SQUIRREL PIRATE CHALLENGE

LEADER INFORMATION

This document contains key information for all leaders attending Squirrel Pirate Challenge.



ONE WAY TRAFFIC



KIT LISTS



SITE MAP



LEADER PARKING



SCHEDULE



MEETING POINT



FIRST AID



SAFETY RULES



ACTIVITIES



ARRIVAL TIMES



DEPARTURE TIMES

Contacting the event team.

The event team will be based in Parker Lodge.

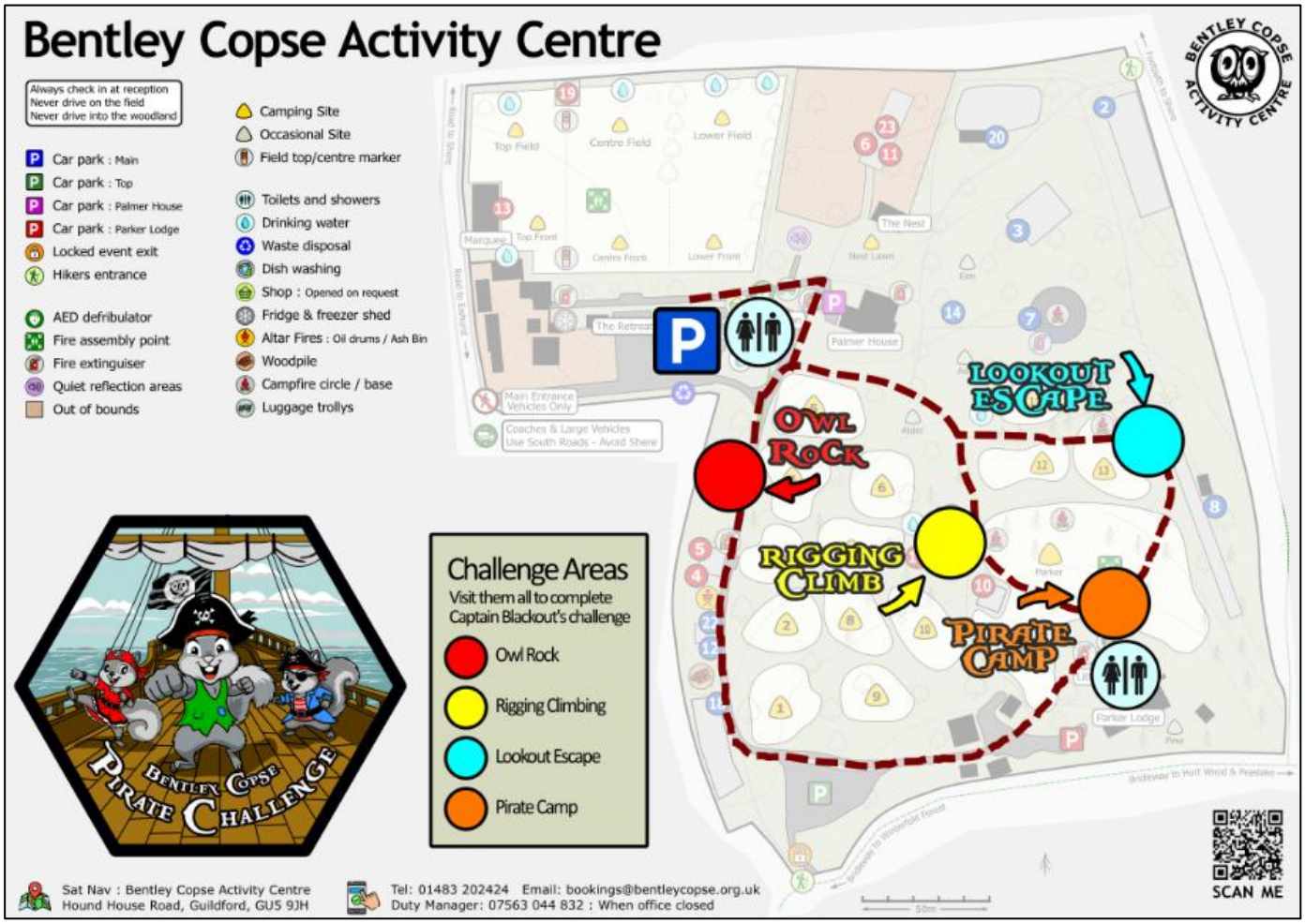
Should you need to contact the team out of hours, please call 07563 044 832.

