



Activities Leaders Program Guide

22nd AUSTRALIAN JAMBOREE
Cataract Scout Park, January 2010

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Introduction

Welcome to AJ2010 and thank you for taking on the very important role of Troop Activity Leader.

The entire Jamboree program can only be successful with your support, enthusiasm and guidance. You are the link between the Program Directorate and the Scouts. We need you to encourage and motivate your Scouts about the program and to participate plus have a go with all parts of the program.

To “Test your Limits” the AJ2010 team have put together an exciting and challenging program of activities during the day and at night we will have two arenas pumping with music, movies and comedy every night. This is supported by a great range of free time experiences for the Scouts (and Leaders) on and around the site. In the troop program we also have allowed time to just relax and enjoy the atmosphere and friendship of the Jamboree experience.

I am extremely proud of every single member of the Program team. For three years they have worked hard to provide the very best for Scouts attending. Challenges and the unexpected have continually been thrown in front of them but they have continued on nonetheless. There have been many long days and late nights planning, negotiating and meeting, weekends preparing and constructing. Of course none of this is possible without the support of the other teams in the JOC such as Logistics, Administration and Sites and Services who have all played a key role in the success of this event.

Without a doubt something won't quite go to plan, what's listed in the handbook might have to change; environmental conditions might require changes or a company (or other group) might not deliver as planned. If this does happen please remind your Scouts to be patient. If something goes wrong our teams will do their best to replace or adapt. Unfortunately we are understaffed to run the activities – so if you can help out at all it might be appreciated!

If your scouts liked an activity then let them know it is OK to say thanks to the leaders running the activity. One thousand scouts letting you know you have done a great job every day will certainly make all of the sweat and tears worthwhile!

Your feedback about the program is also appreciated. The Program Directorate HQ can be found in the Mall at Sub Camp 8.

Make sure you enjoy the Jamboree program and have some fun with your Scouts as together we test their limits!

Peter Bach
Program Director

Activities Program

Programmed Activities

The Activities program for the Jamboree Award has been put together to give you a wide range of challenges and experiences to “Test Your Limits”.

Each troop has been given a program to attend activities at specific times. Please display it prominently in the troop site. If your troop does not have your program please talk to your Sub Camp or the Program Directorate HQ.

For off-site activities the whole troop will attend the activity on the same day. This has been done to assist the troop in it's organisation getting to and from the activities. For on-site Activities the troop has been divided in half into Patrols 1-3 and 4-6.

Off-site Activities: City Tour, Endurance 2010, Water Activities and Jamboree

On-site Activities: Cirque Du Scout, Brownsea Island, Adventurous Activities and Skills Village

Patrol Allocations

The allocation of Scouts into Patrols is handled within the troop and the Troop Leader will decide the Patrol numbers. For the program to work once decided the patrols should remain set for the Jamboree. Otherwise Scouts may miss out on some activities. There is a space in the front of the Scouts Passport to record their Patrol number. This will be checked when they attend the on-site activities.

When going off-site, the program has allocated times for being at the bus bay. Allow time to get from your site to the

activity or to the bus terminal. Being late might mean you miss out on the activity.

Air Activities and Patrol Allocations

Scouts and Leaders attending the Air Activities have been advised a pre allocated booking time for the Air Activities and should have received their “Boarding Pass” in the mail.

These times are also recorded for reference on the Troop's program. We have made every effort to allocate these times to coincide with either a whole or half troop free time period to ensure that Scouts do not miss out on programmed activities.

In allocating the patrol numbers we ask the Troop to consider allocations for Air Activities and assign Scouts attending the Air Activities to the patrols which have free time coinciding with their pre allocated booking for Air Activities.

For example, if two scouts from the troop are attending the Air Activities on the Morning of 5th of January and Patrols 1-3 are attending the Brownsea activity whilst Patrols 4-6 have free time we would expect the two Air Activities Scouts to be in Patrols 4-6.

Free Time Activities

Scouts are free to attend these activities during their spare time. Some activities are included in the Jamboree Award such as the ROC, Yakkery, Australian Village, Amateur Radio Base, Video Activity Base, Main Arena: Behind the Scenes, Radical Reptiles and more. Other activities such as Electronic Games are available simply for their own enjoyment.

Off-site Activities

Be challenged by some awesome activities away from Cataract as you get to explore Sydney City, Sydney Harbour, Jamberoo, the bushland around the Cataract site and for those attending Air Activities, Camden Airport. You will attend the four major off-site activities as a troop, leaving the site by bus. You have been given times on your troops program to be at the bus bay. Don't be late as the buses cannot wait.

