

Chapter 9

Activities

Rule 9.1	Activity Rules – Application	Rule 9.34	Climbing and Abseiling
Rule 9.2	Preparations	Rule 9.35	Caving
Rule 9.3	InTouch	Rule 9.36	Archery
Rule 9.4	Risk Assessment	Rule 9.37	Shooting
Rule 9.5	Emergency Procedure	Rule 9.38	<i>This rule is intentionally left blank.</i>
Rule 9.6	Large Scale Events	Rule 9.39	Paintball Games
Rule 9.7	Adventurous Activities Permit Scheme	Rule 9.40	Laser Games
Rule 9.8	Adult Groups in Adventurous Activities	Rule 9.41	Aerial Runways
Rule 9.9	Use of Professional Centres and Instructors	Rule 9.42	Water Activities - General
Rule 9.10	Air Activities – General	Rule 9.43	Life Jackets and Buoyancy Aids
Rule 9.11	Access to Airfields	Rule 9.44	Classification of Waters
Rule 9.12	Air Activities - Public Liability Insurance and Pilot and Aircraft Requirements	Rule 9.45	Water Activities Permits
Rule 9.13	Flight Briefings	Rule 9.46	Boats
Rule 9.14	<i>This rule is intentionally left blank.</i>	Rule 9.47	Charter Vessels
Rule 9.15	<i>This rule is intentionally left blank.</i>	Rule 9.48	Swimming - General
Rule 9.16	Powered Aircraft Flying	Rule 9.49	Activities near the Water
Rule 9.17	Gliding	Rule 9.50	Activities on the Water
Rule 9.18	Ballooning	Rule 9.51	Paddling
Rule 9.19	Parachuting	Rule 9.52	Swimming Activities
Rule 9.20	Hang Gliding and Paragliding	Rule 9.53	Swimming Training and Competitions
Rule 9.21	Hovercrafting	Rule 9.54	Scout Owned Swimming Facilities
Rule 9.22	Creative Activities for Public Performance	Rule 9.55	Nights Away Permit Scheme
Rule 9.23	Marching Bands	Rule 9.56	Responsibilities
Rule 9.24	Musical Groups	Rule 9.57	Nights Away Permits
Rule 9.25	Theatrical Performances	Rule 9.58	Renewal, Restriction, Suspension or Withdrawal of Nights Away Permits
Rule 9.26	Hill Walking and Off Road Cycling Permits	Rule 9.59	<i>This rule is intentionally left blank.</i>
Rule 9.27	Hill Walking and Off Road Cycling - Safety	Rule 9.60	Beaver Scouts and Cub Scouts Nights Away
Rule 9.28	Terrain Zero Definition	Rule 9.61	Scout, Explorer Scout or Scout Network Nights Away
Rule 9.29	Terrain One Definition	Rule 9.62	Family Nights Away
Rule 9.30	Terrain Two Definition	Rule 9.63	Expeditions and Events in Adventurous Country or Onboard Craft
Rule 9.31	<i>This rule is intentionally left blank.</i>	Rule 9.64	Visits Abroad
Rule 9.32	Party Size	Rule 9.65	Visits to the United Kingdom
Rule 9.33	Snowsports	Rule 9.66	Towing of Inflatables Behind Powered Watercraft

Rule 9.67	Bungee Jumping
Rule 9.68	Bungee Running
Rule 9.69	Martial Arts
Rule 9.70	Horse Riding and Pony Trekking
Rule 9.71	Cycling
Rule 9.72	Motorsports

Rule 9.73	Chain Saws / Tree Felling
Rule 9.74	Hitch Hiking
Rule 9.75	Marching
Rule 9.76	Joint Activities or Joint Use of facilities with other Youth Organisations
Rule 9.77	Other Activities

A list of available guidance on activities is contained in factsheets FS120084 Scout Led Activities Index and FS120086 Commercially Led Activities Index.

Further advice may be available from District and County Activity Advisers, details of which may be available from your Assistant County Commissioner (Activities). You may also contact Headquarters via the Scout Information Centre. In addition to the factsheets stated, others may be available to provide guidance in activity areas.

Rule 9.1 Activity Rules – Application

- a. These Rules apply to all activities carried out anywhere in the world.
- b. The District Commissioner is responsible for approving all activities for Beaver Scouts, Cub Scouts, Scouts and Explorer Scouts. This will usually be by means of an informal system agreed between the District Commissioner and each Group Scout Leader or District Explorer Scout Commissioner.
- c. The County Commissioner is responsible for approving all activities for Scout Network Members. This will usually be by means of an informal system agreed between the County Commissioner and the County Scout Network Commissioner.^{SV}
- d. The relevant District or County Commissioner is responsible for approving all activities for groups of adults (i.e. where each individual is aged 18 and over). This will usually be by means of an informal system agreed between the relevant Commissioner and the County Scout Network Commissioner (in respect of Scout Network), Scout Active Support Manager (in respect of Scout Active Support) or other person recognised by the relevant Commissioner.^{SV}
- e. For special events and activities approval must be granted by a County, Regional or Chief Commissioner, as appropriate.

- f. For safety reasons the District or County Commissioner (or their representatives) of the area where the activity takes place has an overriding authority to direct that it should be postponed, stopped or cancelled.
- g. There are additional requirements for the District/County Commissioners approval for those activities which fall within the scope of the Association's Adventurous Activity Permit Scheme.
- h. When professional instructors or leaders from outside the Movement are engaged separate rules apply.
- i. Leaders should be aware of the need to supervise all Members in their charge in the locality of the activity being undertaken, including those not actively involved in the activity.

Rule 9.2 Preparations

- a. Prior to every activity the Leader must ensure that:
 - it has been approved by the relevant District/County Commissioner;
 - if necessary, they - or another member of the party - holds a permit in accordance with the Adventurous Activity Permit Scheme (see Rule 9.7);
 - it is the leader holding the permit who takes all decisions for the duration of the activity;
 - there is additional, responsible supervision as required (including for those in the locality of the activity but not actively involved, see Rules 3.7-3.8);
 - suitable InTouch arrangements are in place (see Rule 9.3);
 - it is appropriate to the age and abilities of all participants;
 - each participant has received appropriate training;

- An appropriate weather forecast is obtained and acted upon in terms of selecting the area in which the activity will operate and that each participant is suitably equipped to tackle predicted/possible extremes;
- all equipment is appropriate for the activity;
- any other requirements of The Scout Association, including Child Protection and Safety, have been complied with;
- any legal requirements for the activity have been complied with.

Rule 9.3 InTouch

- a. For all Scouting activities each party must implement an 'InTouch system.
- b. Details of what this needs to include are contained in the factsheet *FS120075 InTouch*.

Note: All Rules regarding InTouch are for implementation by Districts (and Counties) by 1st September 2010. During this time, where InTouch has not yet been implemented locally, reference should be made to the Home Contact Rules in the September 2008 version of POR.