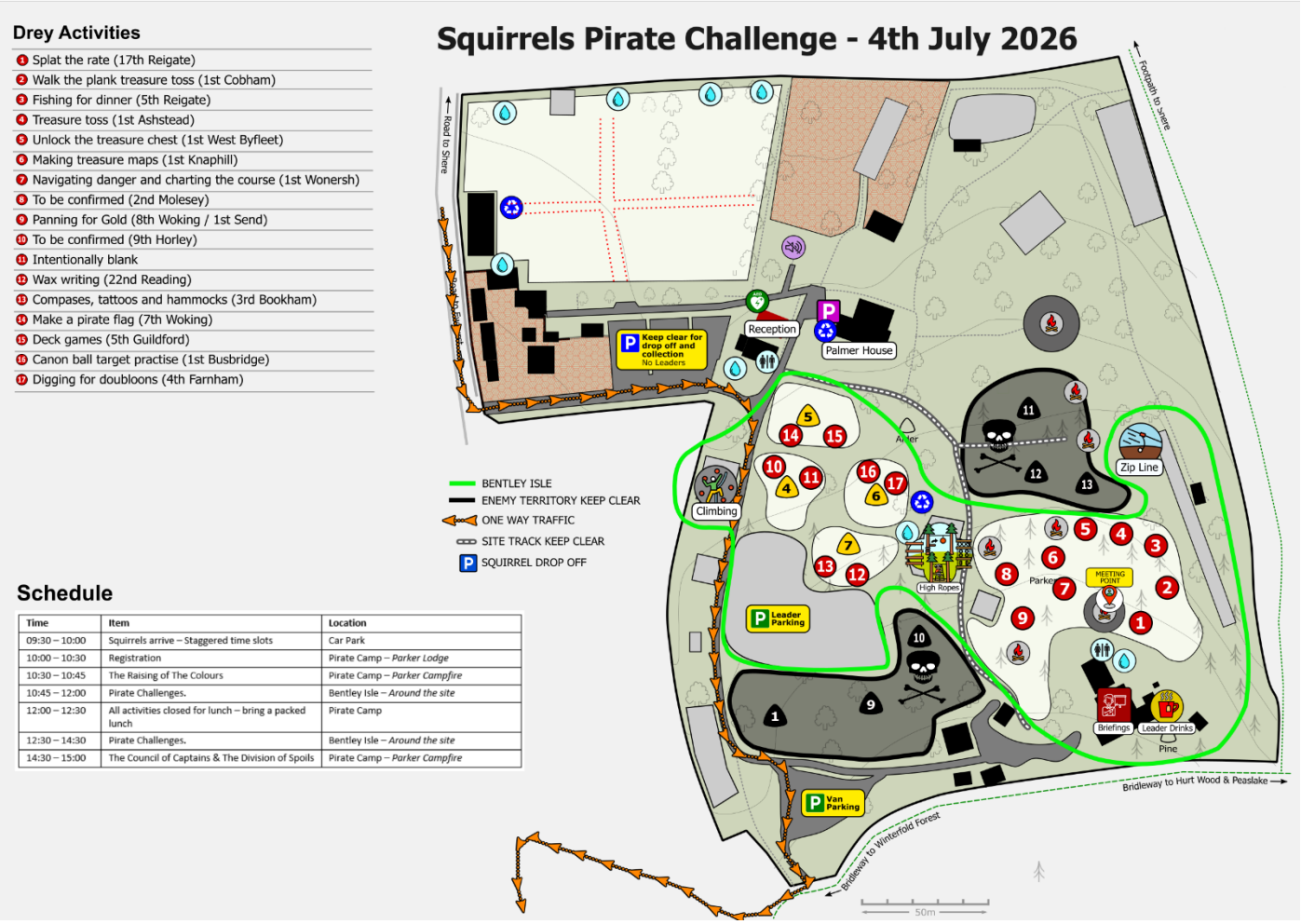
PDFs of printable maps and risk assessments are available on our website:
https://www.bentleycopse.org.uk/booking/event-information/

Scouts Surrey

Bentley Copse Activity Centre, Hound House Road, Shere, Surrey, GU5 9JH
Office : 01483 202424 | Duty Manager : 07563 044 832 | bookings@bentleycopse.org.uk

Event Map and Schedule





Time	Item	Location
09:30 – 10:00	Squirrels arrive – Staggered time slots	Car Park
10:00 – 10:30	Registration	Pirate Camp – *Parker Lodge*
10:30 – 10:45	The Raising of The Colours	Pirate Camp – *Parker Campfire*
10:45 – 12:00	Pirate Challenges.	Bentley Isle – *Around the site*
12:00 – 12:30	All activities closed for lunch – bring a packed lunch	Pirate Camp
12:30 – 14:30	Pirate Challenges.	Bentley Isle – *Around the site*
14:30 – 15:00	The Council of Captains & The Division of Spoils	Pirate Camp – *Parker Campfire*

Pre-Event Timeline

The following timeline should be followed for your attendance of the event.