Line leader obligations to off-site activities:

Two line leaders are required to accompany troops to the Jamberoo, Water Activities and City Tour. For the Endurance and Air Activities, leaders are not required to attend but we require the Leaders to escort the troop to the bus bay to assist with the marshalling.

You will be expected to:

- Organise the troop in the morning; make sure they have their lunches and all their gear for the day (use the check lists).
- Make sure Scouts make a toilet stop before getting to the bus bay. There are no toilet facilities available on route.
- Get them to the bus bay on time.
- Assist with organisation for loading and unloading buses and ensure all Scouts are on the bus to and from the activity.
- Maintain responsibility for the safety and well being of your troop.

- Ensure activity leaders are informed of any special requirements/safety issues (e.g. if a Scout can't swim and thus cannot canoe.)
- Look after and issue any prescribed medications for Scouts.
- Encourage Scouts to clean up after themselves and bring their own garbage back to Cataract.

Activities are understaffed and if the opportunity arises where you can help or are asked to help (even briefly) at an activity then that help will be appreciated.

Supervision

All activities are well supervised. As long as Scouts stay together as a patrol and follow all instructions there will be minimal risk to their safety. Activities will be completed as patrols. Trying to keep the troop together won't be practical. If there is a specific behavioural issue we suggest Leaders may wish to keep an eye on a patrol but we stress that this is the Scout's activity and that they should be allowed to operate as a patrol.

First Aid

First Aid facilities are available at all off-site activities. Activities staff will take responsibility for all medical incidents, contacting Contingent HQ and if necessary seeking further assistance. Where necessary a line leader may be expected to travel with a Scout to either Cataract or hospital. Your Contingent HQ will contact family members of a Scout (if required).

Off-site Activities

Medication

It is important that all Scouts and leaders requiring medication carry it to all activity sites. Activity staff do not have the medical details of participants and it is important that Scouts requiring medication are supported in an appropriate manner by a leader, their patrol or self medication.

Lunches

Troops will be supplied with lunch packs, via the Sub Camps, which then must be taken to the off-site activities. Scouts should carry their own lunches in their backpacks as during the day's activities they may not be together as a troop at lunch time.

Water

Water will be provided at activities for Scouts and leaders to ensure they drink enough fluids during the day.

Keep a check on the fluid intake of your Scouts.

Off-site Activities

CITY TOUR

Map Reference:  = Bus Terminal

Marshalling time: Check your troop program

Duration: Full day

About the base: Scouts will be taken on a walking tour of Sydney City visiting the sites such as the Opera House, The Rocks, Darling Harbour, Museums and some activities that are a bit different. The tour will take place a part of a computer game in which the challenge for the Patrol will be to save the planet.

On arrival each patrol will be given instructions and a map. The challenge for the patrol will be to visit and explore computer and activity sites spread around the City of Sydney. At various points the patrols will be logging on to a computer to answer questions and get more instructions. Along the way there are leaders to help and supervise the activity. At the end of the day the patrols will check in at one of three sites before returning to Cataract on the bus.

Scouts must aim to accomplish a minimum number of activities that will earn them points in the game and fulfil the requirements of the Jamboree Award.

Scouts are asked to present a positive image of Scouts to the people of Sydney and remember the Scout Laws. For safety **it is essential that all patrol members must remain together** during the activity. Scout uniform must be worn at all times.

Check List (tick off for the troop before leaving the troop site)

- | | |
|--|-----------------------------|
| ✓ Wear Scout Uniform with Jamboree Scarf, Hat and comfortable footwear | ✓ Raincoat |
| ✓ Lunch | ✓ Jacket |
| ✓ Drink Bottle | ✓ Personal First Aid Kit |
| ✓ Day Pack | ✓ AJ2010 Passport |
| ✓ Required Medication | ✓ Camera (Optional) |
| ✓ Sunscreen | ✓ Souvenir Money (Optional) |

Extra Leader Information and Leader Responsibilities

- Patrols will be allowed to travel on their own and Leaders are not required to accompany each patrol. They will be supervised informally by activity leaders and monitored by the game. During the day it is suggested that you also explore the activity sites on the map and join Scouts if a group activity is taking place.

Off-site Activities

- Patrols must stay together at all times!
- You are expected to attend the briefing with your Scouts and assist them in orientating themselves with their map so they can find their first destination.
- If you are aware of difficulties within a patrol, please give them some extra supervision or tag along with them until they understand the game and feel comfortable.
- It is possible the six patrols in the troop will not finish at the same location. When this occurs the Scouts may not meet as a troop until they arrive back at Caratact.
- Leaders will be given instructions regarding the day's activities, locations and times for bus loading on the day.

