Dragon Skin 2027

A Hike Through Time

Penrose State Forest

26th to 29th March 2027

Information for VOC Applicants

Dragon Skin Theme

Easter is coming! And so is Dragon Skin, the biggest and best event in the NSW Venturer calendar.

Get ready to travel through the ages with A Hike Through Time! From the dinosaurs of the Jurassic period to the wonders of the Ancient World, the Wild West and a post-apocalyptic future, Dragon Skin 2027 will be taking you on an adventurous journey through time.

Each time period brings its own adventures, challenges and surprises. Test your teamwork, face challenges, take on the competition and see if you have what it takes to make it through. Whether you're exploring ancient civilisations, dodging dinosaurs, riding with the outlaws or fighting to survive the wasteland, there's plenty to keep you on your toes at **Dragon Skin 2027!**

How to Apply

Applications for Dragon Skin 2026 must be completed online at **dragonskin.nswscouts.com.au**. Online applications will close at midnight on 7 March 2027.

When you have 'submitted' your application, **you then need to make your payment** through the online application system and upload your signed form.

Applications will not be accepted until they are received FULLY COMPLETED, SUBMITTED and PAYMENT RECEIVED.

Payments

ALL Payments are to be made through the online application system, once you have submitted your application go to the 'Make a Payment' screen to pay your VOC fee.

If you have any concerns about making the payments, please email the VOC Registrar.

Acknowledgement of receipt of your application and payments will be by way of the change in status of your online application to "SHQ Approved". If your application is not "SHQ Approved" you are not permitted to attend the event.

Withdrawals

If after making an application, you are unable to attend Dragon Skin 2027, you must email voc3@dragonskin.nswscouts.com.au as soon as possible.

Withdrawals fees will apply as follows:

Written Notification of withdrawal received	Dragon Skin Withdrawal Fee	VOC Withdrawal Fee
Before or on 7th March 2027	$0.00	$0.00
On or after 8th March 2027	Up to $55.00	$70.00

Dragon Skin reserves the right to refuse any application, in which case a full refund will be made.

Eligibility

Leader / Rover / Olave Program / Venturer Scout (18 years & over)	• Must be registered as a Venturer Scout, Rover, member of the Olave Program or hold an Adult Appointment in Scouts Australia NSW or Guides NSW & ACT at the time of application and through till 6 April 2026. • Be 18 years of age before the first day of Dragon Skin 2027 (26 March 2027).
Other Adult	• Must be a registered member of Scouts Australia NSW or Guides NSW & ACT (e.g. Adult Helper, Office Holders, Fellowship) at the time of application and through till 29 March 2027 • Be 18 years of age before the first day of Dragon Skin 2027 (26 March 2027). • Be authorised to work with children by Scouts Australia NSW or Guides NSW & ACT
Interstate Leaders & Rovers	• Must be a registered member of their local Scouts Australia branch. • Be 18 years of age before the first day of Dragon Skin 2027 (26 March 2027). • Be authorised to work with children by Scouts Australia in accordance with local requirements (WWCC, WWVPC, Blue card, etc) • Have approval of their branch to attend an interstate event in accordance with their branch rules.

Youth under 15 years of age	• Attendance by children under the age of 15 is not preferred and must have the specific written approval of the VOC Commander and Chairman prior to completing their online application. They must be supervised by their parent/s or primary care giver throughout the event.
Visitors	• Visitors to Dragon Skin must register at HQ on their way into the forest. Overnight visitors are discouraged and must have the Chairman's written approval prior to the start of Dragon Skin.

Medical Obligations

Should your medical conditions change from the information provided on your initial application, prior to the commencement of Dragon Skin 2027, it is your obligation to advise us immediately of such change through both the online system and by written confirmation directly to info@dragonskin.nswscouts.com.au

Dragon Skin Information

Fires & Smoking

One of the conditions of Dragon Skin being held in the State Forest is that there is a complete ban on smoking and fires inside the pine plantations as these trees will not regenerate like native bush in a wild fire. Rovers and Leaders who smoke must ensure their cigarettes are fully extinguished and all butts are collected. Smoking and fires are also prohibited around tents in the VOCs.

Alcohol

Dragon Skin is an alcohol-free event.

Our responsibilities to youth and to their parents require adult members to be particularly careful in regard to the consumption of alcohol while taking part in Dragon Skin. In particular, Leaders and Rovers must never allow themselves to be placed in a position where there can be any suggestion the consumption of alcohol may have affected their ability to exercise proper care of members and activities under their charge or supervision.

