



BEHAVIOUR POLICY – 15th July 2026

Behaviour Management

To help ensure that everyone enjoys a safe, positive and rewarding time, 1st Lightwater Scout Group operates a behaviour management system. This is intended to support good behaviour and provide young people with the opportunity to reflect on and improve their conduct. In practice, we have rarely needed to use this system.

First Warning

Where a Scout fails to follow the [Scout Promise](#), [Scout Law](#), [Scout Values](#) and the reasonable instructions of the leadership team in accordance with [The Scout Association's Policy, Organisation and Rules \(POR\)](#), a designated leader may issue a First Warning. The reason for the warning will be explained to the Scout and the warning will be recorded.

Second Warning

If there is a further breach of the expected standards of behaviour, a second warning may be issued. Parents/carers will normally be contacted, with the Scout present where appropriate, to explain the concerns and advise that any further significant breach of behaviour may result in the Scout being required to be withdrawn from the activity.

Final Warning

If a Scout receives a third behavioural warning (Final Warning), the leadership team may decide that the Scout is to be withdrawn from the activity.

Parents/carers will be contacted and expected to make arrangements, in consultation with the leadership team, for their child to return home as soon as reasonably practicable. Any associated costs will remain the responsibility of the parent/carer.

Immediate Final Warning

The leadership team has a duty to safeguard all participants and volunteers. In exceptional circumstances, the designated leader and leadership team reserve the right to issue an immediate Final Warning without first issuing First or Second Warnings where the seriousness of the incident makes this necessary.

Examples include, but are not limited to:

- Violence or threatening behaviour.
- Bullying or harassment.
- Possession or use of alcohol, illegal substances or prohibited items.
- Wilful damage to property.
- Behaviour that places themselves or others at risk.
- Serious misconduct.
- Behaviour likely to bring Scouting into disrepute.