ENDURANCE 2010

Map Reference: 

Marshalling time: Check your troop program

Duration: Full day

About the base: Endurance is an initiative activity. Patrols will spend the day navigating through the bush completing fun and exciting challenges along the way. At the Endurance registration area, patrols will be checked in and they will be given a map and an Endurance Patrol Passport which provides instructions and records progress through the activities.

Patrols will be then be transported to one of a number of drop points and inserted into the Endurance activity. From there they will navigate to activity bases where they will be presented with a challenge before moving onto the next activity. Some of the challenges are physical like the abseiling and rock climbing, some require some thought and others are just plain fun. Along the way the Patrols will meet a great team of Leaders and Junior Service Leaders who will provide help and instructions. Scouts will also get an introduction to the Venturer section.

To qualify for the Endurance 2010 award and the Jamboree Award Scouts are expected to complete 10 activities.

Once Scouts have completed the activity, they will be able to depart the Endurance site either via bus or via the walking track into the back of Sub Camp 5. Patrols who choose to depart this way, must visit the mini check-out which is part of the Virtual Venturer Den.

Off-site Activities

For safety **it is essential all patrol members remain together** during the activity.

Check List (tick off for the troop before leaving the site)

- | | |
|--|--------------------------|
| ✓ Wear comfortable camp clothing (please be aware that clothes may get dirty or stained on the activity) | ✓ Sunscreen |
| ✓ Wear hat and footwear suitable for a day's walk in the bush | ✓ Raincoat |
| ✓ Lunch | ✓ Jacket |
| ✓ Drink Bottle | ✓ Pen or Pencil |
| ✓ Day Pack | ✓ Personal First Aid Kit |
| ✓ Required Medication | ✓ AJ2010 Passport |
| | ✓ Camera (Optional) |

Extra Leader Information and Leader Responsibilities

- You are expected to assist the Scouts with getting to the bus bay on time.
- Patrols will be allowed to travel on their own and Leaders are not required to accompany each patrol or attend the activity. They will be supervised by activity leaders through the day.
- Patrols must stay together at all times!
- Patrols will return to the site separately and the troop may not meet again until they return to their camp site.
- If Leaders do attend the activity then they must be prepared to spend the day at the activity, there is no return transport until mid afternoon. We expect that leaders attending are only there as observers and should give the Patrols the opportunity to experience the activity on their own.



Off-site Activities

WATER ACTIVITIES

Map Reference:  = Bus Terminal

Marshalling time: Check your troop program

Duration: Full day

About the base: The Water Activities base is providing a water based experience to Scouts from around Australia that have never had the opportunity to experience Sydney Harbour up close and personal. The activities are set to thrill, excite and become one of the most memorable experiences of AJ2010.

An enjoyable day of activities has been planned at Chowder Bay including canoeing, kayaking, sailing and snorkelling along with an assortment of beach games. Scouts can also rest about on the shaded grass or for the competitive patrols, compete in the Obstacle Course to see if they can get the best time. For camera enthusiasts and those a little more adventurous, take a bushwalk up to the Middle Head Lookout with stunning views of the entire harbour.

We share the Chowder Bay location with the public and the local residents of the area. Scouts are asked to present a positive image of Scouts to the people of Mosman and Chowder Bay and remember the Scout Laws. As part of this positive image Scout uniform must be worn to and from the event.

The Water Activities team is looking forward to seeing you at Chowder Bay and reminds you that like all the other activities don't forget your sun protection.

Check List (tick off for the troop before leaving the troop site)

- ✓ Wear Scout Uniform, Jamboree Scarf and Hat to and from the activity.
- ✓ Pack a towel, swimmers, board shorts, T- shirt or rash shirt.
- ✓ Bring a plastic bag to bring wet gear back to camp.
- ✓ Enclosed footwear to be worn in the water and in boats eg old pair of sandshoes or water shoes.
- ✓ Lunch
- ✓ Drink Bottle
- ✓ Day Pack
- ✓ Required Medication
- ✓ Sunscreen
- ✓ Raincoat
- ✓ Jacket
- ✓ Personal First Aid Kit
- ✓ AJ2010 Passport
- ✓ Camera (Optional)

Off-site Activities

Extra Leader Information and Leader Responsibilities

- You are expected to assist the Scouts with getting to the bus bay on time, loading onto the buses and at unloading assist in the swift movement of Scouts from the drop off to the Water Activities site.
- A selection of participants will travel to King Street wharf in the City and then transfer to a ferry. The ferry cruise will take in the Harbour and finish at the Water Activities site in Chowder Bay.
- At the close of the day another selection of participants will travel back to the City by ferry and will then transfer to the bus for their return to Cataract.
- The activity is short staffed and if the opportunity arises where you can help or are asked to help (even briefly) at an activity then that help will be appreciated.
- Leaders are reminded the activities are designed for the Scouts and there may not be facilities for Leaders to take part in activities.
- Leaders are responsible for Scouts who do not have permission to participate in swimming activities and must ensure these Scouts do not participate in water based activities.
- Patrols must stay together at all times!

