



Crosby & District Scouts

District Camp 2026 – Mythical Creatures

This year's theme is Mythical Creatures, and we're inviting young people to step into a world of myth and legend. Sections will take part in age-appropriate adventurous activities, creative & teamwork challenges and campfire celebration inspired by myths and legends from across the British Isles.

Attendance Options

Full Weekend (Friday – Sunday): Recommended for Cubs, Scouts and Explorers

The full District Camp experience, including:

- Friday evening wide game
- Activity programme throughout Saturday and Sunday
- Campfire

One Night (Saturday – Sunday): Recommended for Beavers

Includes:

- Activity programme throughout Saturday and Sunday
- Campfire

Saturday Day Visitor: Recommended for Squirrels & Beavers not wishing to camp

Includes:

- Activity programme on Saturday
- Squirrel & Beaver Campfire (parents and carers are invited to attend)
- Opportunity to experience the camp atmosphere without an overnight stay

Arrival & Departure Times

Arrival Times

Friday: From 17:00, with first activity at 20:00

Saturday: From 09:30, ready for activities starting at 10:00

Departure Times

Saturday: Parents and carers are invited at 16:45 for the Squirrel & Beaver Campfire in Campfire Hollow, finishing at 17:30 when day visitors depart.

Sunday: Parents and carers are invited at 14:00 for the closing ceremony on the Cub Field, finishing at 14:30 when young people depart.

Group-Led Activity Bases

To help deliver the programme, each group attending overnight will be asked to provide and run a themed activity base on Saturday between **10:00–12:00** and **14:00–17:00**.

Activity bases should:

- Link to your group's mythical creature theme (see group allocations below)
- Be suitable for young people aged 4–14, or be adaptable for different sections
- Allow participants to join and leave at any point
- Be delivered by your group's leadership team

Groups attending as day visitors are not required to provide an activity base.

If your group is attending overnight and may struggle to run an activity, please speak to the Programme Team. We can help pair groups together or identify alternative ways for you to contribute to the programme.

Campsite Gateways

Groups attending overnight are encouraged to create a themed campsite gateway based on their group's mythical creature theme (see group allocations below).

Gateways should be erected on Friday evening and will be judged on Saturday evening.

Gateways can be simple or elaborate but must be safe, secure and suitable for the duration of the camp.

Young people should be involved in the design and, wherever possible, the construction of their gateway.

Fancy Dress & Props

All attendees, especially day visitors, are encouraged to celebrate their allocated theme (see group allocations below) by creating fancy dress, props, banners, flags, or similar. Creativity is encouraged and helps bring the mythical world to life across the camp.

Planned activities by section include:

Squirrels	Group-led activities, Squirrel Trail, Tomahawks, Cave bus, Campfire
Beavers	Group-led activities, Cave bus, Tomahawks, Low Ropes, Campfire
Cubs/Scouts/Explorers	Group-led activities, Cave bus, Tomahawks, Canoe/Kayak, Campfire

Fees

Fees include onsite activities and camping/day visit costs, as well as a District Camp 2026 badge for all attendees.

- £45 per young person – Full Weekend (Friday–Sunday)
- £40 per young person – Saturday to Sunday
- £25 per young person – Saturday Day Visitor

Full payment required by 10th July 2026.

Does not include food.

Groups staying overnight are asked to run a group-led activity base on Saturday between 10:00–12:00 and 14:00–17:00. Reasonable activity costs can be claimed from District. Please speak to DLV Jen Wilson with details of your planned activity.

Booking Information

Booking deadline and approximate numbers required by **Sunday 21st June 2026.**

The Cub Bothy, which has 10 available beds, is booked and available on request. Priority will be given to those who would find camping difficult. Adults only. Please speak to DLV Jen Wilson to reserve a bed in the bothy.

Groups Mythical Creature Theme

If your group is attending, please use your allocated theme below to inspire your gateway, costumes, props, or group-led activities where applicable. These were selected randomly using a spinning wheel generator.

2 nd Crosby	Y Ddraig Goch / Red Dragon
4 th Crosby	Blue Men of the Minch
5 th Crosby	Kraken
10 th Crosby	Selkie
12 th Crosby	Unicorn
30 th Crosby	Griffin
Explorers/Young Leaders	Werewolf