Rule 9.4 Risk Assessment

- a. Leaders should carry out risk assessments before and during every activity. All activities must be undertaken in accordance with the Association's Safety Policy (see Chapter 2) and adhere to the relevant general and specific activity rules set out in Chapter 9 - Activities.

Further details are contained in the factsheet FS120000 Activities – Risk Assessment available from the Scout Information Centre.

Rule 9.5 Emergency Procedure

- a. All accidents to individuals and/or involving damage to property must be reported.
- b. In the case of an accident to an individual a party member or their designate must alert:
 - the appropriate rescue service(s) if required;
 - the home Scout authority;
 - the next of kin;
 - in the case of a serious accident (loss of life, the prospect of loss of life or paralysis), the Duty Press Officer at Headquarters.
- c. For accidents overseas, the appropriate agency(ies) required by the travel insurers must be advised.

- d. The home Scout authority must ensure that links are maintained between the:
 - responsible person in the area of the accident;
 - next of kin;
 - Headquarters.
- e. Leaders are also required to notify the appropriate Government Agency when accidents occur during Air Activities or Water Activities (in coastal or deep-sea waters).

See also Chapter 7

Further details are contained in the factsheet FS120075 InTouch available from the Scout Information Centre.

Note: All Rules regarding InTouch are for implementation by Districts (and Counties) by 1st September 2010. During this time, where InTouch has not yet been implemented locally, reference should be made to the Home Contact Rules in the September 2008 version of POR.

Rule 9.6 Large Scale Events

- a. Where an adventurous activity involves 100 or more people, the activity must be specially approved by the home District or County Commissioner(s) and advance notice in writing must be given to the host County Commissioner(s) at least two months before the event, together with the following details:
 - the numbers and age ranges of those involved;
 - the names and addresses of the responsible Leaders;
 - the outline programme;
 - the proposed location(s);
 - the proposed transport arrangements, including those to be used during the event;
 - the proposed method of liaison with local landowners.
- b. In all such cases involving the activities covered in this chapter, the organisers must:
 - carry out a risk assessment;
 - consider and document the arrangement for the supervision of participants and the procedures to be used in the event of an emergency;
 - submit a safety plan to the home District or County Commissioner(s) for approval.

- c. For large scale adventurous activities where alternative written safety procedures are in place the County Commissioner, in consultation with the relevant County Activity Adviser, may agree to an alternative system of supervision, checking and control of participating groups.

Rule 9.7 Adventurous Activities Permit Scheme

- a. These rules apply to the following activities:

- hill walking and off road cycling (in Terrain One and Two);
- climbing and abseiling (except bouldering);
- caving;
- snowsports (in Terrain One and Two); (except artificial slopes and nursery slopes);
- water activities as defined in Rule 9.45 (except swimming);
- Hovercrafting.

All Rules regarding Hovercrafting are for implementation by Counties between 1st September 2008 and 31st December 2009. During this time, where these Rules have not yet been implemented locally, reference should be made to the Hovercrafting Rules in October 2007 version of POR.

- b. In the context of these rules an activity leader implies any of the following:
- Managers, Leaders and Supporters;
 - Adult Members and Associate Members;
 - Young people who are Members;
 - Non-Members.
- c. A District or County Commissioner issues a permit in accordance with the application, assessment and approval process and content of the appropriate factsheet.
- d. There is no age limitation for an activity leader holding a permit (except any imposed by outside agencies).
- e. County Commissioners or the UK Adviser (Activities) appoint Assessors in accordance with the process and content of the appropriate factsheet.

- f. Those wishing to lead or supervise adventurous activities must hold a permit where any Member participating is under the age of 18 or has a special educational need that places their mental age as below 18. Where groups/parties are entirely aged 18 and over Rule 9.8 applies.
- g. All groups undertaking adventurous activities in Terrain Two must have immediate access to someone holding a relevant and current first aid qualification, as defined in the appropriate factsheet. This need not be the permit holder.
- h. All groups undertaking adventurous activities in other areas must have immediate access to someone holding First Response. This need not be the permit holder.
- i. The requirement to have completed a First Response Course is waived for holders of a valid First Aid qualification, where the syllabus equals or exceeds that of a First Response Course, especially in respect of hypothermia and hyperthermia training.
- j. Those adults seeking a permit, who have not already done so, must be subject to the Personal Enquiry, local references and interview as appropriate.
- k. Permits must be reviewed at intervals of not more than five years.
- l. Permits will be cancelled automatically if they are not renewed.
- m. A permit holder may only conduct an activity up to the level granted by the Commissioner.
- n. Members under the age of 18 years may hold a permit but may only use it after obtaining the permission of their Leader on each occasion it is used.
- o. Once holding a permit an activity leader may operate with Members from another District or County (subject to the approval of the District/County Commissioner of the Members concerned).
- p. Any leader who is alleged to have broken these activity rules must have their permit(s) suspended immediately.
- q. The relevant Commissioner will promptly enquire into the allegation and determine whether the permit(s) are to be reinstated, modified or cancelled.
- r. If the relevant Commissioner has to cancel an Adventurous Activity Permit before its expiry date, a Form CS must be completed, giving reasons for the cancellation, and sent to the Records Department at Headquarters.

Rule 9.8 Adult Groups in Adventurous Activities

- a. An adventurous activity is defined in Rule 9.7a.
- b. Where any participant is aged under 18, or has a special educational need that places their mental age below 18, Rule 9.7 Adventurous Activity Permit Scheme will apply.
- c. Rules within Chapter 9 regarding adventurous activities should be taken as guidance except Rules 9.3 – 9.6, 9.9, 9.12 and 9.64 (except a) which must be followed irrespective of age.
- d. Any activity that is banned applies to all age groups.
- e. Each activity must have a co-ordinator.
- f. Each participant must sign an acknowledgement of risk statement and have read the guidance set out in the fact sheet *FS120087 Adult Groups in Adventurous Activities*.

Rule 9.9 Use of Professional Centres and Instructors

- a. When professional instructors or leaders from outside the Movement are engaged for caving, climbing, trekking or watersport activities in the United Kingdom, they may be subject to the Adventure Activity Licensing Regulations 1996.
- b. The Association's Leader concerned must check if a licence is required and, if appropriate, that a licence is held.
- c. When professional instructors from outside the Movement are engaged for any adventurous activity not subject to the Adventure Activity Licensing Regulations 1996, they must be qualified to the level recommended for the activity by the appropriate National Governing Body, Government Agency or other body recognised by Headquarters.
- d. It is the responsibility of the Association's Leader concerned to check that the qualifications are held.
- e. Before entering into any agreement for the provision of such services which includes an indemnity clause (i.e. where it is assumed that the hirer will be responsible for damage, injury, or loss), the agreement must be referred to the Scout Information Centre.
- f. The Leader concerned must also satisfy themselves that the person providing the instruction or leadership is adequately insured.