JAMBEROO

Map Reference:  = Bus Terminal

Marshalling time: Check your troop program

Duration: Full day

About the base: Jamberoo is Sydney's premier action park for a full day of fun. The theme park is non-stop entertainment with all the thrills and spills you can handle. There will be a mix of water and land based activities like:

- **The Taipan**, the biggest water thrill ride yet. Grab some friends and ride the 5-person raft down one of two giant waterslides – all in darkness! You won't see the drops, twists and turns – heart-stopping stuff. You'll be back for more.
- **Surf Hill**, A wave-like speed slide with an 18m drop – so you reach cheek-stretching speeds in a race to the base! 8 lanes so you can race your friends.
- **Rapid River**, Relax on the rubber rafts and enjoy a leisurely river ride... until you hit the bucking rapids, cascading waterfalls and waves up to 1.5m high!

Off-site Activities

- **Mountain Toboggan**, Two tracks snake down the mountain where riders can reach high speeds whilst enjoying the incredible scenic views

There is also the Chairlift, Splash Out Slides, Mini Golf, Outback Bay, Mountain Toboggan, The Rock , Racing Cars and the Jamberoo Express.

Scouts will be issued with wrist passes for entry to the park. This will be done at the bus bay. Scouts who do not have permission to participate in swimming activities must wear a special wrist pass.

We share Jamberoo with the public and Scouts are asked to present a positive image and remember the Scout Laws.

Check List (tick off for the troop before leaving the troop site)

- | | |
|---|-----------------------------|
| ✓ Wear Jamboree Shirt, Scarf and Hat to and from the activity. | ✓ Day Pack |
| ✓ Pack a towel, swimmers, board shorts, T- shirt or rash shirt. | ✓ Required Medication |
| ✓ Bring a plastic bag to bring wet gear back to camp. | ✓ Sunscreen |
| ✓ Lunch | ✓ Raincoat |
| ✓ Drink Bottle | ✓ Jacket |
| | ✓ AJ2010 Passport |
| | ✓ Camera (Optional) |
| | ✓ Souvenir Money (Optional) |

Extra Leader Information and Leader Responsibilities

- You are expected to assist the Scouts with getting to the bus bay on time, loading onto the buses and at unloading assist in the swift movement of Scouts from the drop off into Jamberoo.
- Scouts are allowed to participate freely in the park activities however it is recommended they stay together as a patrol.
- If you are aware of difficulties within a patrol, please give them some extra supervision.
- Leaders are responsible for Scouts who do not have permission to participate in swimming activities and must ensure these Scouts do not participate in water based activities.

Off-site Activities

AIR ACTIVITIES

Map Reference:  = Bus Terminal

Marshalling time: Check your troop program and Boarding Passes.
Buses depart promptly – late arrivals will forfeit your ticket.

Duration: Half day

About the base: The Scouts NSW Air Wing offers an exciting aviation experience both on the ground and in the air. Participants for this activity were required to pre-book and will have been assigned a session time and issued a Boarding Pass. The session times for troop members appears on the troop program.

- **Powered Flight** – Scouts NSW owns and operates a fleet of modern Cessna aircraft from its Activity Centre at Camden Airport. You will have the opportunity to communicate with the pilot, observe cockpit operations and listen to Air Traffic Control. Experience first-hand the takeoff and landing procedures, enjoy the fabulous scenery and get a bird's eye view of the Jamboree campsite from up above.
- **Adventurous Gliding** – The self launching glider will takeoff and climb to about 3,000 feet above ground before the engine will be turned off. Relax and enjoy the magical floating sensation watching panoramic views over the Nepean Valley. With your own instructor, you may even like to have a go at the controls while gently searching the sky for any “thermal” or rising air-currents to extend the flight. The experience will continue as you gradually descend back to the airfield for a smooth landing!

Throughout the session there will be other bases to explore, have a guided tour of the airport, fly the simulator, check out the model aircraft, watch a few movies or just have a snooze in the ‘chill out zone’.