For this reason, Rovers and Leaders are not permitted to consume alcoholic drinks at Dragon Skin. Rovers and Leaders should not consume alcoholic drinks immediately before the official start of Dragon Skin until the end of the event.

Vehicles

There is a 40 KPH speed limit in the forest during Dragon Skin, and all vehicle movements must be kept to a minimum.

Please obey the speed limit and take care when driving around Venturers.

Forestry regulations and other rules

In order to maintain our good relationship with State Forests it is important that you follow some simple rules:

1. No Fires in the Pine Plantations
2. Do not cut down any live trees
3. Do not attach anything to trees with nails or screws as these may be left behind and become a danger to loggers when felling trees. Tie things on instead.
4. Collect any litter and take home your rubbish.
5. You may not sell food or drinks to Venturers.

Feeling Safe – Your Rights

Everyone in Scouts – youth and adults alike have the right to feel safe and be protected from abuse. No-one is allowed to threaten, hurt or touch another person in a way that makes them feel uncomfortable, unsafe or afraid.

A Scout is respectful, and this applies to all interactions between all participants at Dragon Skin – both youth and adult.

Youth Members have been told they can raise issues with Adults at Dragon Skin, and that any concerns will be taken seriously and treated appropriately.

If you have a concern, or a concern is raised with you, you should raise it with your VOC Commander or the Dragon Skin Chairman. All concerns will be taken seriously and dealt with appropriately.

If a youth member chooses to raise an issue with you it is your role to:

- Hear their concerns.
- Re-assure the youth member that you believe their concerns and that it is not their fault.
- Raise it through the most direct method to the Dragon Skin Chairman.
- Manage the confidentiality of the person who has trusted you with this information by only sharing the information with the people necessary to support the person raising the issue.
- Provide the youth member with somewhere relatively private (and quite separate from the person in respect of whom they have raised their concerns - if that person is nearby) until the Dragon Skin Chairman can attend.

DO NOT

- Discuss specific details of the matter over the Radio network. If required ask the Dragon Skin Chairman to come to your location.
- Try to investigate or solve the issue. The Dragon Skin Chairman will take appropriate steps when they arrive and speak with the youth member.
- Discuss the matter with others outside the chain of people required to raise the issue.
- Tell the youth member that you can keep it confidential between you and them.

REMEMBER

In accordance with the Scouts NSW Child Protection Policy and Procedure, where you believe a youth member is in imminent danger - you should immediately call the NSW Police on 131 444.

Imminent Danger

If a young person is in imminent danger, the matter should be reported directly and immediately to NSW Police on 131 444.

- Once you have made a report to the police, you should then take steps to inform the Dragon Skin Chairman that a police report has been made.
- Where mobile phone reception is unavailable at your location, or you are unsure whether the police are required, you should radio through for immediate assistance to the Dragon Skin Chairman.
- The Dragon Skin Chairman retains responsibility for subsequently providing an incident report to the Child Protection Team at the NSW State Office on: Tel: 02 9735 9000 or via **ChildProtection@nsw.scouts.com.au**. Where applicable, this must include the fact that a report has been made to the police or any other authority.

If you don't know what to do – talk to someone at Dragon Skin HQ!

It is possible that information revealed may be distressing to you. If you feel this is the case, you are encouraged to ask for help from the Dragon Skin Chairman. They will put you in touch with a Member Support Leader from your Region or on site.

If, for any reason, you do not feel concerns of this nature which you raised at Dragon Skin have been satisfactorily dealt with, please report your concerns directly to the Child Protection Team at the NSW State Office on 02 9735 9000 or via **ChildProtection@nsw.scouts.com.au**.

VOC 3 Information

For VOC 3's theme, we are VOC-ALYSPE (future dystopian).

VOC-ALYPSE throws Dragon Skin into a futuristic dystopian world inspired by the gritty wastelands of *Mad Max*, the survival and danger of *The Walking Dead* and *The Last of Us*, the high-tech future of *Ready Player One*, and the deadly challenges of *The Maze Runner* and *The Hunger Games*.

Emerse your themes with ruined cities that have been reclaimed by nature & technology, challenge rival groups compete for the resources and knowledge needed to survive. Teams will become **survivors, explorers and scavengers**, navigating a world forged by your challenges, puzzles, alliances and unexpected threats.