If you do not meet these requirements your group's attendance is at risk

JUNE 2026

SUN	MON	TUE	WED	THU	FRI	SAT
31	1	2	3	4	5	6
7	8	9	10	11	12	13 ACTIVITY APPROVAL
14	15	16	17	18	19	20 ACTIVITY RISK ASSMENT
21	22	23	24	25	26	27
28	29	30	1	2	3	4

JULY 2026

SUN	MON	TUE	WED	THU	FRI	SAT
28	29	30	1	2	3	4

	June 13th[th]	Approval must be requested for your activity. - Email bookings@bentleycopse.org.uk FAO Luke, suppling a written description.
	June 20th	Activity Risk Assessment must be supplied.
	July 4th	Squirrel Pirate Challenge 2026

Arrival Process



Arrival and departure times

Car sharing or mini-bus will help with the parking situation, as the parking area is limited.

Anyone not staying must drop off both Squirrels and kit as quickly as possible.

Group	Drop-Off Time	Pick-Up Time
Group 1 1st Cobham 1st Ashtead 1st West Byfleet 1st Wonersh 8th Woking 1st Send 1st Ashstead 3rd Bookham 7th Woking 5th Guildford 1st Busbridge	0930	1515
Group 2 17th Reigate 5th Reigate 1st Knaphill 2nd Molesley 9th Horley 22nd Reading 4th Farnham	0945	1500



Parking and Unloading

Staff will be assisting with traffic flow.

Leaders staying onsite are asked to park responsibly. All vehicles are parked at the driver's own risk. Leaders must unload, load and park in the woodland leader parking area.



Parent Drop Off

Ensure you have leaders available in the car-park to coordinate the drop-off of your young people. Parents should be advised to minimise the number of vehicles used and be prepared to dump and run to minimise their time spent on site.



Vehicle Safety : One Way System

To assist with traffic movement, we will be operating a one-way system

through the site. Please enter via the main entrance and follow staff directions and signage.

Depart out of the site by turning **left** towards Ewhurst and Cranleigh. Do **not** turn right towards Shere.

Vehicle Safety : 5mph Speed Limit
Do not exceed the site speed limit of 5mph.

Hazard Lights : When you're leaving
Turn on your hazard lights to let Bentley Staff and other drivers know you are leaving the site.

Vehicle Owner Details
Drivers are also asked to place a note on the windscreen with your group name, drivers name and mobile number so that we can contact you if needed A printable form is included at the end of this document for this purpose.

Leader WhatsApp Group

Please use this WhatsApp group to communicate your activity theme and selection.

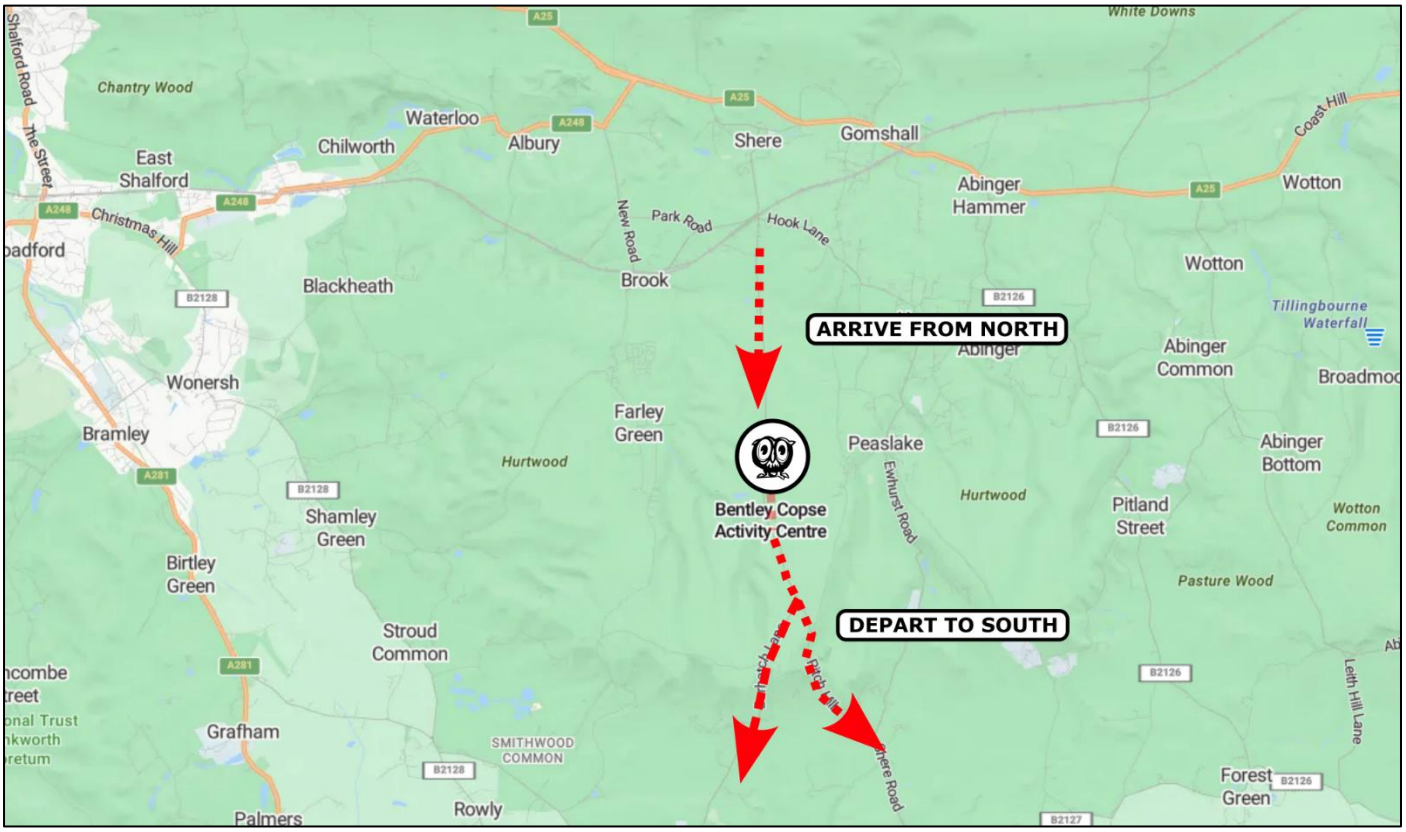
Please can each group have at least one leader join this group.

