

Victorian Gilwell Reunion 2026

Application Form

March 13 - 15, 2026

Applications close February 28

Theme | Pirates of Gilwell



Applicant Name

Gender

Address

Telephone

Mobile

Email Address

Six/Patrol

Is this your first reunion?

Year(s) Wood Badge achieved

Do you have a valid First Aid qualification?

Have you completed the E-Learnin module "Basic Scout Safe"?

Dietary requirements or physical requirements. Please fill in all details accurately or you will find yourself driving in to Gembrook for meals! Please do not assume that we are aware of your requirements.

Dietry: (Please tick any that apply)	Gluten Free	Coeliac	Vegetarian	Vegan	Fructose
	Diabetic	Lactose Intolerant	Other (Please Specify)		

Food allergies / Restriction (Can't eat)

Physical

Please note any preferred accommodation e.g. with whom you're happy to share and whether or not you have particular access needs or power for CPAP machines.

Make your selection from the options below

1. Whole weekend with accommodation and all meals	\$80
2. Sunday Lunch only — No Accommodation	\$20
3. Single Day Only — No Accommodation	\$35
4. Evening Meal Only — No Accommodation	\$20

Friday		Dinner	Supper	
Saturday	Breakfast	Lunch	Dinner	Supper
Sunday	Breakfast	Lunch		

Optional donation to reunion

Total Cost for Weekend

Money Deposited

Victorian Gilwell Reunion 2026 Application Form



Please note: We require this form to be returned by (or before) the closing date so that our lovely Caterer can properly work out food requirements for the weekend.

Programming finishes on Sunday afternoon. The final catered meal will be Sunday Lunch. There will be no opportunity for staying on Sunday Night or Monday.

Money payable to "Gilwell Reunion" or direct deposit:

Scout Association of Australia, Vic. Branch
Victoria Gilwell Reunion
Bendigo Bank
BSB 633 000
Account 151156031

When depositing by direct credit please give the following information:

Reference: Your Name and '2026 Reunion Fee'.

Please Note:

1. The weekend is fully catered from Friday's evening meal to Sunday Lunch.
2. Friday evening will be a Barbecue in front of de Molnar. BYO beverages.
3. Saturday evening drinks are also BYO.
4. Fancy Dress on Saturday evening. Something Piratical. Of course we can accept someone covered with USB keys. Software Piracy is an issue.
5. Please wear your uniform (if you have it) with Gilwell Scarf, Wood Beads and any appropriate Adult Awards on Sunday for photos, Lunch and AGM.
6. Please remember to bring a contribution to our Hamper Raffle which is drawn at the AGM. Raffle tickets will be on sale over the weekend.
7. All accommodation at Gilwell Park is bunk type beds. Some people tent it.
8. We are unable to offer hostel type accommodation for families; but we welcome camping.
9. You must bring a current completed Personal Information Record Form with you (in a sealed envelope if you prefer). A limited number of forms will be available on arrival. Operoo printouts accepted. Hand in on arrival.

Return form and money to:

Marc Ortlieb, Secretary, Gilwell Reunion, P.O. Box 215, Forest Hill 3131
or e-mail to: victoriangilwellreunion@gmail.com

If paying by Direct Debit please still send your form as above.

Major Program Items:

- Friday afternoon from 4:00pm | Assorted board games and socialising
- Friday evening | Barbecue 6:30pm followed by a movie
- **Please Note:** Accommodation may only be available from 6pm Friday
- Saturday evening | Dinner 6:30pm followed by a Camp Fire
- Sunday AGM and Formal Lunch | Photos 11:30am | AGM 12pm | Lunch 1pm | Final Parade 2:30pm
- Activities and service to Gilwell Park will occur throughout the weekend

Attendees will sign in on arrival and will be asked to fill in the sign-in book should they leave the Park during the course of the Reunion.

Follow us on:

[Facebook | www.facebook.com/groups/219133120881051](https://www.facebook.com/groups/219133120881051)

[Website | scoutsvictoria.com.au/about-us/campsites/gilwell-park/gilwell-reunion/](http://scoutsvictoria.com.au/about-us/campsites/gilwell-park/gilwell-reunion/)