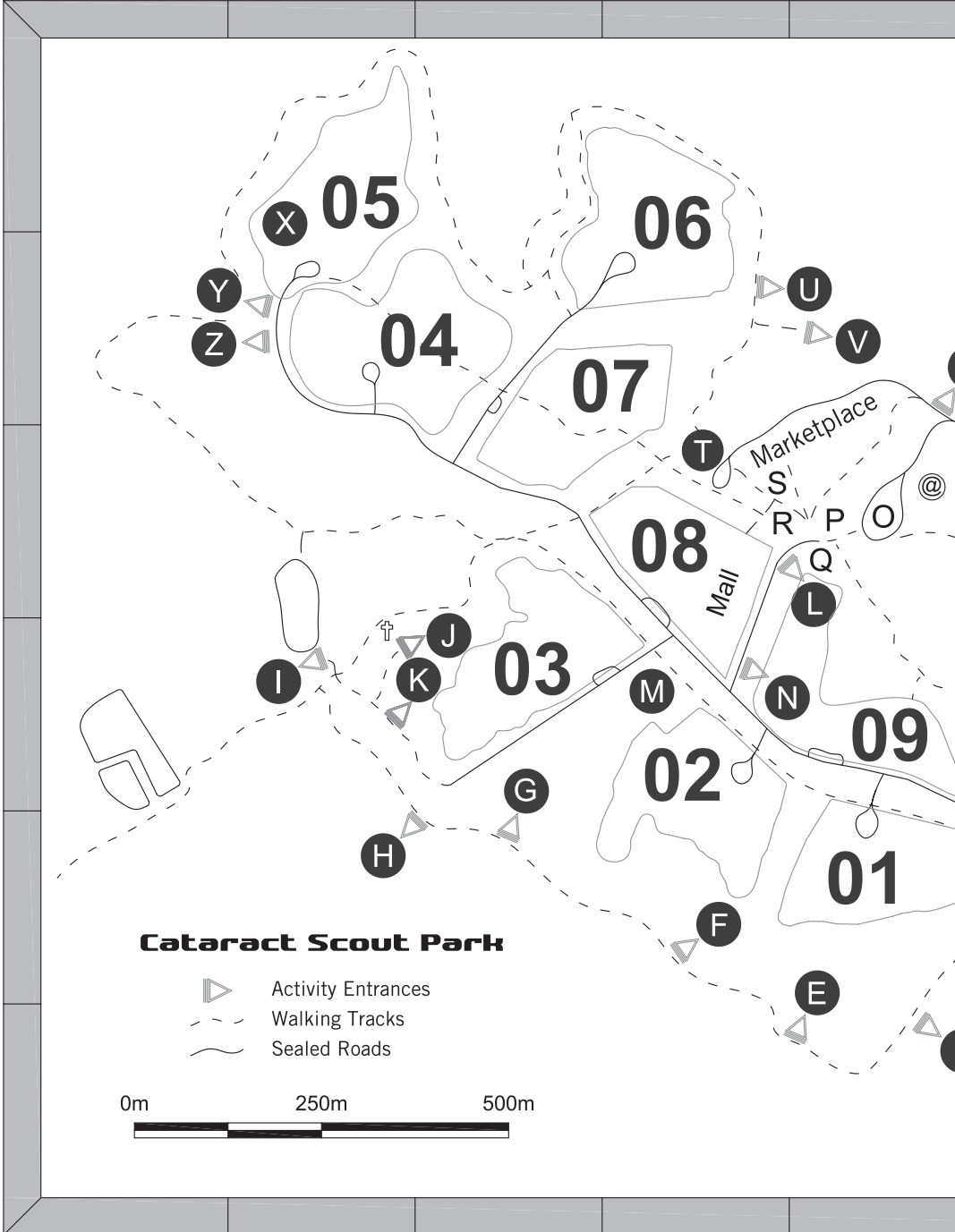
Check List (tick off for the participants before leaving the troop site)

- | | |
|---|-----------------------|
| ✓ Camp clothing, Jamboree Scarf and Hat | ✓ Day Pack |
| ✓ Air Activity Boarding Pass | ✓ Required Medication |
| ✓ Lunch (both morning and afternoon sessions) | ✓ Sunscreen |
| ✓ Drink Bottle | ✓ AJ2010 Passport |
| | ✓ Camera (Optional) |

Extra Leader Information and Leader Responsibilities

- You are expected to assist the Scouts with getting to the bus bay on time.
- If attending the activity please assist when asked wherever possible.