https://chat.whatsapp.com/BekSfaKMNmA86VPkTtJH7e

Vehicle Rules & Directions

Hound House Road

Between the hours of 8am and 10am on Saturday and 11.00am and 12.30pm on Sunday you must approach Bentley Copse from the North (Shere direction) and depart to the South (Cranleigh/Ewhurst Direction)



Vehicle Safety : Site Track One Way System

To assist with traffic movement, we will be operating a one way system through the site. Please enter via the main entrance and follow staff directions and signage.

Vehicle Safety : 5mph Site Speed Limit

Do not exceed the site speed limit of 5mph.

Hazard Lights : When you're leaving

Turn on your hazard lights to let Bentley Staff and other drivers know you are leaving the site.

Site Parking and Traffic Flow

Car Parking

To manage limited space each group is allocated a time for Squirrel arrival and departure with the main car park used for rapid drop-off and collection.

The main car park must be empty of all cars, vans and trailers from 8am on Saturday until 12.30pm on Sunday.



Considerate Parking

When loading and unloading kit before Friday, please park ‘tail in’ against the wooden sleeper barriers and fill up all available space starting from the field side.

Woodland Leader Parking

When parking in the designated leader parking area in the woodland please park as directed and make use of all available space (Don’t forget to place your vehicle owner details in the dashboard and register your car with the event team in Palmer House)

Keep Vehicles Moving

Please advise your parents to not abandon their car on Hound House Road. Traffic flow may be slow at times but stationary cars on a single-track road will only worsen the situation.

Event Etiquette



Setting up camp

Leaders are responsible for setting up their activity area and getting prepared. Space will be at a premium. Shelters can be erected on Friday late afternoon or by 8.30am on Saturday at the latest.



How much space do we have?

We do not allocate you a fixed amount of space, please coordinate activity space with your neighbours to make best use of the available space.

Please use your space wisely and fairly.

The Weekend : Routine and Rules



Accessing the toilets and showers

The youth toilets by Reception, those at Little Lodge and those at Parker Lodge will all be unlocked. The code for the adult toilets is C1982. Please help us keep the facilities clean by regularly checking them and bringing any issues to our attention.

Standard Scout safeguarding practices apply:

- Do not allow under eighteens to use the adult toilets
- In general, adults should not enter the youth Boys/Girls toilets
- That said we recognise that being especially young Squirrels may sometimes need assistance requiring an adult to go into the Boys / Girls toilets with them. In such circumstances a) ensure no-one is alone with a young person, b) ensure the door is held open. Either enlist other group leaders to assist with this or a member of Bentley staff if required.



Activities

Squirrels Pirate Challenge is a *Queue and Do* event. Your leaders will accompany your Squirrels around the site, choosing which activities they do. There is no ticketing or reserving times.

Not all activities may be running all day. Do speak to the site team to confirm timings.



Leader Hot Drinks

There will be a hot drink point in Parker Lodge for leaders to pick up a tea or coffee.

Think Green : Please bring your own mug.



Site Shop

Our onsite shop sells sweets, toys, gifts and several Bentley Copse souvenirs. The shop can be opened for leaders on request.

Payments can be made via cash, cheque or card / contactless.



Wi-Fi

Limited free wi-fi is available **for leaders only** in Parker Lodge House or the Marquee. Speak to the event team in Parker Lodge for access details.



Dogs
Dogs are not allowed.



Respecting Others
The site remains open for camping and Duke of Edinburgh Expeditions. Do not walk through other people's campsites. Do not disrupt other groups.



Insects

Be sure to take suitable measures against midges, ants, ticks and other biting/stinging insects.