- g. When using professional centres or instructors overseas a Leader must satisfy themselves that the standards are comparable to those in the UK.

Rule 9.10 Air Activities – General

- a. Rules 9.11-9.13 apply to all forms of air experience flying and flying instruction undertaken by Members of the Movement.

Rule 9.11 Access to Airfields

- a. Before any Member of the Movement proceeds on to any private, civil or Service airfield the permission of the controlling body of the airfield must be obtained.
- b. Any individual or party must be briefed about:
 - the general layout of the airfield, with special reference to runways in use, taxiing areas, glider launching and cable dropping areas plus safe areas for spectators;
 - the hazards of jet intakes and exhausts, propellers, ejection seats, explosive canopies, glider cables, paragliding lines and aviation fuels.
- c. The above rules do not apply when visits to civil airports are confined to the spectators' enclosure or to Service establishments on an open day when using public enclosures.

Rule 9.12 Air Activities - Public Liability Insurance and Pilot and Aircraft Requirements

- a. The pilot must comply with the Air Navigation Order and Joint Aviation Requirements – Operations for licensing, medical and rating.
- b. The aircraft must comply with the Air Navigation Order and Joint Aviation Requirements – Operations for registration and maintenance.
- c. The aircraft operator is required to arrange for their Aviation Liability Insurance to be endorsed showing 'The Scout Association' as an additional assured. The policy, which must include liability to passengers, must be to a minimum limit of 1 million pounds (5 million pounds in respect of helicopters).

Suggested Endorsement: *"It is hereby noted that this policy includes the interest of The Scout Association as an additional insured in respect of flights involving members of the Scout Movement."*

-
- d. All Groups, Districts or Counties undertaking Air Activities including hovercrafting are required to notify the Scout Information Centre and County Air Activities Adviser or ACC (Activities) beforehand.
 - e. The number of Members of the Movement permitted to fly together in a light aircraft is limited to a maximum of four.

Rule 9.13 Flight Briefings

- a. Any Member of the Movement engaged in any flying activity must be given prior instruction in:
 - the use of the aircraft safety harness and other safety equipment;
 - the purpose of the flight, the sensations likely to be experienced and the method of clearing the ears on ascent and descent.

Rule 9.14 *This rule is intentionally left blank.*

Rule 9.15 *This rule is intentionally left blank.*

Rule 9.16 Powered Aircraft Flying

- a. Powered Flying involving payment (in accordance with Air Navigation Order Article 130):
 - the flight must be under the provision of an Air Operators Certificate holder or;
 - if the flight is of an instructive nature, it must be under the supervision of a Civil Aviation Authority Flying Instructor at a CAA authorised establishment. The Scout Member under training must be at least 14 and any members who are observers in passenger seats must not pay anything.
- b. Powered Flying where no payment is involved. The requirement for pilot experience level is:
 - at least 250 hours total of which 150 are as pilot in charge of an aircraft including;
 - at least 20 hours as pilot in charge of the type of aircraft being used and;
 - Ten hours or 15 landings in the past three months and three landings in the past month on the type of aircraft, which the Scout is to fly in.

- c. Motor / Self launching glider flights must be under the supervision of a British Gliding Association Flying Instructor at a British Gliding Association registered club. Age, weight and maturity of the Scout member under training must be considered by the Chief Flying Instructor of the club and the County Air Activities Adviser or ACC (Activities).

Rule 9.17 Gliding

- a. The flight must be under the supervision of a British Gliding Association Flying Instructor at a British Gliding Association registered club. Age, weight and maturity of the Scout Member under training must be considered by the Chief Flying Instructor of the club and the County Air Activities Adviser or ACC (Activities).

Rule 9.18 Ballooning

- a. Where payment is involved the flight must be under the provision of an Air Operators Certificate (Balloon) holder.
- b. Where payment is not involved the pilot must have at least 100 hours as pilot in charge of the type of balloon (hot air or gas) being used.

Rule 9.19 Parachuting

- a. Members may undertake parachute training supervised by a person holding an instructor rating of the British Parachute Association.
- b. Professional instructors must hold the appropriate British Parachute Association instructor rating.

Rule 9.20 Hang Gliding and Paragliding

- a. Hang gliding, paragliding and parascending training may only be undertaken under the supervision of a person holding a British Hang Gliding and Paragliding Association Senior Instructor Licence operating within a BHPA registered school.
- b. Hang gliders, paragliders and parascending equipment purchased or used by Members must comply with the British Hang Gliding and Paragliding Association airworthiness requirements as set down in their Technical Manual.
- c. Hang gliding, paragliding and parascending must be undertaken only at British Hang Gliding and Paragliding Association approved sites.
- d. *This rule is intentionally left blank..*

- e. Members may undertake dual/tandem flights on hang gliders, paragliders or wing ascending canopies (this specifically excludes round canopies) with a pilot holding the appropriate British Hang Gliding and Paragliding Association dual licence.
- f. When overseas, professional instructors/pilots must hold the relevant national qualification.
- g. The flying of powered hang gliders and powered paragliders must fully comply with the appropriate rules above.

Rule 9.21 Hovercrafting

- a. Helmets must be worn by all those taking part in all organised Scout hovercrafting events, except in the case of 9.21b.
- b. A Sikh wearing a Turban may choose not to wear a helmet. This does not apply to a Sikh wearing a Top Knot.
- c. Buoyancy aids must be worn at all times when on board a hovercraft.
- d. Remote cut offs must be fitted to all single seat craft being used for training.
- e. Hovercrafting over water may only take place on Class C, B1 or B2 waters (as defined in Rule 9.44b).

All Rules regarding Hovercrafting are for implementation by Counties between 1st September 2008 and 31st December 2009. During this time, where these Rules have not yet been implemented locally, reference should be made to the Hovercrafting Rules in October 2007 version of POR.

Rule 9.22 Creative Activities for Public Performance

- a. All forms of creative activities intended for public performance must have the approval of the District or County Commissioner, as appropriate.
- b. The Group Scout Leader, District, or County Commissioner, as appropriate, must ensure that Members participating in such activities have access to a Balanced Programme and that their progress in the programme is aided by the participation in these activities.
- c. Scout and Guide joint activities must be approved by both the relevant Scout and Guide Commissioners.
- d. All legal requirements as laid down in the factsheet FS120162 *Scout Shows - The Legal Aspects*, must be met.

Rule 9.23 Marching Bands

- a. Scout marching bands should be inspected annually under arrangements made by the County or District.
- b. Approval for a Scout marching band to play in public will be given subject to the following minimum conditions:
 - the minimum number of members in the marching band must be 12;
 - there must be suitable accommodation for the band to train and rehearse, without causing a nuisance to the public;
 - the Scout Council(s) concerned must ensure that there is adequate finance available for the maintenance of instruments;
 - the band must have a Band Master;
 - the band must maintain a good standard of programme and have a reasonable repertoire.
- c. In all instances the band must avoid causing any nuisance to the public - especially when passing churches, hospitals and the like.
- d. Any local government bye laws in relation to the conduct of bands must be observed.
- e. The appropriate County or National Adviser should monitor the standard of performance and report to the relevant Commissioner.

