

## Welcome

Dear parents/guardians,

We would like to welcome you and your child to the 16th Morecambe & Heysham Scout Group.

The 16th Morecambe & Heysham Scout Group meets at The Scout HQ, Michaelson Avenue, Torrisholme, Morecambe LA4 6SE. The Group was started in the 1940's and attracts young people mainly from Bare and Torrisholme. There are 123 young people and 16 leaders, 10 Group Executive members adults in the group today and the group is one of 24 scout groups in Lonsdale District.

16th Morecambe & Heysham Scout Group offers challenge and adventure to all its members. We believe in helping our young people fulfil their potential by working in teams, learning by doing and thinking for themselves. We are working to make Scouting available to all and we are passionate about what we do.

## Get set for adventure

Through the adventure of Scouting, young people get to try exciting activities in a safe environment and have their first taste of responsibility. We give young people experiences they will never forget. The sort of adventure we offer is the chance to experience something different and the opportunity for young people to discover their potential.

When a Beaver Scout wakes up the morning after a sleepover, or a Cub Scout has just got over their fear of heights by completing their first abseil, that's adventure.

## **Delivered by expert volunteers**

All our adventures are made possible by the efforts of our dedicated team of hard-working adult volunteers. Our training scheme and one-to-one support ensures that each of our volunteers gets to make the best use of their skills and talents. And it's easy for you to get involved. Find out more at scouts.org.uk/parents.

Our policies, rules, code of behaviour and advice on child protection and safety are there to ensure our young people stay safe while they enjoy themselves and learn.

Thanks once again for joining the 16th Morecambe & Heysham Scout Group and welcome aboard!

Yours faithfully,

Andrew Blenkinship gsl@16thmorecambescouts.org.uk Group Scout Leader