



# **RULES & REGULATIONS**

# **BIRCHMERE SCOUT CAMPSITE**

## **VEHICLES**

- Please observe the 10 mph speed limit on the track between the campsite and the main road to protect the people and animals who use this track.
- Vehicles must not be taken on to the campsite. Please use the trolleys provided to move your kit around.

## **CAMP FIRES**

- Fires on the ground are permitted only within the camp fire circle. Alter fires are provided for use elsewhere.
- Please clear the camp fire circle and fire after use. All glass, tins and other rubbish must be removed.
- Wood for the campfire is provided when available in the log pile.
- Please do not cut down growing wood.

## **SANITATION**

- The toilet block must be washed out and the toilets cleaned and flushed at the end of camp.
- Basins should be cleaned each day and at the end of camp.
- Wet pits dug in to the ground are not permitted; please use a bucket or plastic bag.
- Waste from toilets flows into a septic tank. To prevent overload please ensure taps are not left running.

## **RUBBISH**

- All rubbish must be removed from site at the end of the camp. There is no refuse collection service.
- Waste food, tins, bottle and other litter must not be thrown in to hedges. Ditches or trees surrounding the site. This action encourages vermin.
- Waste food must not be flushed down toilets or put in to the septic tank.
- At the end of camp, please sweep the site for litter and dangerous items. This also ensures all tent pegs are collected.

## **BIRCH LODGE AND THE RETREAT**

- Please sweep out at the end of camp and keep in good order throughout.
- The kitchen(s) must be left clean and hygienic.
- In cold weather, please drain the water on leaving by using the stopcock at the rear of the building.

## **MISCELLANEOUS**

- The telephone is provided for emergency use only
- If activities are proposed during the evening or the night, please advise the warden.
- Please return all equipment to storage in good order after use. Notify the warden of any breakages.
- Fireworks are not permitted as they scare the cattle on the common.