In **VOC-ALYPSE**, there are no heroes to save the world — there are only **survivors.**

Adapt. Work together. Outsmart the game. Survive the VOC-ALYPSE.

Arrival: Due to restrictions put in place by State Forests, please do not arrive prior to 5pm on Thursday 25th of March 2027 without prior consultation with the VOC Commander. All pre-week team must advise and be approved to attend by VOC Commander.

Camping: You must only camp in designated camping areas. All vehicles must be parked in the parking area, so please come prepared to camp without your vehicle. Parking within the camping area will not be permitted.

Catering: Catering will be supplied from breakfast on Friday 26th of March 2027 through to breakfast on Monday 29th of March 2027, inclusive of all main meals and snacks on activity bases. If you have any special dietary requirements, please highlight this on your application form and notify Catering team via VOC3 email so that you will be catered for. Preferences are a privilege, and the catering team does their best to provide delicious, enjoyable meals, so please list your dietary preferences carefully, unless for medical/allergen reasons.

Vehicles: All access points have good roads with 2WD vehicles, but please be cautious in the forest, as the roads have suffered damage following sustained rainfall in recent years. Drivers must be careful and vigilant in driving responsibly. Refer to Penrose State Forest Map that will be circulated via email, and at meetings for HQ and VOC locations.

Refer to location instructions that will be emailed and posted on social media after the Last VOC 3 meeting before the event.

Cost

$135.00 Early bird – application submitted and payment received on or before 21st February 2027
$155.00 Late payment – application submitted and payment received on or after 22nd February 2027

The cost for the entire long weekend is $135.00 (VOC Fee $100 plus $35Dragon Skin fee) if paid on or before 21st February and $155.00 thereafter. This is inclusive of all facilities, registration, insurance and catering fees (except for the week prior to Dragon Skin as detailed above).

Getting More Information – Who to Contact

Help with information about your VOC

VOC Commander
Ash Beitelis
Ashley.beitelis@nsw.scouts.com.au
Mobile No: 0436277495

VOC Deputy Commanders
Jacob Figliomeni
Jacob.figliomeni@nsw.scouts.com.au
Mobile No: 0490128677

Campbell Wilson
Campbell.wilson@nsw.scouts.com.au
Mobile No: 0415 764 302

VOC Activities Co-ordinator
Nick McCoy
nick.mccoy@nsw.scouts.com.au
Mobile No: 0490264337

VOC Admin/Registrar
Claire Stafford
claire.stafford@nsw.scouts.com.au
Mobile No: 0411 693 741

Information about Dragon Skin in general

Activities Director
Sophie Bean
info@dragonskin.nswscouts.com.au

What is Dragon Skin?

For those who haven't been before….

Dragon Skin is the premier event in the NSW Venturer calendar; it runs for four days each Easter. Venturers from all over NSW, the ACT, and Queensland get into teams and converge on a NSW State Forest to compete for the coveted Dragon Skin! We drop them in the forest and from then on, it's up to the Venturers. As a team, they must navigate their way through the forest doing activities along the way each day and camping at a different Venturer Overnight Camp (VOC) each night, getting points for their efforts. The team with the most points at the end of three days wins and is presented with the Dragon Skin on the fourth day.

A VOC (Venturer Overnight Camp) is, strangely enough, where all the Venturers and Dragon Skin staff must camp overnight (there are separate areas for each). There are four VOCs at Skin and a Dragon Skin HQ, which are generally placed on the outer edges of the forest with all the activities in the middle. At the VOCs we provide a camping area, fires / cooking areas, water, toilets, entertainment for Venturers (discos, movies etc.) in a secure environment. Dragon Skin staff are assigned to a VOC where they camp, depending on which VOC you attend, staff may need to cater for themselves or be catered for.

Most staff at Dragon Skin work on activities, the activities are spread out through the forest, we generally have around forty-eight activities (each VOC provides twelve activities). Each activity from the VOC is to be of a different type (first aid, cooking etc). The activities are designed to challenge the Venturer teams who should show planning, teamwork and ingenuity whilst having a bit of fun. Teams get points based on these as well as attitude and their completion of the activity.

All activities will be assessed for nomination for Best Activity, and those nominated will undergo a further judging process to select and reward those Leaders and Rovers who have made a special effort to create a unique, challenging and fun activity.