:

- Debs McCahon
- Felix Pepler
- Catherine Tuffrey

Each Village will be also required to nominate a Safeguarding Lead.

8.2 Site Stewards

Volunteer stewards will also be available on site - stewards will be available at the Information Desk immediately outside the Biblins Cabin. Stewards will take responsibility for:

- Signing people on and off site
- Directing cars and deliveries
- Answering questions
- Signposting campers to team members
- First point of contact for any concerns

8.3 DBS/ PVG Screening

All campers aged 18 years and over will need to follow Woodcraft Folk's [Screening & Vetting procedures](#), this includes:

- Submitting two suitability references
- Completing an enhanced DBS
- PVG membership (in Scotland only)

Time is running out if you need to apply or update your DBS. Please contact your District Membership Secretary or membership@woodcraft.org.uk for help with your DBS or PVG application. Any individual without a current DBS / PVG membership before 31st July will be asked not to attend and alternative adult support will need to be identified.

8.4 Responding to incidents, accidents and disclosures

If you would like to discuss any safeguarding or child protection issues please contact safeguarding@woodcraft.org.uk.

8.5 First Aid

Each village is expected to ensure they have access to a competent First Aider. In the Biblins environment this should be an individual who has a current First Aid qualification. For more information about Woodcraft Folk's expectations please see [the first aid guidance on the Woodcraft Folk website](#).

Section 9

Site Safety

Group leaders are reminded that they are responsible for the safety and well-being of the young people in their group at all times. Please see Woodcraft Folk's latest residential [guidance on the Woodcraft Folk Website](#). Please note that groups coming to Venturer Camp do not have to complete the camping & residential checklist, the camp coordination team are liaising with staff to ensure all the requirements are met.

There are some aspects of the site which Group leaders should be aware of including:

9.1 Public Access

There are a number of rights of way through the site, including access to the bridge in the centre of the campsite, which are well used by walkers. Thought should be given to the positioning of tents, marquees and cars to create natural barriers to the camping circle. Anyone in the camping circle without a Venturer Camp wristband should be politely challenged and asked to return to the public footpath.

9.2 The River Wye

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

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

9.3 Vehicles on Site

Groups are asked to keep driving on site to the absolute minimum needed to arrive/leave site with their group. There is a speed limit of 10 miles per hour and drivers should be aware that the path through the site is very popular with local walkers as well as being used by other campers.

Vehicles must be parked in the designated car park and not adjacent to villages during the event, unless expressly agreed in advance, e.g. for disabled access.

Section 10

Payments on Site

Due to the lack of mobile signal and WiFi on site, and the aim to reduce cash use on site, Venturer Camp 2023 will see the return of an on-camp currency.

This currency will be available to be exchanged from GBP during the event and exchanges back to GBP will be available at the end. There may be limited hours during which the camp Bureau de Change will be open, possibly 2-3pm daily. The exchange rate between the on camp currency and GBP will be 1:1.

The on-camp-currency will be able to be purchased using either cash or card, we would prefer card (or Google Pay/ Apple Pay) where possible as this reduces the administration for our treasurer. At the end of camp, any unspent on-camp-currency will be able to be changed back to GBP at no cost.

The on-camp-currency will be able to be used in the cafe and the shop to purchase refreshments and merchandise. An approximate price list is available below.

Product	Price
Pot coffee	0.50
Nice coffee	1.00
Nice decaf coffee	1.00
Iced coffee	1.50
Tea	0.50
Herbal Tea	1.00
Fruit Smoothie	2.50
Hot Chocolate	1.50
Dragon Breath Cookies	0.50
Frost Bites	0.50
Sea Biscuits	0.50
Cake of the day	1.00
Cake of yesterday	0.50

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Product	Price
Toasties	1.00
Fabled Oats	1.50

Table 10.1: Approximate Cafe price list

The cafe might also offer better value deals - watch this space!

Product	Price
Camp t-shirt	15.00
Stickers (2 pack)	0.50
Sew-on-badge	1.50
Cafe mug	6.00

Table 10.2: Approximate Merchandise price list

Section 11

Get Involved

We are always looking for more people to join the team!

Current roles we are looking to fill:

- Centre Coordinator
- Stewards
- Food Logistics Assistant
- Allergy Kitchen Assistant
- Cafe Assistant
- HACCP Coordinator
- Off Site Food Driver (must be aged over 25)

If you like the look of a role above and want more information, drop us an email to info@venturercamp.org.uk.

If you want to get involved and don't see something listed above which suits you drop us an email to info@venturercamp.org.uk.



Venturer Camp 2023, a project by [Woodcraft Folk](https://www.woodcraftfolk.org.uk), will bring together 13-17 year olds from across the UK to camp together and live by the Woodcraft Folk values for a week in the summer of 2023. Check out our website (venturercamp.org.uk) and our social media pages for more information.

Woodcraft Folk is a registered charity in England & Wales (1148195) and in Scotland (SC039791), and a limited company, registered in England & Wales (8133727). Registered office: Holyoake House, Hanover Street, Manchester M60 0AS