SITE MAP

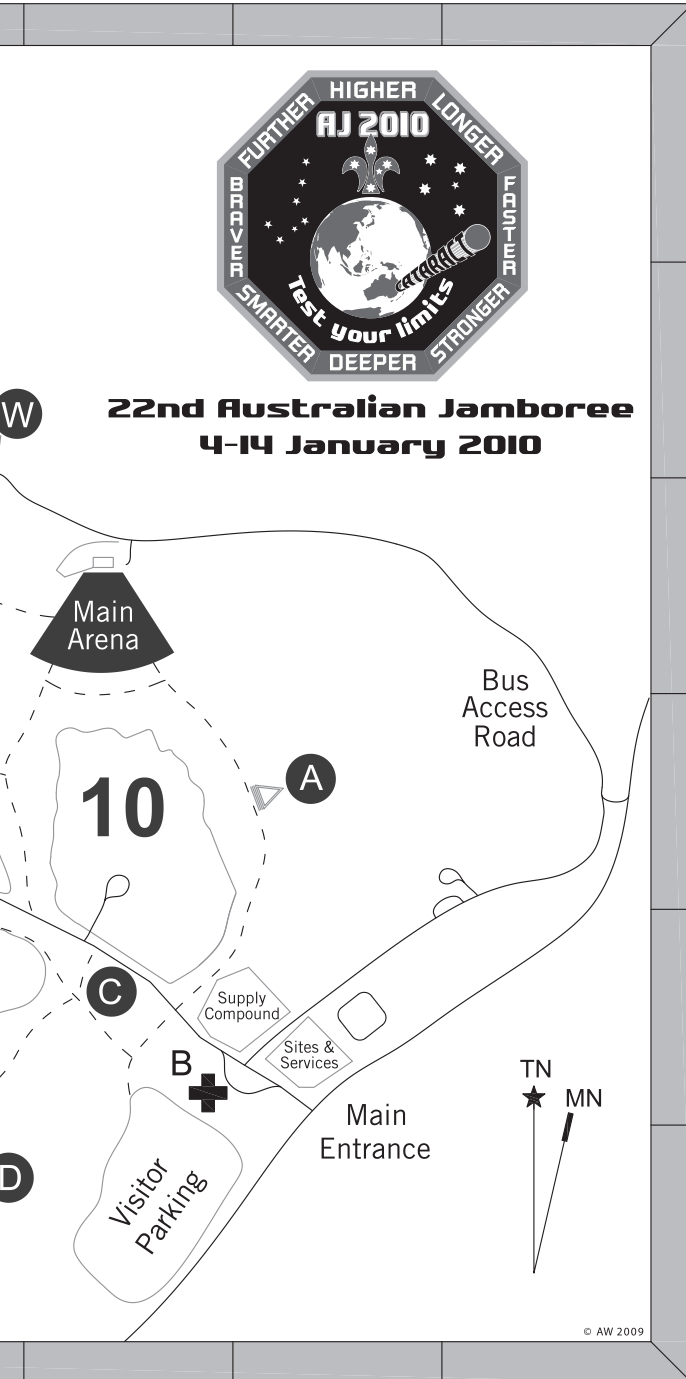


Legend

- A Laser Skirmish
- B Hospital
- C Amateur Radio Base
- D Brownsea Island
- E BMX
- F Low Ropes
- G Alpine Rescue
- H High Ropes
- I Abseiling + Rock Climbing +
Bike Bungle + Flying Fox
- J Giant Swing
- K Caving
- L Skills Village
- M Mini Arena
- N Cirque du Scout
- O Bus Terminal
- P Police
- Q Fire Station
- R JNN Media Centre
- S Activites HQ + Geocaching
- T Australiana Village
- U Water Slide 1
- V Water Slide 2
- W Endurance Muster
- X Endurance Exit
- Y Skateboarding
- Z Challenge Valley
- @ Helipad

Sub Camps

- 01 Andromeda (Light Blue)
- 02 Gemini (Turquoise)
- 03 Orion (Gold)
- 04 Taurus (Red)
- 05 Aries (Maroon)
- 06 Leo (Orange)
- 07 Pegasus (White)
- 08 Aquarius (Dark Blue)
- 10 Scorpius (Purple)



Procedure for Bus Loading

Bus Bay Loading Information

The bus bay is a small area where you will be boarding buses to go to your off-site activities. Arriving on time with the correct gear is important to getting to your activities on time.

Water Activities, City Tour and Jamberoo

These activities will be loaded from the main Bus Bay area.

- Ensure all your troop is together.
 - Ensure all members have the correct equipment for the activity.
 - Make sure Scouts make a toilet stop before getting to the bus bay. There are no toilet facilities available on route.
 - Line up in the correct lines for the activity.
 - One leader in front and one leader at the back. Any other leaders can be anywhere in between.
 - Every one to have their ID tags ready to be scanned when boarding the bus.
 - Move along the lines and you will be scanned as you hop on the bus.
 - Encourage everyone to sit quickly by moving to the window seat and fastening their seat belt.
 - You will be loaded in patrols. Your troop will more than likely be split between two buses (this is why it is important there is one leader front and back).
 - Instructions on the activity will be played to Scouts on route.
- Ensure all members have the correct equipment for the activity.
 - Line up in the correct lines for the activity.
 - Every one to have their ID tags ready to be scanned when boarding the bus.
 - Move along the lines and you will be scanned as you hop on the bus.
 - Encourage everyone to sit quickly by moving to the window seat and fastening their seat belt.