- Insect bites and stings - NHS
- Ticks - GOV.UK
- Lyme disease: signs and symptoms - GOV.UK



Rubbish and Recycling

Rubbish can be disposed of in the large blue wheely bins located around the site. If the bin is full, please use an alternative, and let one of the site team know.



Water

All water onsite (apart from inside the toilets) is drinkable. Please do not waste water as we are on a meter. While our supply is reliable, we advise you to keep a container of water available should there be an external fault outside of our control.



Group Kit List

- Groundsheet for sitting on for lunch etc
- Medication box
- First Aid kit
- Pens
- Bag/box for crafts
- Packed lunch
- Drey flag

This kit-lists is not exhaustive. All dreys should bring equipment appropriate to the needs of their group.

General information



Leader responsibilities

Leaders will be responsible for their Squirrels upon arrival and at all times. Whilst Squirrels are arriving, Leaders will need to keep their Squirrels entertained.



Food and drink

Leaders, Helpers and Squirrels need to bring a packed lunch for Saturday.

Squirrel Scouts should bring a refillable drinks bottle – water stations will be on site. Adults to bring a mug for tea/coffee etc.

Please bring a groundsheet for Squirrels to sit on.



Crafts

Leaders need to provide pens for their Squirrels.

Leaders need to bring a bag/holder for any craft activities for their Squirrels.



Neckers / scarves / flags

Leaders and Squirrels to wear neckers/scarves throughout duration of camp. (Integrate it into their pirate costume)

Please bring your drey flag.



Activity Locations

Activities are:

- Pirate Camp:
    - Colony provided activities
    - Pirate crew photographs
- Climbing Tower : Owl Rock
- Zip Line : Lookout Escape
- High Ropes : Rigging Climb

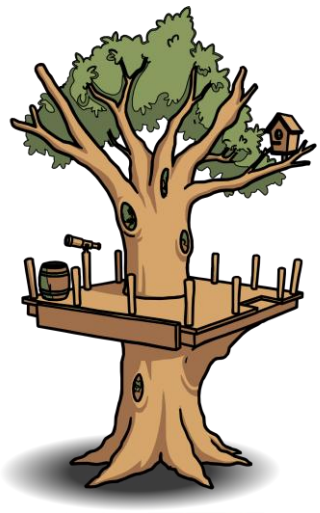
Pirate Challenges

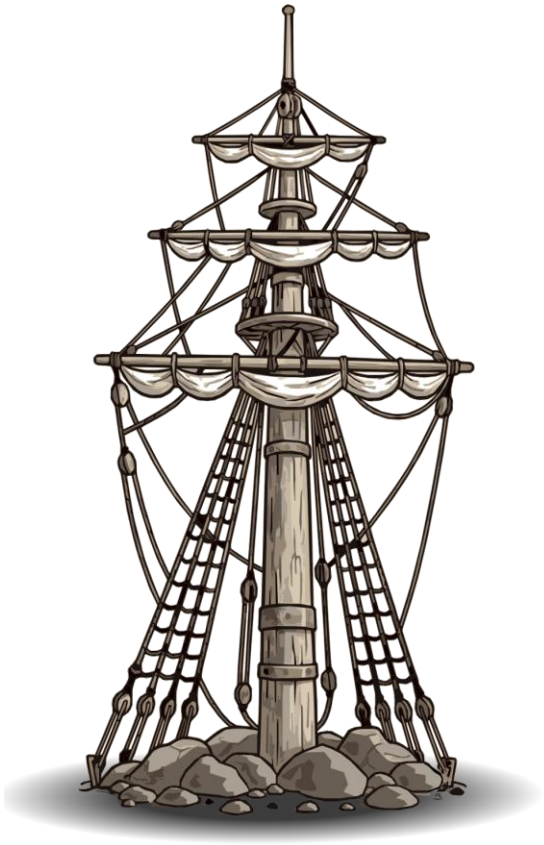
Each Pirate band must complete three challenges!

- Scale the intimidating cliff face of *Owl Rock*
- Climb the moving ropes atop the *Rigging Climb*
- Use the escape slide from *Lookout Escape*

These activities are all suitable for squirrels.
Alternatively each band may complete the challenge by nominating an adult to participate.







Pirate Skills

Each Drey will bring an activity with them. These will be themed around the key skills a pirate / privateer will need to follow the orders of their Pirate Captain.

See the end of this document for information

The Mystery of Captain Blackout's Boat



The infamous Captain Blackout is looking for new pirates and privateers to join his crew.

If you can prove yourself as worthy, he'll give you a share of his prize bounty and invite you onto his crew.

He's ordered his three best pirates to take part of his island map with them and go and find the pirates with the bravery and cunning to be crewmates.

If you go to *Owl Rock, The Rigging Climb* and *The Lookout Escape* you may meet:

- *Luke The Red*
- *Inky (Ryan)*
- *Ol' Salty Nick*
- *The Skarlet Deserter (Jen)*



Retrieve a map part from these and then solve the challenge. If you can find the name for Blackout's Pinnace (Small row/sail boat used for scouting) he'll invite you to join his crew.

