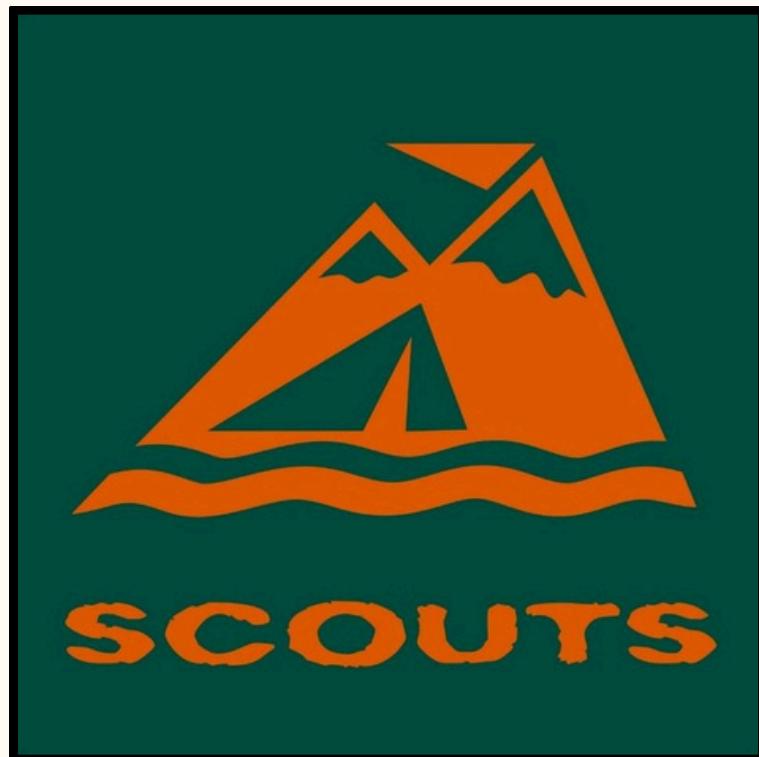




# Blarney Scout Group Visual Guide



Visiting 45th/62nd Blarney Scout Group

This guide will help you know what to do and  
what to expect when you visit.



## Arriving

When you arrive, you can park your car in the main carpark. Then walk through the gates and toward the Scout Hall.



## Entering The Scout Hall

You will walk through the main doors into our entrance way where you can hang up your coat. You will see the double doors to your left, that you use to enter the main Scout Hall.



## Checking In

When you come inside the hall, you will see a Leader and other Scouts to welcome you. The Leader will help and guide you throughout the meeting.