Endurance

This activity will be loaded from the Endurance Bus Bay area.

- Ensure all your troop is together.
- Ensure all members have the correct equipment for the activity.
- Each patrol will be marshalled through the Endurance registration area.
- Every one to have their ID tags ready to be scanned when boarding the bus.
- Move along the lines and you will be scanned as you hop on the bus.
- Encourage everyone to sit quickly by moving to the window seat.
- You will be loaded in patrols. Your troop will more than likely be split between two buses .

On Arrival at your Activity

It is important when you arrive at your activity that you alight in a quick manner checking you have not left anything behind.

On Arrival back at Cataract Bus Bay

Once again quickly alight from the bus, check you have all your possessions. Move away from the bus bay area.

Air Activities, Activity Staff, Leader Day Off.

These activities will be loaded from the main Bus Bay area.

On-site Activities

Crammed inside Cataract are four excellent on-site activities with a wide range of exciting opportunities. From the action and thrills of Adventurous Activities, the fun of Cirque, the challenge of Brownsea and the learning experience of Skills Village.

The troop program details the sessions for attendance at activities. For the on-site activities the troop program is broken into patrols 1-3 and 4-6. Troops either attend an activity in the morning or the afternoon session, specific times are recorded in the Scout's Passport and within this document.

It is very important Patrols arrive before the starting time. Late troops can hold up the whole activity. Early troops will be rewarded with the first choice of options on activities.

Line leader obligations to on-site activities:

Line leaders are not required to accompany troops on on-site activities but we appreciate the Leader's support and encouragement.

You will be expected to:

- Organise the patrols and ensure they arrive at their activity on time.
- For Adventurous Activities, ensure that Patrols have made their activity booking in advance of the session.
- Ensure they have the appropriate clothing.
- Ensure activity leaders are informed of any special requirements/safety issues (E.g. if a Scout can't swim and thus cannot use the water slide.)
- Look after and issue any prescribed medications for Scouts.

Activities are understaffed and if the opportunity arises where you can help or are asked to help (even briefly) at an activity then that help will be appreciated.

Supervision

All activities are well supervised. As long as Scouts stay together as a patrol and follow all instructions there will be minimal risk to their safety. Activities will be completed as patrols.

First Aid

First Aid facilities are available at all on-site activities. Activities staff will take responsibility for all medical incidents, contacting Contingent HQ and if necessary seeking further assistance. Where necessary a line leader may be expected to travel with a Scout to their nearest First Aid post, or the Jamboree hospital. Your Contingent HQ will contact family members of a Scout (if required).

On-site Activities

Medication

It is important that all Scouts and leaders requiring medication carry it to all activity sites. Activity staff do not have the medical details of participants it is important that Scouts requiring medication are supported in an appropriate manner by a leader, their patrol or self medication.

Water

Water will be provided at activities for Scouts and leaders to ensure they drink enough fluids during the day.

Keep a check on the fluid intake of your Scouts.

ADVENTUROUS ACTIVITIES

Map Reference: **S** = Adventurous Activities HQ

Marshalling time: 8:30AM or 1:30PM at your first chosen activity

Duration: Two separate half day sessions (3.5 hours x 2)

About the base: Patrols participate in two half day sessions of adventurous activities. Packages will include 2 activities and either Challenge Valley or one of the Water Slides.

MAP REFERENCE	ACTIVITY
Z	Challenge Valley
U	Water Slide 1
V	Water Slide 2
A	Laser Skirmish
E	BMX
F	Low Ropes
G	Alpine Rescue
H	High Ropes
I	Abseiling
I	Rock Climbing
I	Flying Fox
I	Giant Swing
K	Caving
S	Geocaching
Y	Skateboarding

On-site Activities

Patrol Leaders must attend the Adventurous Activities Headquarters in the Marketplace and select an activity package. Bookings open 2 days before the session and Patrol Leaders need to have made their booking the day before their session. Bookings are open from 9am to 11:30am and from 3pm to 7pm.

If patrols fail to pre-book, an activity package will be allocated these can be collected at 7:45am to 8:30am for the Morning Session and 1pm to 2pm for the Afternoon Session.

Check List (tick off for the patrols before leaving the troop site)

- ✓ Camp clothing, covered shoes, hat.
 - ✓ For Challenge Valley old clothes that can get muddy
 - ✓ For Waterslide swimming gear and towel
 - ✓ Torch (for Caving)
 - ✓ Drink Bottle
 - ✓ Required Medication
 - ✓ Sunscreen
 - ✓ AJ2010 Passport
 - ✓ Camera (Optional)
-

CIRQUE DU SCOUT

Map Reference: 

Marshalling time: 9:00AM or 1:30PM

Duration: Half day (3 hours)

About the base: Roll up, roll up and join the circus. Come to the Big Top and become a clown, jump on the trampolines, learn to juggle and play the giant games.