Activities - With A Pirate Twist



Site Instructor Team

The Bentley Copse team will be running *Climbing, Pirate Climb* and the *Zip Line.*

These activities are being re-named "Owl Rock", "Rigging Climb" and "Lookout Escape" for the event.





Challenge Map

Each of the three site activities will have









Captain Blackout's crew























Health and Safety



Group leader contact details
Your group leader (or their delegate) must remain on site and have their contact details on file with the event team.



Group leader responsibilities
Your group leader remains responsible for the health and safety for those in their group. Please ensure you have followed POR and appropriate due diligence to ensure those in your care remain safe, especially those with any additional needs.



Leader / young person ratios
The ratio is one adult to four Squirrels. Any spare Leaders will be required to help during the Camp – they will be given tasks.



First aid
All groups are responsible for their own emergency aid provision however the Surrey Scout Event Support team will be on hand if you have a situation you are unable to deal with, they'll be based in Palmer House or can be contacted through any member of the event team.



Nearest hospital and doctor
Hospital : Royal Surrey Hospital, Accident and Emergency Department, Egerton Road, Guildford GU2 7XX.

Doctors : Shere Surgery and Dispensary, Gomshall Lane, Shere, GU5 9DR, 01483 202066 / 111



Behaviour
Instructions from activity instructors and their assistants must be followed.

Due to the age range of young persons on site, the all-quiet time of 22:00 must be kept to.



Safeguarding

All Adults staying overnight must have a current DBS and must follow safeguarding policy. Leaders are reminded that their primary responsibility is the safety of their young people.

Please ensure you are never alone one to one with any young person.

If you have adults attending during the day without a DBS, please ensure they have left the site by 22:00.

Young Leaders must have completed Module A to attend. No exceptions are possible.

BCAC will not be issuing wrist bands for Squirrels.



Your Risk Assessment

Your risk assessment should cover:

- You activity RA (which you must provide to us ahead of time and then Luke approves/suggests changes)



Smoking / Vaping

We request that no smoking or vaping takes place while at Bentley Copse. If you do then please do so away from your young people and ensure rubbish is put into a bin. Strictly no smoking or vaping in any building or activity area.



Fire

In the event of fire please sound the nearest alarm. Firefighting equipment is provided around the site. Groups are asked to bring at least one fire extinguisher.

Please ensure that adults are aware of the location of firefighting equipment and how they operate. It is the responsibility of the leader in charge to discuss emergency procedures (including the fire assembly points) with their party.

Groups are advised to make a personal emergency evacuation plan (PEEP) for those who may require additional assistance in the event of an evacuation.



Fire assembly point

Each group should identify a suitable fire assembly point for their group.

The marked assembly points on site (Field flagpole & North side of Parker campfire) may be unsuitable due to their proximity to campers.



Fire Safety Points

Fire Safety Points (with extinguishers) are distributed across the site. Outside reception, Outside Merrow, Outside Palmer House, Outside Little Lodge and main campfire circle.

Pirate Skills

Each group should bring a *Pirate Skills* activity with them and have a leader / parent running it.

The following grid contains themes for your activity. Pick a theme and communicate using the leader WhatsApp group.

You must have your activity confirmed by a member of the BCAC event team.

Building a pirate den	Defending the camp	Disguises	Keys for the chest
Hammock life	The captain's meal	Pirate flag	Aiming the cannon
Lost at sea	Exploring the island	Balance training	Sinking ships
Surviving the storm	Low light adventures	Mopping the deck	Fishing for supper
Stacking cannon balls	Finding North	Nautical terms	Rope skills
Sailing with the wind	How anchors work	Panning for gold	Digging for treasure

You may interpret these ideas as you wish. The aim is to create a fun memorable day for the squirrels.

Bonus points for targeting badgework!

Other ideas:

Want some more inspiration? How about something like:

Mapping the Forest Floor : Using sticks and stones to create a physical map of the clearing so the crew doesn't get lost.

The Pirate Code of the Woods : Carving or charcoal-writing the rules of the forest, like "Leave no trace" and "Share the berries."

Messages in a Hollow Log : Instead of bottles, pirates leave secret notes tucked into tree knots for other crews to find.

The Fallen Log Plank : Finding a safe, sturdy fallen tree to practice balancing over a "river of crocodiles."

Wilderness Galley Grub : Preparing snacks using "foraged" items (trail mix) and learning how to eat like a rugged explorer.

Polly's Woodland Cousins : Identifying local forest birds that could serve as a pirate's feathered sidekick. Digging for

Forest Doubloons : Searching through loose dirt and leaves to find "golden" rocks or buried wooden coins.

Pinecone Spyglasses : Using hollowed elderberry branches or simple cardboard tubes to spot "enemy ships" through the canopy.