Rule 9.24 Musical Groups

- a. Musical ensembles (orchestras, concert bands, folk, jazz or popular music groups etc.) may play in public subject to the following minimum standards:
 - the number of members will be sufficient to meet the requirements of the repertoire;
 - there must be suitable accommodation for the ensemble to train and rehearse, without causing a nuisance to the public;
 - the ensemble must maintain a good standard of programme and have a reasonable repertoire.
- b. The appropriate County or National Adviser should monitor the standard of performance and report to the relevant Commissioner.

Rule 9.25 Theatrical Performances

- a. Scout Shows and other theatrical performances may be staged in public subject to the following minimum conditions:

- Beaver Scouts may only take part in Scout Shows or other theatrical performances which require minimal rehearsal and do not involve a series of late nights;
 - the Scout Council(s) concerned must ensure that there is adequate financial backing for the undertaking;
 - a good standard of performance as set out in the factsheet FS120164 *Scout Shows - Setting the Standard* must be maintained;
 - the legal requirements as set out in the factsheet FS120162 *Scout Shows - The Legal Aspects* are met.
- b. The appropriate County or National Adviser should monitor the standard of performance and report to the relevant Commissioner.
- c. Group, District and County Shows may attain National Recognition with the approval of the appropriate Commissioner, supported by the County Scout Show Assessor:
- Provided that the Show meets the required National Standard as contained in factsheet FS120270 *Assessment Criteria for Scout Show Recognition*;
 - A National Recognition will be granted for a fixed period and reviewed periodically.

Rule 9.26 Hill Walking and Off Road Cycling Permits

- a. All activities in Terrain 1 or Terrain 2 must be under the direct control of, or supervised by, a person holding the appropriate permit (see Rule 9.7).
- b. All activities in Terrain Zero must be approved by the relevant Commissioner (see Rule 9.1(b)).

Rule 9.27 Hill Walking and Off Road Cycling – Safety

For activities in Terrain One and Two as defined in Rules 9.29 & 9.30:

- a. A detailed route plan must always be carried and a copy be left with a responsible person in the host area.
- b. Any route planning forms produced locally must contain at least the same information as sought in the Headquarters form.
- c. The route plan should be cancelled or collected when the activity is completed.
- d. An emergency card and pencil, both in a plastic bag, must be carried by each member of the party.

- e. Any emergency cards produced locally must contain the same information as sought in the Headquarters form.
- f. When Members take part in non-Scout events, the above rules may be varied at the discretion of their County Commissioner.

Rule 9.28 Terrain Zero Definition

- a. Terrain Zero describes terrain which meets **all** the following criteria:
- is below 500 metres above sea level;
 - is within 30 minutes travelling time from a road which can take an ordinary road-going ambulance **or** a building which is occupied (such as a farm) **or** another means of summoning help (such as a telephone box);
 - contain no element of scrambling.

Rule 9.29 Terrain One Definition

- a. Terrain One describes terrain which meets **any** of the following criteria:
- is below 800 metres but more than 500 metres above sea level **or**;
 - is more than 30 minutes but less than three hours travelling time from a road which can take an ordinary road-going ambulance **or** a building which is occupied (such as a farm) **or** another means of calling help (such as a telephone box).
- b. In addition, although the route may pass through rough or rocky ground, there must be no scrambling.

Rule 9.30 Terrain Two Definition

- a. Terrain Two describes terrain which meets **any** of the following criteria:
- is over 800 metres above sea level **or**;
 - requires an element of scrambling **or**;
 - lies more than three hours travelling time from a road which can take an ordinary road-going ambulance **or** a building which is occupied (such as a farm) **or** another means of calling help (such as a telephone box).

Rule 9.31 This rule is intentionally left blank.

Rule 9.32 Party Size

For activities in Terrain One and Two as defined in Rules 9.29 & 9.30:

- a. Parties must consist of no more than seven, but no less than four people, except as provided for in Rule 9.32 (d) below.
- b. Each party must have a leader holding a permit or a designated party leader.
- c. If more than one group is formed the parties must use different routes or, if using the same route, leave a clear time and distance interval between them – so that they do not become mixed.
- d. Exceptionally, where a party contains two leaders holding permits, the total party size may be increased to eight.
- e. No leader with a permit to supervise the activity may do so with more than three parties, including their own.
- f. When leaders holding permits are checking on the safety of Scout parties or their routes, the party size may be less than four but never less than two. All the members of such a reduced party must each have the skills and experience required to travel safely in the hills in such circumstances.

Rule 9.33 Snowsports

- a. On piste is defined as: within the marked and patrolled defined snowsports area.
- b. A nursery slope is defined as: on piste runs designated for beginners by the body responsible for the snowsports area.
- c. For on piste snowsports the maximum party size is 12.
- d. Short term personal permit exemptions can be granted by appropriately qualified people, as described in the snowsports factsheet.
- e. Off piste covers all terrain not covered by 9.33a.
- f. For off piste snowsports the rules for hill walking and off road cycling should be followed in respect to party size, terrain, route cards, etc (see Rules 9.27 - 9.32).

Rule 9.34 Climbing and Abseiling

- a. The person holding the permit should ensure that this activity is carried out in accordance with the Association's publications or using techniques approved by an Assessor.

- b. On multi-pitch climbs the maximum number is two persons to one leader. On single pitch climbs, abseils and climbing walls the maximum number who may be supervised is six persons.
- c. Properly fitting helmets and harnesses must always be worn by all those actively involved when climbing or abseiling on natural features, except in the case of 9.34e.
- d. When climbing or abseiling on artificial climbing walls properly fitting harnesses must be worn. Helmets need not be worn unless required by the rules for the use of the climbing wall and provided that the activity leader is satisfied that the climber or abseiler has sufficient skill not to react unpredictably. Novices must always wear helmets, except in the case of 9.34e.
- e. A Sikh wearing a Turban may choose to climb or abseil on natural features and artificial climbing walls without a helmet. This does not apply to a Sikh wearing a Top Knot.
- f. Leadership and training in abseiling and climbing activities when carried out according to the standards set out in these rules may be offered to other youth groups, schools and individuals subject to:
 - the relevant District or County Commissioner confirming in writing support for the team of instructors who have the necessary skills and knowledge to control the non-Members involved;
 - proof of the necessary extension of insurance cover being provided to Headquarters.

Approval may be given for one-off activity or for one year's operation of a specific facility and instruction team.

- g. Other than (f) above, the only persons who may undertake abseiling and climbing activities using Scout equipment and/or under Scout supervision under the preceding provisions are Members of the Scout and Guide Movements.

