

# The 1<sup>st</sup> Dullingham and Stetchworth Scout Group

## Drugs and Alcohol Policy

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Policy Version: 1.0

Date of Issue:

Review Due:

Policy Owner: Group Scoutmaster (GSM)

### Section 1: Full Policy

#### Purpose

The aim of this policy is to ensure the safety, wellbeing, and positive development of all members of our Scout Group, including children, young people, and adult volunteers. The policy promotes a safe, healthy, and responsible environment free from the misuse of alcohol or drugs.

#### Scope

This policy applies to:

- All youth members aged 6–18.
- All adult leaders, helpers, and volunteers.
- All activities organised under the name of the Scout Group, including meetings, camps, trips, and events.

#### Policy Statement

##### 1. Alcohol

- Alcohol must not be consumed at or during any Scout meetings, activities, or camps where youth members are present.
- Adult helpers and leaders are expected to act as positive role models and must not be under the influence of alcohol while supervising or engaging with young people.

##### 2. Illegal Drugs

- The possession, use, or distribution of illegal drugs is strictly prohibited at all Scout activities.
- Any incidents involving illegal drugs will be treated as a serious breach of safeguarding and may result in removal from the group and/or referral to the appropriate authorities.



### **3. Prescription and Over-the-Counter Medication**

- Adults and young people who require medication must ensure it is used responsibly and in line with medical guidance.
- If an adult leader or helper is prescribed medication that may affect their ability to safely carry out their role (e.g. drowsiness, reduced concentration, or impaired judgement), they must inform the Group Scoutmaster (GSM) as soon as possible.
- Where a young person is prescribed medication, parents/carers must inform the relevant section leader in advance of any meetings, camps, or trips.
- All medication must be administered in accordance with the medication administration policy.

### **4. Safeguarding and Role Modelling**

- Leaders and helpers have a duty to provide a safe environment and act as positive role models.
- Any behaviour influenced by drugs or alcohol that places young people at risk will not be tolerated.

### **Responsibilities**

- Group Scoutmaster (GSM): Ensures that this policy is communicated, understood, and enforced.
- Leaders and Helpers: Must comply with the policy and report any concerns to the GSM immediately.
- Parents/Carers: Must support the policy and ensure young people attend activities free from the influence of drugs or alcohol.
- Youth Members: Are expected to follow the rules of the group and respect this policy.

### **Breaches of the Policy**

- Any breach by a youth member will be discussed with parents/carers and may lead to suspension or removal from the group.
- Any breach by an adult volunteer may result in suspension from duties, removal from the group, and/or referral to appropriate authorities.

### **Review**

This policy will be reviewed annually by the Group Executive Committee and updated as necessary to remain in line with best practice, safeguarding requirements, and legal obligations.



## Section 2: Youth-Friendly Version

We want Scouts to be a safe, fun, and healthy place for everyone. These are our group rules about alcohol, drugs, and medicine:

### **Alcohol**

- No alcohol at meetings, camps, or trips.
- Adults who help us are not allowed to drink at any Scout meeting, camp or trip away

### **Illegal Drugs**

- Illegal drugs are never allowed at Scouts.
- Anyone bringing or using them will be asked to leave and the leaders will take action.

### **Medicine**

- Sometimes people need medicine to stay healthy. That's okay.
- If you are taking medicine, your parents/carers should tell your leader.
- If a leader is taking medicine that makes them tired or less safe, they must tell the Group Scoutmaster.

### **Respect & Safety**

- Leaders and helpers must set a good example for everyone.
- Scouts must come to activities ready to join in and stay safe.
- Breaking these rules could mean missing out on activities or being asked to leave the group.