The Moss Monster : Learning about different types of moss and imagining them as camouflaged creatures of the deep woods.

Stick-Boat Science : Building tiny rafts from twigs and twine to see which design floats best in a forest puddle or stream.

The Leafy Captain’s Hat : Using large burdock leaves or maple leaves pinned together with small twigs to create forest headwear.

Tree-Top Yoga : Stretching like the tall pines and balancing like a heron in the marshes. Bark Marks the Spot : Using natural landmarks—like a "tree with two heads"—to guide the crew to hidden loot.

Mud-Paint War Paint : Using wet forest soil to apply "tough" pirate markings to faces and arms.

The Fern Flag : Creating a ship’s banner by weaving ferns and colorful leaves into a frame made of four sticks.

Tree Bark Textures : Using paper and crayons to take rubbings of different trees, identifying which "ship wood" is strongest.

Vine Tying : Using flexible willow branches or long grass to practice basic loops and "rigging" for the woodland ship.

The Rain-Maker’s Shanty : Using dry seed pods and hollow sticks to create music that mimics the sound of a storm at sea.

The Branch-Hook Hand : Finding the perfect "Y" shaped stick to act as a temporary pirate hook for gathering supplies. Pine Resin Slime : Learning about sticky tree sap and how pirates used "pitch" to seal their wooden boats.

Forest Name Ceremony : Choosing new names based on forest finds, like "Captain Acorn" or "Old Man Bramble."

Scrub the Roots : A "cleaning" activity using natural brushes (pine branches) to scrub "barnacles" off a log ship.

Stump Hopping : A game of agility, jumping from one tree stump to another without touching the "shark-infested" grass.

The Stick Compass : Using the sun’s shadow and a stick in the ground to find the way back to the hidden cove.

The Squirrel’s Secret Stash : Learning how forest animals "bury treasure" and trying to find where a pirate squirrel might hide a nut.

Charcoal Coins : Using burnt wood from a safe fire pit to draw "black spot" coins on flat stones.

Pinecone Cannonballs : A target-practice game aiming pinecones at a bucket or a specific tree trunk.

Leaf Sail Engineering : Experimenting with different leaf shapes to see which catches the forest breeze most effectively. The

Cricket’s Choir : Sitting silently to listen for "sea shanties" sung by the insects in the undergrowth.

Captain Oak Says : A classic game of Simon Says, but all commands are pirate-themed forest actions.

The Heavy Stone Anchor : Comparing the weights of various rocks to find the perfect anchor for a woodland fort.

Nut Shell Fleet : Using walnut or acorn shells to make a tiny armada of boats for the nearest puddle.

Hammock Hives : Learning how pirates (and some forest creatures) sleep off the ground to stay dry and safe.

Smoke Signals : Using "imaginary" smoke (or waving branches) to communicate with a distant pirate outpost. The

Rusty Key Search : A scavenger hunt for a "key" that is actually a uniquely shaped piece of driftwood. The Hollow Tree Fort : Finding a large, hollowed-out tree and turning it into the ship's secret cabin.

Berry Juice Ink : Crushing non-toxic berries to make "blood-red" or "ocean-blue" ink for drawing secret maps.

Mud Puddle Navigation : Using a long "sounding stick" to test the depth of puddles before the crew crosses.

Cloud Scouting : Lying on the forest floor to look through the canopy and spot "shapes of lands" in the clouds.

Frozen Tundra Ice : If it's cold, finding forest ice; if not, searching for "quartz" crystals that look like frozen sea spray. Burlap Sack Vests : Decorating old sacks with forest find (leaves/twigs) to create rugged pirate gear.

Firefly Lanterns : Discussing how pirates used lanterns, then making "nature lanterns" using jars filled with yellow leaves. Tree Ring History : Looking at a stump to see how many "voyages" (years) the tree has survived.

Treasure Sorting : Collecting acorns, stones, and leaves and sorting them by "value" (size, color, or rarity). Peg-Leg Path : Navigating a trail while hopping on one leg to mimic a legendary pirate captain.

Salt and Dirt Painting : Mixing forest soil with water to create "earthy" masterpieces on flat rocks. Owl's Night Watch : Learning about forest animals that stay awake at night to guard the pirate ship.

The Mossy North : Testing the myth that moss only grows on the north side of trees to find your way.

Stick Puppet Theater : Creating characters out of twigs and leaves to tell the story of a woodland shipwreck.

The Stone Lighthouse : Stacking flat stones (cairns) to mark a safe "harbor" for the rest of the crew.

Root Soup : A sensory play activity mixing water, dirt, and fallen roots in a large bucket or "cauldron."

Tea-Stained Maps : Using cold herbal tea or muddy water to make new paper look like a 100-year-old treasure map.

Finding Shark Teeth : Searching for sharp, triangular stones that look like the teeth of a Great White.

The Stick Diary : Notching a "message stick" every day to keep track of how long the crew has been stranded.