Rule 9.35 Caving

- a. These rules apply to:
 - all caving systems (excluding show caves);
 - all mine exploration (excluding working show mines);
- b. The leader holding the permit must ensure that before the party sets out it must:

- have received adequate instruction in equipment and safety procedures;
 - be carrying the appropriate equipment.
- c. The leader holding the permit must have:
- taken advice on local knowledge, weather conditions and party size;
 - considered the use of local or professional guides.
- d. No underground activity may be undertaken by a party of fewer than four.
- e. A detailed plan must always be left on the surface with a responsible person in the host area.
- f. Any forms produced locally must contain at least the same information as sought in the Headquarters form.
- g. The plan should be cancelled or collected when the activity is completed.

Rule 9.36 Archery

- a. The person in charge of archery should have reached the standards of the Community Sports Leaders' Award of the Grand National Archery Society and should instruct archery according to the standards of the Grand National Archery Society.
- b. Shooting at targets representing human beings or animals is not permitted as a part of any Scout activity, nor on property owned or leased by, or used in the name of, the Scout Movement.

Rule 9.37 Shooting

- a. This rule applies to the use of firearms as defined in law. This term includes shot guns and airguns.
- b. Before engaging in shooting as an activity Leaders should take account of local feelings on shooting.
- c. Shooting at targets representing human beings or animals is not permitted as a part of any Scout activity, nor on property owned or leased by, or used in the name of, the Scout Movement.
- d. For each young person under the age of 18 years of age, the leader of the activity must obtain written permission from each young person's parent/guardian before undertaking the activity, or series of activities.

- e. The parent/guardian should be supplied with detailed information on the nature of the activity when permission is sought. An example form is attached to factsheet FS120004 *Shooting*. Where other forms are used they should at least include this information.
- f. No firearms, may be acquired, held or used by any Scout unit or campsite unless the Group Scout Leader, District Explorer Scout Commissioner or Campsite Manager as appropriate has ascertained, understands and complies with any statutory requirements or bye laws relating to their possession and use.
- g. Firearms may be taken on to Scout premises, camp sites, camps or on Scout projects or expeditions for use in accordance with these Rules provided that:
- prior permission in writing has been obtained, both from the home District/County Commissioner and from the person in charge of the premises, camp site, camp, project or expedition;
 - adequate arrangements for the security of the firearms when not in use (including whilst in transit) have been made.
- h. In no circumstances may any person handling any firearm at any Scout premises, camp site, camp or a Scout project or expedition, indulge in indiscriminate firing.
- i. In every case, shooting must be supervised by a competent and appropriately qualified Range Officer who must have a knowledge of the correct use of the firearms being used and shall be responsible for ensuring compliance by all persons in the range with the relevant range safety and other rules.
- j. Wherever practical, shooting ranges should be out of bounds, except during the specified times for shooting.
- k. Members may practise target shooting with firearms, whether requiring a Firearms Certificate or not, under any of the following circumstances:
- as a member or guest of a club approved for this purpose by the Secretary of State for the relevant Government Department;
 - on Service premises under the supervision of an authorised member of the armed forces;
 - if the firearms are shotguns, clay pigeon shooting under the standards and controls of the Clay Pigeon Shooting Association;

- l. Members may practise shooting with air weapons of .177 inch (4.5 mm) calibre or less which do not require a Firearms Certificate [except that in Northern Ireland a Firearms Certificate is always required] as follows:
- the ranges must have been properly constructed to comply with guidelines issued by the National Small-Bore Rifle Association or the National Rifle Association and with any bye laws relevant to the location of the range;
 - the guns used must not be of an automatic nature;
 - the pellets used must be 'diabolo shaped' and of soft deformable metal such as lead;
 - the Range Officer must hold one of the qualifications listed in the current issue of the factsheet FS120004 *Shooting* and, if any of those shooting is under the age of 14, the Range Officer or another person supervising participants in the activity must be aged not less than 21;
 - for a temporary range, the Range Officer shall prescribe appropriate range safety and other rules, taking account of the particular circumstances of the range.
- m. Members may use firearms for historical re-enactment purposes as a member or guest of a club affiliated to the National Association of Re-enactment Societies and operating in accordance with their standards and codes of practice. Members using firearms under this rule remain subject to Rule 9.37c (which forbids shooting at targets representing human beings or animals).

Guidance for Leaders to assist with discussion with young people on the morality of the activity is available in the factsheet FS120004 Shooting.

Rule 9.38 Rule Intentionally Left Blank

Rule 9.39 Paintball Games

- a. Members may not take part in the activity known as 'paintball' (or any similar activity).
- b. Paintball games may not take place on property owned or leased by, or used in the name of, the Scout Movement.

Rule 9.40 Laser Games

- a. Laser Games remain an optional Scouting activity without age limit but with the knowledge of parents.

- b. Parental permission is required for laser clay pigeon shooting.

Rule 9.41 Aerial Runways

- a. Aerial runways may only be constructed under the personal supervision of an experienced and responsible adult, who must also supervise its use and operation.
- b. Aerial runways must be constructed and maintained in accordance with the factsheet FS120006 *Aerial Runway Code*.
- c. The responsible adult must ensure that:
 - all equipment is checked before use;
 - the entire structure is checked regularly during the activity for safety.
- d. The only persons who may use an aerial runway constructed by Members of the Scout Movement are Members of the Scout and Guide Movements.

Rule 9.42: Water Activities – General

- a. Members taking part in any water activity (those which take place on or in the water) must be able to demonstrate to a suitable person their ability to swim 50 metres in clothing and equipment appropriate to the activity (where a buoyancy aid or life jacket is worn for the activity this may be used for the demonstration) and keep afloat for five minutes. Anyone unable to meet these requirements is classified as a non-swimmer and must follow Rule 9.42(b).
- b. A non-swimmer may take part in water activities, at the discretion of the person in charge, only if certain precautions are taken;
 - any non-swimmer must wear a lifejacket or buoyancy aid of approved design and be in the charge of an adult (this does not apply for swimming, paddling or activities near water).
 - there must be no more than one non-swimmer in any craft, unless a one-to-one ratio is maintained (one competent adult to one non-swimmer).
 - in the case of single-handed craft this should only be on C or B1 Waters (see Rule 9.44 (b)) with supervision on a one-to-one basis (one competent adult to one non-swimmer).
 - Where non-swimmers are taking part in swimming activities (as defined in Rule 9.48(b)) they must be under the direct supervision of an adult in the water. This must not exceed two non-swimmers to one adult.

- c. The above conditions do not apply when below decks, protected in larger vessels or when using recognised forms of public transport.

Rule 9.43 Life Jackets and Buoyancy Aids

- a. Lifejackets or buoyancy aids must be provided for all Members forming the crew of a vessel and worn as specified in the factsheet FS120603 *Water Safety (incorporating Lifejackets and Buoyancy Aids)*.
- b. Lifejackets and buoyancy aids must be inspected and tested independently every year in accordance with County or District arrangements and the factsheet FS120603 *Water Safety (Incorporating Lifejackets and Buoyancy Aids)*.