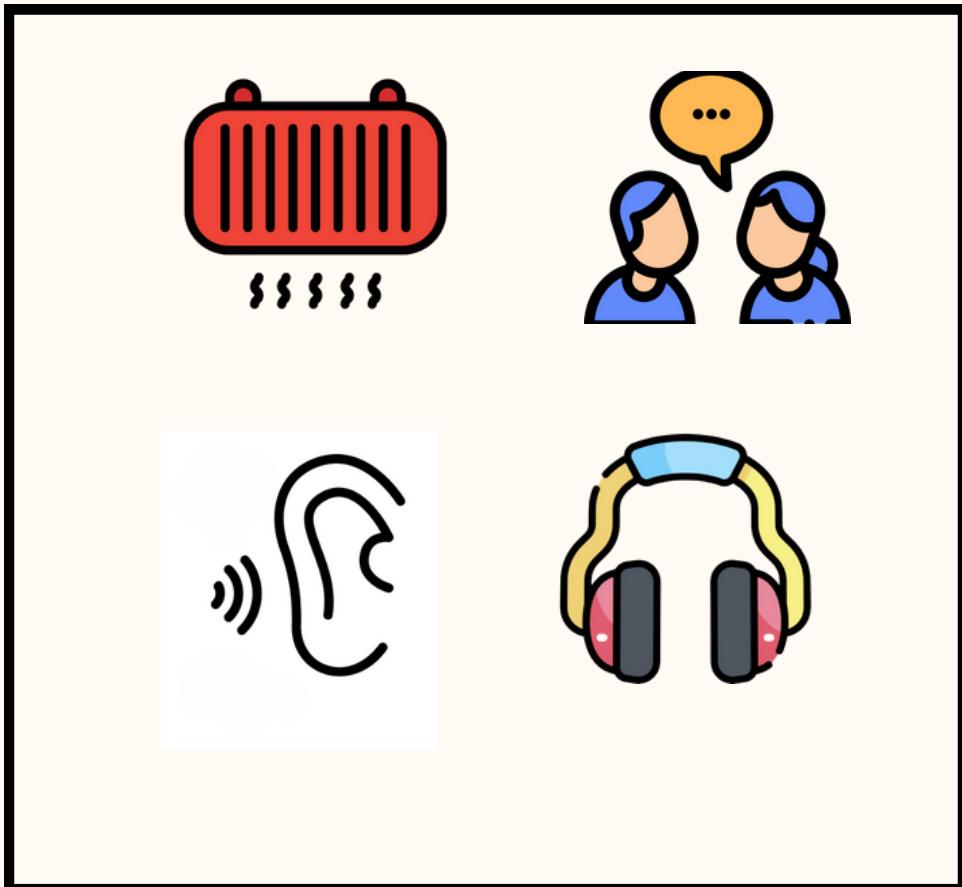


## Exploring the Scout Hall

Most of our indoor activities will happen in the main, big open hall.



There are bathrooms available too if you ever need them.



## Sensory Information

The Scout Hall might be busy with people getting ready or setting up for games.

We sometimes use overhead heaters that have red lights. These are easily adjusted if needed. If You feel overwhelmed, you can take a break, use noise-cancelling headphones, or ask for help anytime.



## Using the Equipment

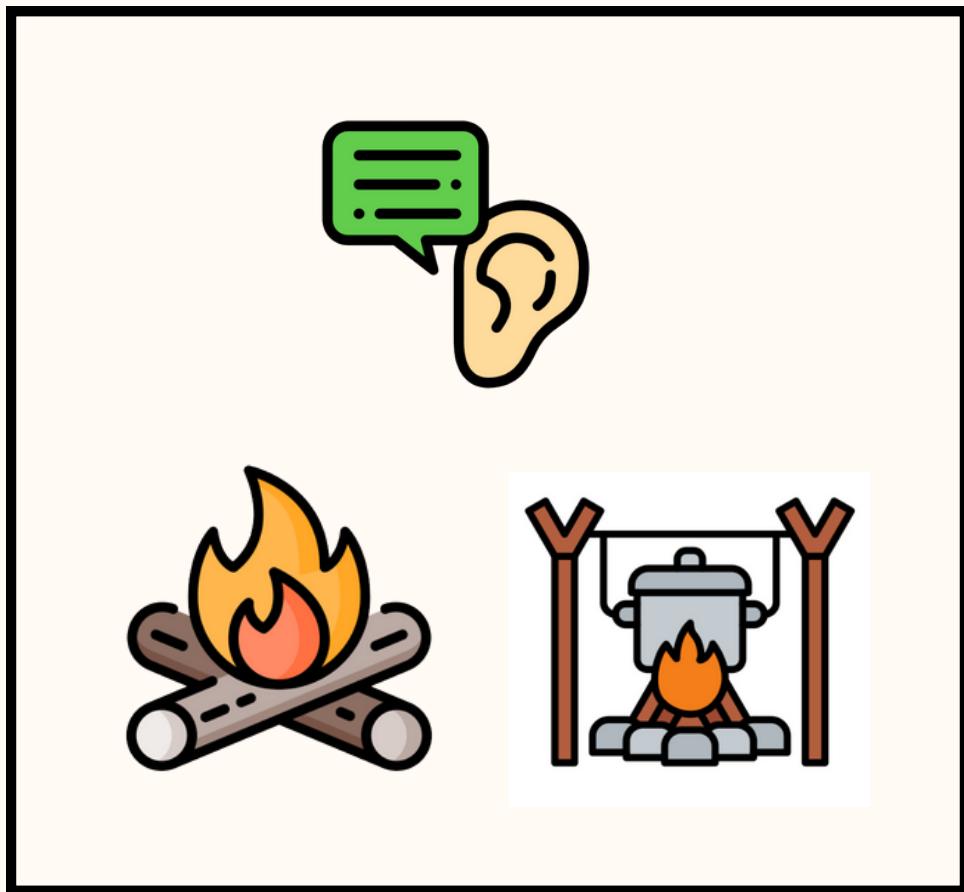
When you use the outdoor or camping equipment, you can follow the instructions or ask a leader for help. We usually work in teams so we will guide you all the way.