The Row-Boat Log : Sitting on a long, fallen log and using branches as oars to "row" through the forest.

Spider Web Rigging : Observing spider webs to see how "ropes" are woven together in nature.

Mud Beard Masks : Using thick, wet mud to create "fearsome" pirate beards on each other. Wild Edibles Education : A guided look at what pirates could actually eat in the woods.

Ghost Trees : Finding silver-barked or dead trees and imagining they are the masts of a ghost ship.

Sand and Soil Castles : Building fortifications against the "tide" using forest floor materials

Marble Rolling in the Mud : A game of skill, trying to roll "cannonballs" into small holes in the dirt.

Naming the Forest Ship : Looking at the landscape to find a name, like "The Weeping Willow" or "Thorny Ridge." Pebble Polishing : Using a bit of water and a cloth to see how dull forest stones "turn into gems."

Crab Walking through Brambles : A physical challenge of moving sideways like a crab through a cleared path. The Branch Mast : Proping up a very long branch and using an old sheet to learn how sails work.

The Vine Tangled Maze : Navigating through a thicket of low-hanging branches without "setting off an alarm." Shadow Dial : Placing a stick in the center of a circle of stones to tell the "pirate time."

Pinecone Slingshot : Using a simple forked stick and a rubber band to launch pinecones at a target. Oar Carving : Using a flat rock to "sand" down a branch until it looks like a proper boat paddle

The Undergrowth Dive : Crawling through tall grass or ferns to "scuba dive" for hidden forest treasures.

Burnt Stick Letters : Using the charred end of a stick to write "Keep Out" signs on flat pieces of bark. Port and

Starboard Drills : Learning left and right by running to the "Port" (left) or "Starboard" (right) side of a clearing.

The Baking Soda Volcano Island : A classic experiment performed in a dirt mound to simulate a volcanic island.

The Mud Kitchen Galley : "Cooking" up forest pies and leaf stews for a hungry pirate crew. Acorn Counting : A math game involving "paying" the captain with a specific number of acorns.

The Turtle’s Shell : Learning about forest turtles and how they carry their "homes" just like a ship.

Dandelion Gold : Threading dandelion heads onto long grass to make "gold" chains for the Pirate Queen.

Echo Canyon : Finding a spot where the trees or hills bounce back a "Yo Ho Ho!" shout. Lichen Landscapes : Looking at lichen on rocks and imagining they are tiny coral reefs in a stone ocean.

Wind in the Willows : Watching how branches move to determine which way the "trade winds" are blowing.

The Water Filter : Using sand, pebbles, and charcoal to see how pirates might try to clean "swamp water."

Star Gazing in the Clearing : Identifying the "North Star" (or a bright forest equivalent) to steer by at night.

Berry Stain Tattoos : Using juice from safe berries to draw anchors and skulls on the crew's arms.

The Tree-Hollow Hideout : A speed drill to see how fast the crew can hide when a "navy ship" is spotted.

The Missing Compass Hunt : Searching for a specific "magic stone" that always points the way home.

Woodland Drumming : Using hollow logs and different sized sticks to send "rhythm codes" across the woods. Muddy Booty : Hiding "gold" (painted rocks) inside clumps of mud that the pirates have to break open.

The Squirrel Shuffle : A game of "stealing" nuts from a central "treasure pile" without being seen.

The Leaf Kite : Tying a string to a large, broad leaf to see if the forest wind can make it "sail" through the air.

The Log Bench Storyhour : Gathering the crew on a fallen tree to hear tales of the Great Forest Sea.

Fresh Water vs. Salt : A simple experiment bringing a bit of salt to the woods to see how it changes the "ocean."

The Hardtack Challenge : Eating a very dry cracker to understand what pirates ate when fresh food ran out.

Octopus Arm Tag : A game of tag where the "octopus" has to keep their arms linked to catch the pirates.

The Woodland Parade : Marching through the forest with stick-flags and singing sea shanties.

Patching the Hull : Using large leaves and "mud glue" to repair a "hole" in a cardboard or stick ship.

Feather Finding : Searching for "tropical" feathers dropped by local birds to decorate the Captain’s hat.

The Hollow Tube Periscope : Using two mirrors and a long cardboard tube to see "over the waves" or bushes.

The Fireless Campfire : Gathering around a pile of red and orange leaves to "warm up" and tell stories.

The Grapevine Pulley : Finding a hanging vine and using it to "hoist" a bucket of treasure up into a tree.

The Pirate’s Promise : Ending the day by "returning the treasure" (scattering the acorns/sticks) so the forest stays magical.

Vehicle Owner Details

Please print this and ensure that all vehicles parked display this information in their windscreen.

Parking space is limited. Please ensure you bring the minimum number of vehicles and make maximum use of car-sharing.

All vehicles on site must be registered with the event team based in Palmer House.

Name

Mobile Number

Group