Rule 9.44 Classification of Waters

- a. All waters used for Scouting activities must be classified as C, B1, B2, B3 or A in accordance Rule 9.44b, except sail or motor vessels operating under the Codes of Practice for Small Commercial Vessels.
- b. Water class definitions;
- **Class C** - safe inland waters, as defined in the factsheet FS120623 *Class C Waters*;
 - **Class B1** - sheltered inland waters and other sheltered water where currents and tides create no real danger;
 - **Class B2** - the sea up to one mile from the shore, but excluding more dangerous waters close inshore; more sheltered parts of estuaries; large inland lakes and lochs; inland waters British Canoe Union Grade 2;
 - **Class B3** - the sea up to three miles from the shore, but excluding more dangerous waters close inshore; busy commercial ports, exposed parts of estuaries; inland waters British Canoe Union Grade 3;
 - **Class A** - open sea more than three miles from the shore, and other dangerous waters close inshore; inland waters British Canoe Union Grade 4 and above.
- c. A County Commissioner may designate any water as *Training Water for Local Groups* and approve a variation in the published classification and defined areas for the named Groups.

The National Directory of Waters is available online at www.scouts.org.uk/waterways .

Rule 9.45 Water Activities Permits

- a. All water activities on Class B1, B2, B3 and A waters and also all motorised water activities on Class C waters must be under the direct control of, or supervised by, a person holding a permit (see Rule 9.7).
- b. All water activities on Class C waters must be approved by the relevant Commissioner and the standards contained in the factsheet FS120623 *Class C Waters* must be followed.

Rule 9.46 Boats

- a. All boats owned by or on long term loan to a Member or unit of the Movement should display an Identification Boat Sticker.
- b. All such boats operating on British Waterways Board controlled rivers must display this Identification Boat Sticker.
- c. All boats should have adequate marine insurance cover.
- d. Leaders must ensure that all craft are maintained in a serviceable condition, inspected and tested every three years in accordance with County or District arrangements and self assessed every year.
- e. The person in charge of any water activity must ensure that the craft is seaworthy and suitable for the activity on each occasion that it is used.

Rule 9.47 Charter Vessels

- a. When vessels are hired or chartered the activity rules of the Association apply.
- b. Before entering into a hire agreement which includes an indemnity clause (i.e. where it is assumed that the hirer will be responsible for damage, injury or loss) the agreement must be referred to Headquarters (see Rule 9.9(e)).
- c. Where the vessel is chartered to be under the command of professional staff, the rules relating to permits do not apply.
- d. When taking Members as passengers on hired sailing or powered craft, the leader responsible must:
- have reasonable grounds to believe the person in charge of the craft, who must be either the owner or authorised by the owner, has the necessary knowledge, skill and experience;
 - ensure that the party understands the discipline necessary for safety including any local regulations or bye laws which may apply.

Rule 9.48 Swimming - General

The following rules cover all activities that take place in the water, on the water, or near the water.

- a. Activities near water are those where there is no intention of going in the water but a possibility that this may occur (refer to rule 9.49).
- b. Activities on the water are defined as;
 - Those contained within the Adventurous Activity Permit Scheme
 - Those of a similar nature which take place on c class waters (refer to rule 9.50).
- c. Paddling is defined as an activity where people are standing in shallow water (in still water this should not be higher than the waist and in moving water no higher than the knee) (refer to rule 9.51). This excludes river crossings when hillwalking.
- d. Swimming is any other water based activity not included in these definitions (refer to rule 9.52)..

Rule 9.49 Activities near the Water

- a. When activities take place near the water (as defined in Rule 9.48(a)) the guidance contained within the CCPR Group Safety at Water Margins document should be followed. This can be found at www.scouts.org.uk/watersafety.

Rule 9.50 Activities on the Water

- a. All activities on the water (as defined in Rule 9.48(b)) must be under the direct control of a responsible person who will ensure that the appropriate safety cover and safety briefings are provided. This should be the Permit holder (where appropriate).
- b. The responsible person has key tasks which are outlined in the factsheet FS120620 Swimming.
- c. If any personal or safety equipment is removed from the participants or location this activity then becomes swimming and rule 9.52 should be followed.

Rule 9.51 Paddling

- a. When paddling takes place (as defined in Rule 9.48(c)) a responsible person must be in overall control of the activity. This responsible person must meet the requirements of any operating procedure (where they exist) and carry out a risk assessment for the location and activity.
- b. The responsible person must arrange for safety cover to be provided by a person(s) with knowledge of water safety.
- c. This person(s) need not be formally qualified but must be familiar with the safety

- equipment provided, be suitably equipped and dressed and have the ability to take effective emergency action.
- d. The person(s) must not plan to be in the water.
- e. The primary tasks of the person are to oversee the activity and in an emergency carry out effective rescue and resuscitation.
- f. A minimum of one person providing safety cover must be present at all paddling activities. In addition to the individual(s) providing safety cover any minimum ratio's for the Sections taking part must also be followed (see Chapter 3 for details).

Rule 9.52 Swimming Activities

- a. When swimming takes place (as defined in Rule 9.48(d)) there must be one responsible person in overall control.
- b. This person must meet the requirements of any written operating procedure and carry out a risk assessment for the location and activity, where these are provided by the location the responsible person must ensure that they are in place and current.
- c. This person must arrange safety cover in the following numbers:
 - When using swimming pools the ratios of safety cover outlined in the Operating Procedures of the pool should be followed.
 - When using Open Water locations where an attendant lifeguard is provided the ratios of safety cover outlined in the Operating Procedures of the location should be followed.
 - When using Open Water locations where an attendant lifeguard is not provided by the facility there should be a minimum of one lifeguard to every 70 swimmers, monitoring an area no greater than 30m wide.
 - Any Section ratio's must be followed with the adults also in the water.
- d. The responsible person must ensure that the persons providing the safety cover hold a valid and appropriate lifesaving qualification as listed in the Factsheet FS120620 Swimming.

Rule 9.53 Swimming Training and Competitions

- a. Swimming training and competitions should be carried out to the standards of the Amateur Swimming Association or the Swimming Teachers' Association as appropriate.

Rule 9.54 Scout Owned Swimming Facilities

- a. Management Committees of Scout property with a swimming pool must operate the facility in accordance with the guidance contained within the publication *Managing Health and Safety in Swimming Pools* [Health & Safety Executive Books, HSG179].
- b. The Management Committee must:
 - have carried out a risk assessment;
 - produce a written operating procedure;
 - arrange for an attendant lifeguard to be on duty during every session.
- c. Scout parties using such a facility should do so in accordance with Rule 9.49.

Further details are contained in the factsheet FS120621 Scout Association Swimming Pools.