## Attending a Scout Meeting



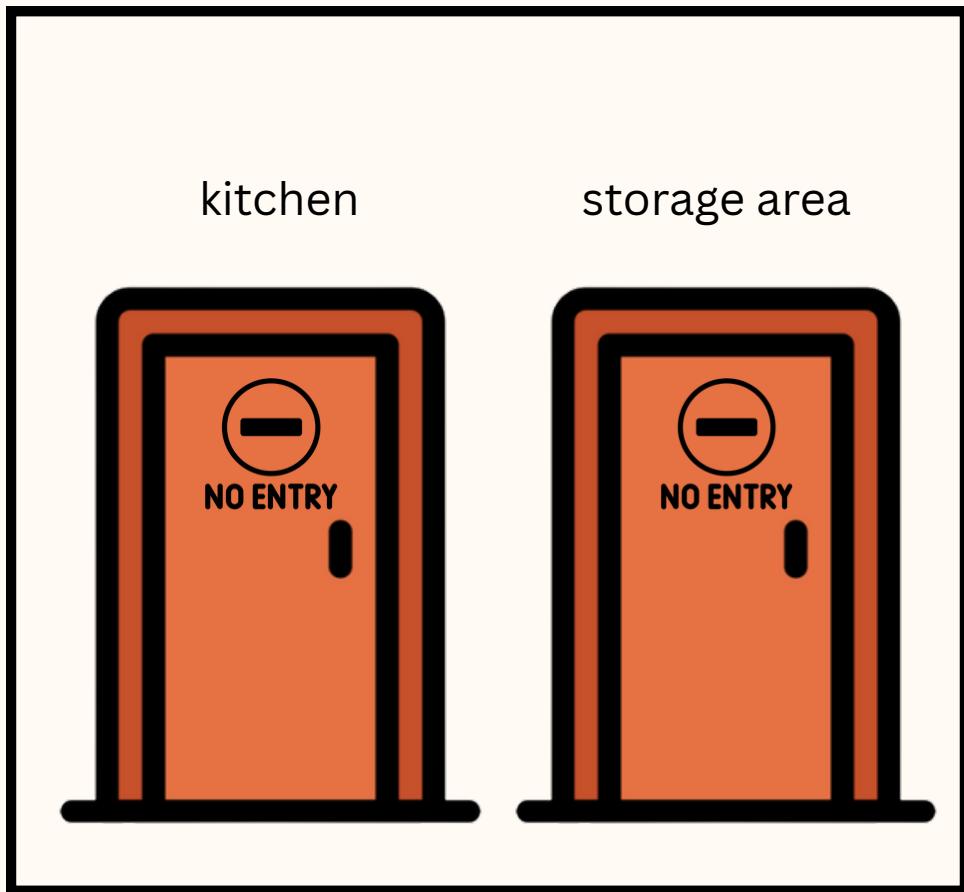
If you join us for a meeting, the Leaders will show you what to do. You can follow along, and it's okay to ask questions or rest if you need to.