Rule 9.55 Nights Away Permit Scheme

- a. All camping and residential experiences within the United Kingdom are subject to Rules 9.55 – 9.63.
- b. This includes all events where it is intended that young people will sleep overnight and arrangements are put in place for this purpose, such as sleepovers, camps, Pack Holidays and expeditions.
- c. Nights away abroad are subject to Rule 9.64.

Rule 9.56 Responsibilities

- a. A Leader or other adult leading a camp or residential experience involving young people under 18 years old must:
 - hold a valid *Nights Away Permit*;
 - have the prior agreement of the young person's Section Leader;
 - as a minimum, attend the event during the time that provision is made for young people to be sleeping overnight. They remain responsible for the event at all times;
 - ensure the relevant notification is made, as per Rule 9.571.
- b. The District Commissioner is responsible for:
 - the issue of *Nights Away Permits* in accordance with the application, assessment and approval process and content of the appropriate factsheet;

- suspension or withdrawal of Nights Away Permits as per Rule 9.58;
- the standards of all camping and residential experiences taking place in the District and may cancel an event, if judged necessary;
- appointing one, or more, Nights Away Advisers in accordance with the process and content of the appropriate factsheet.

County Commissioners have these responsibilities for events and permits issued by the County.

- c. For large scale events there needs to be a permit holder responsible for each residential group. There is no limit to the number of groups that a permit holder can be responsible for, but they remain responsible for the standard of the event for each group.
- d. All groups undertaking a nights away event must have immediate access to someone holding First Response. This need not be the permit holder.
- e. The requirement to have completed a First Response course is waived for holders of a valid First Aid qualification, where the syllabus equals or exceeds that of a First Response course, including hypothermia and hyperthermia training.

Rule 9.57 Nights Away Permits

- a. There are four categories of permit:
 - *Indoor* – for staying in a building that has toilets plumbed into a waste disposal system (i.e. a cess pit, storage tank or mains drains) and access to running drinking water;
 - *Camp Site* – for staying at a site that has toilets plumbed into a waste disposal system (eg. a cess pit, storage tank or mains drains) and access to running drinking water;
 - *Green Field* – for staying at any site where any of the above facilities do not exist – for example, a summer camp on a farmer's field;
 - *Lightweight Expedition* – for planning on staying at any site for not more than one night before moving on. The core activity is a form of expedition, not residential, and all the equipment is transported with the participants. eg. QSA/DofE hikes, expedition hikes, canoe expeditions:
- b. Those holding a *Green Field Permit* may lead residential events in the other three categories.

- c. Those holding a *Camp Site Permit* may also run indoor residential events.
- d. Those holding a *Hillwalking Permit* that includes lightweight camping in remote areas may also run Lightweight Expedition events.
- e. *Nights Away Permits* are not Section specific and Districts and Counties must not operate a policy of issuing only Section specific permits.
- f. A permit holder may operate with Members from another District or County (subject to the normal approval of the District/County Commissioner of the Members concerned).
- g. Permit holders proposing to work outside their usual Section should obtain guidance from the Nights Away Adviser before the event takes place.
- h. There is no maximum age limit to gaining a *Nights Away Permit*.
- i. Permits must be renewed at intervals of not more than five years.
- j. Permits will expire automatically if they are not renewed.
- k. Assessment:
 - i. An applicant will be assessed by a Nights Away Adviser appointed by the District or County Commissioner, who will recommend a level of permit to be granted;
 - ii. Assessments will be carried out in accordance with the process and content of the appropriate factsheet.
- l. Notification
 - i. The relevant home Commissioner (or their nominee) must be notified before any camping or residential event takes place. Seven days notice should be given;
 - ii. Where a camp or residential event takes place using facilities not owned or operated by Scouting, for example a youth hostel, a public (commercial) campsite, or a farmer's field, the host District Commissioner must be notified beforehand. 14 days notice should be given;
 - iii. Where a camp, expedition or residential event involves facilities not owned or operated by Scouting spread across a number of Districts, the permit holder

must notify the County Secretary(s), who in turn should notify the respective host District Commissioners. (For expeditions, see Rule 9.63.)

- iv. The notification must include all the information required in the *Nights Away Notification Form (NAN)*.

Nights Away Notification Forms (NAN), District, County Commissioners and County Secretary's addresses are available from the Scout Information Centre.

Rule 9.58 Renewal, Restriction, Suspension or Withdrawal of Nights Away Permits

- a. Any Leader who is alleged to have broken these activity rules must have their permit(s) suspended immediately.
- b. The relevant Commissioner will promptly enquire into the allegation and determine whether the permit(s) are to be reinstated, modified or cancelled.
- c. The relevant Commissioner may at any time impose restrictions, suspend, withdraw, cancel or not renew a permit provided they have reasonable grounds to do so.

Rule 9.59 Rule Left Intentionally Blank

Rule 9.60 Beaver Scouts and Cub Scouts Nights Away

- a. For family camps or family residential experiences that are to include Beaver Scouts, see Rule 9.62.
- b. When organising a camp for Cub Scouts, alternative accommodation must be available within reasonable distance for use in the event of adverse conditions.

For adult / Beaver Scout ratios on sleepovers, see Rule 3.7.

For adult / Cub Scout ratios on nights away activities, see Rule 3.8.

Rule 9.61 Scout, Explorer Scout or Scout Network Nights Away

- a. A Scout or Explorer Scout who wishes to lead a camping or residential event can do so when issued with an *Event Passport*.
- b. Each *Event Passport* is issued for one event only by a permit holder experienced in the category of camp or residential experience proposed.

- c. *Event Passports* can not be given to anyone aged over 18.
- d. The permit holder has responsibility for notification (see Rule 9.57l).
- e. The permit holder must provide support during both the preparation and the event itself and be satisfied that the young person has the required abilities, but is not required to attend the event.

Event Passports and guidance are available from the Scout Information Centre.

- f. Those responsible for running Scout campsites or activity centres who hold a permit may issue site specific *Event Passports* for an extended period (up to a maximum of 12 months) covering multiple service events for those under 18 years working on projects on their site.
- g. The home Commissioner must be informed of those under 18 years working on service team projects at Scout campsites and activity centres, but a separate NAN form for each occasion need not be completed if a range of dates is specified.
- h. When leading a Scout Network residential event a permit is not required, but notification (Rule 9.57l) is, and the event Leader must have first hand experience of camping or residential events and be familiar with the Association's appropriate resource material.

For adult / Scout ratios on Nights Away activities, see Rule 3.9

Rule 9.62 Family Nights Away

- a. Beaver Scouts may attend family camps under the supervision and control of their parent(s)/carer(s), or a responsible adult(s) nominated by them.
- b. The nominated adult(s) takes responsibility for the young person and must not be a member of the camp leadership team. A parent/carers permission form must be completed beforehand.

Factsheet FS120083 Family Camps, includes a parent/carers permission form. Other guidance is given in the publication Nights Away.

Rule 9.63 Expeditions and Events in Adventurous Country or Onboard Craft

- a. All expeditions within the United Kingdom are covered by this Rule. Prior notification to relevant Commissioners of expeditions

involving nights away must be given as described in Rule 9.57l.

- b. Some events will require the leader to hold an appropriate Adventurous Activity Permit. (Terrain One and above or on board watercraft). There is no additional requirement to gain a *Nights Away Permit* if the Activity Permit included an assessment of the skills needed to supervise camping or other residential experiences.

Rule 9.64 Visits Abroad

- a. A camp or residential experience abroad which includes Cub Scouts, Scouts, or Explorer Scouts, must be led by an adult holding an appropriate permit. For Scout Network visits abroad see Rule 9.61e.
- b. All visits abroad must be approved by the District, County or International Commissioner, as appropriate. A Form TA must be submitted to the Assistant County Commissioner (International) or International Adviser who supports such events on behalf of United Kingdom headquarters.

A Visits Abroad Folder containing the Form TA can be obtained from Assistant County Commissioners (International) or County International Advisers on completion of the factsheet FS260018 Thinking of Going Abroad.

- c. The adult in charge of a camp or residential experience abroad must ensure that adequate travel insurance has been arranged for all members of the party, and that suitable InTouch arrangements are in place (Rule 9.3).
- d. The adult in charge of any adventurous activities abroad must apply the appropriate Rules and hold the appropriate permits, classifying the hills/mountains or waters as defined in Rules 9.28–9.30 and 9.44, although the altitude criteria for hills/mountains may not apply in some areas. In case of doubt, the Assistant County Commissioner (Activities) or Adviser should be consulted.
- e. When overseas, UK members may take part in activities being run by members of the host Scout organisation following the host organisation's guidance and rules. In this context, Kandersteg International Scout Centre is deemed an independent Scout organisation. There must be a Leader from the UK present who is able to halt the activity if they have safety concerns at any

point. Activities forbidden by UK Scouting remain forbidden even when overseas.

Rule 9.65 Visits to the United Kingdom

- a. Invitations to Scouts and Scouters or Guides and Guiders from abroad to visit or camp in the United Kingdom should not be confirmed until approval has been obtained from the District Commissioner. The Assistant County Commissioner (International) or the County International Adviser, if there is such a County appointment, should also be informed.
- b. Where, in the activity rules in this chapter, reference is made to 'Members of the Scout and Guide Movements' this is taken to mean Members of an Association or Federation recognised by either the World Organisation of the Scout Movement (WOSM) or the World Association of Girl Guides and Girl Scouts (WAGGGS).
- c. The Association's Personal Accident and Medical Expenses Insurance Policy does not cover adequately foreign Scouts and Guides visiting the United Kingdom (see Chapter 8).
- d. Scout Insurance Services should be informed of visiting parties or individuals and will advise whether additional cover is required.

Rule 9.66 Towing of Inflatables Behind Powered Watercraft

- a. The activity of being towed on an inflatable behind powered watercraft is specifically forbidden.

Rule 9.67 Bungee Jumping

- a. The activity of bungee jumping is specifically forbidden.

Rule 9.68 Bungee Running

- a. Bungee running should be undertaken in accordance with the factsheet FS120003 *Bungee Running*.

Rule 9.69 Martial Arts

- a. All martial arts should be carried out using the standards and controls laid down by the appropriate Sports Council recognised National Governing Body.

Rule 9.70 Horse Riding and Pony Trekking

- a. Activities involving horse riding or pony trekking should be carried out using the standards and controls of the British Horse Society.

Rule 9.71 Cycling

- a. Cycle safety helmets must be worn by all cyclists in all organised Scout cycling events, except in the case of 9.71b.
- b. A Sikh wearing a Turban may choose not to wear a cycle helmet. This does not apply to a Sikh wearing a Top Knot.

Rule 9.72 Motor Sports

- a. All Groups, Districts or Counties undertaking activities on land involving motorised vehicles should contact the Insurance Department to see whether further insurance is required.

Rule 9.73 Chain Saws / Tree Felling

- a. Chain saws may only be used by persons aged 17 years of age or over. They must wear the correct safety equipment which must include safety helmets and footwear, protection for eyes and face, legs, arms and hearing, all of which must meet the appropriate British or European standard.
- b. Users must have obtained an approved qualification or be undertaking an approved course of training.

Rule 9.74 Hitch-Hiking

- a. Members engaged in Scouting activities must not travel by hitch-hiking.

Rule 9.75 Marching

- a. Marching parties of Scouts must have responsible traffic pickets at the head and rear of the column.
- b. At night such pickets must show a white light at the column's head and a red light at its rear.

Rule 9.76 Joint Activities or Joint Use of facilities with other Youth Organisations

- a. Joint activities involving members of the Scout Movement with members of any other youth organisation [other than Girlguiding UK] must be approved by the County Commissioner.
- b. The County Commissioner or their representative must be satisfied that:
 - the Child Protection and Safety Policies of the Association will be adhered to;
 - all adults undertaking the joint activity have been deemed suitable to work with young people;
 - the other organisation is aware of The Scout Association's internal rules and good practice.

- the other organisation is suitably covered by insurance to undertake the proposed joint activities with members of the Scout Movement.

Satisfaction about Girlguiding UK policies and procedures will be monitored and maintained by Headquarters for the whole Association.

- c. Those responsible for accepting bookings from other youth organisations for use of Scout camp sites, activity centres or other Scout owned facilities must satisfy themselves that:
 - the Child Protection and Safety Policies of the Association will be adhered to;
 - all adults in the party have been deemed suitable to work with young people by their own organisation;
 - they are aware of The Scout Association's internal rules and good practice.
- d. The above should be an integral part of any booking procedure.
- e. None of the facilities managed by Headquarters is available to any Scout Association which is not recognised by the World Organisation of the Scout Movement (other than those from countries where Scouting is developing and likely to be recognised in the future). This policy is in line with that of the World Scout Committee.
- f. Scout Counties, Districts and Groups are able to make their own decisions on the use of their facilities. Much will depend on the situation locally.
- g. It is understood that in different parts of the United Kingdom different relationships will exist between members of The Scout Association and local members of other organisations. Headquarters strongly advises Counties, Districts and Groups to adopt the policy in paragraph (e) for their own premises. Paragraph (c) must be complied with in every case.

Rule 9.77 Other Activities

- a. There are many opportunities for Members to take part in potentially hazardous activities which are not specifically covered in the activity rules and for which there is no National Governing Body. Before undertaking an activity of this nature the Leader concerned must:
 - assess the risks involved;
 - ensure that the Members concerned are physically and mentally able to cope with the activity;

- ensure that all equipment used fits the participants and is suitable for the activity;
- obtain the approval of the Home District/County Commissioner.