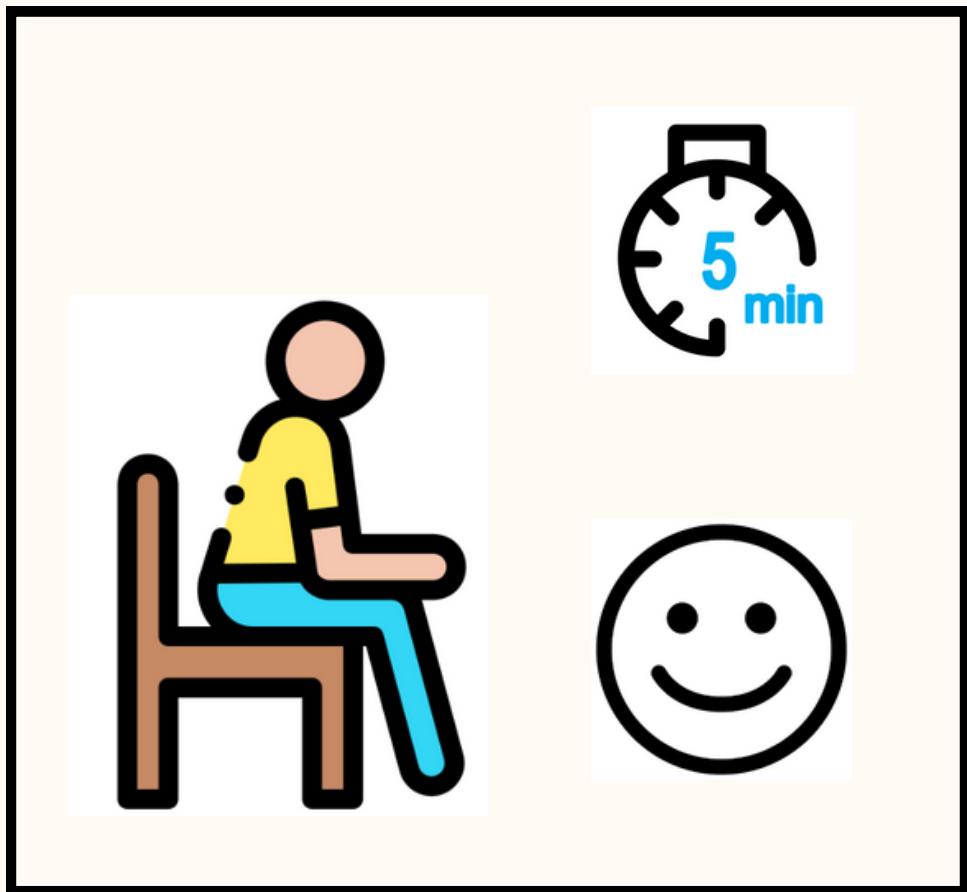
## Staying Safe



It's important to use the equipment safely and listen to the leaders, especially when we do things like cooking or campfires. If you need help, you can ask a leader.



For safety purposes, youth members are not allowed in the kitchen or storage area of the Scout Hall. We will show and guide you to use all equipment safely.



## Taking Breaks

If you feel tired or need a break, you can sit down and rest. The coat room area may be used as a 'quiet corner' if you need space to relax. There are also nice benches you can use.



## Sensory Equipment

You are very welcome to bring and use your sensory items such as ear defenders, fidget toys or chewies.



## Finishing Your Visit



Meetings end with making the Scout salute and a flag ceremony. When you are finished, you can leave the Scout Hall through the same doors.

## Further information & accommodations

Do let us know if we can adjust any of the sensory elements in the hall. We would be glad to adjust the heaters, lights or create the entrance way into a quieter corner for any members.

If you need any help or information, please email the Group Leader at [blarneyscouts4562@gmail.com](mailto:blarneyscouts4562@gmail.com) .

We will be delighted to speak with you. If you join us for Beavers, Cubs, Venturers, we can send you more detailed information about special events, photos of your specific leaders before you join your first meeting.

We hope that this visual guide was helpful.

Thank you!