Check List (tick off for the patrols before leaving the troop site)

- ✓ Camp clothing, covered shoes, hat (no skirts)
 - ✓ Drink Bottle
 - ✓ Required Medication
 - ✓ Sunscreen
 - ✓ AJ2010 Passport
 - ✓ Camera (Optional)
-

On-site Activities

BROWNSEA ISLAND

Map Reference: **D**

Marshalling time: 9:00AM or 1:30PM

Duration: Half day (3 hours)

About the base: The activities on this base are a re-enactment of those Baden-Powell programmed for the first experimental camp held on Brownsea Island back in 1907. Patrols will complete a selection of traditional activities including pioneering, rope making, knotting and a massive orienteering challenge to test your navigation skills.

Check List (tick off for the patrols before leaving the troop site)

- | | |
|-------------------------------------|---------------------|
| ✓ Camp clothing, covered shoes, hat | ✓ Sunscreen |
| ✓ Drink Bottle | ✓ AJ2010 Passport |
| ✓ Required Medication | ✓ Camera (Optional) |

SKILLS VILLAGE

Map Reference: **L**

Marshalling time: 9:00AM or 1:30PM

Duration: Half day (3 hours)

About the base: Proudly supported by World Skills Australia, this interactive venue will allow all Scouts to learn some tricks of the trade, learning new skills in Automotive, Construction, Electrical and Metals, Hospitality, Information Technology, Service Industries. In all activities the participants will have fun and learn a new skill; in some cases they will take home something they have made or produced and in other cases, they will be helping in producing a lasting legacy at the Cataract Scout Camp and even producing products to be donated to a charity.

Check List (tick off for the patrols before leaving the troop site)

- | | |
|-------------------------------------|---------------------|
| ✓ Camp clothing, covered shoes, hat | ✓ Sunscreen |
| ✓ Drink Bottle | ✓ AJ2010 Passport |
| ✓ Required Medication | ✓ Camera (Optional) |
-

Free Time Activities

RADICAL REPTILES

Map Reference: Next to Cirque du Scout

Times: 9:00AM to 12:00PM and 2:00PM to 5:00PM

See some of the world's most dangerous and deadly snakes that you may encounter in Australia. Learn about the engaging world of reptiles. Find out how these animals assist the environment. Seek to overcome your fear of reptiles and learn how important and fascinating these wonderful creatures are.

AUSTRALIANA VILLAGE

Map Reference: 

Times: 9:00AM to 12:00PM and 2:00PM to 5:00PM
Closed Thursday 14th January

The Jamboree's own colonial village will recreate life in Sydney over 200 years ago with re-enactments, a blacksmith's shed, candle making, gold panning and many more activities as history comes to life.

JAMBOREE IDOL

Map Reference: 

Times: 7:30PM as per Arena Program

The mini arena will be providing the opportunity for Scouts to participate in Jamboree Idol auditions throughout the Jamboree, with the competition final being held at the Main Arena on the night before the Closing Ceremony.

MAIN ARENA: BEHIND THE SCENES

Times: 9:00AM to 12:00PM and 2:00PM to 5:00PM

To complement the night time activities Scouts can participate in 'Backstage Tours' of the Main Arena during the day.

VENTURER KALEIDOSCOPE

As part of your Endurance experience, you will be able to talk with current Venturers and learn more about the Venturer section. Find out where your nearest Unit is located, and make plans to commence your link when you get home from the Jamboree.

Free Time Activities

INTERNATIONAL SCOUTING

Times: 9:00AM to 12:00PM and 2:00PM to 5:00PM

Visit the International Centre in the Mall to discover more about our visitor's culture.

AMATEUR RADIO BASE

Map Reference: **C**

Times: 9:00AM to 12:00PM and 2:00PM to 5:00PM

Take a look at the Amateur Radio base and join in the activities.

Try to communicate with other Scouts from around Australia and the world.

VIDEO ACTIVITY BASE

Map Reference: **R**

Times: 9:00AM to 12:00PM and 2:00PM to 5:00PM

Come along and join in some live acting. Perform in front of the camera with your patrol or even film a clip for the JNN TV!

ELECTRONIC GAMES

Map Reference: **M**

Times: 9:00AM to 12:00PM and 2:00PM to 5:00PM
Closed Thursday 14th January

Electronic Games at the Mini Arena with X-Box is a spare time activity, with the highest scorers to play off on Tuesday evening 12th January.

YOUTH FORUMS

The Jamboree Youth Forums program involves three essential elements:

- The Yakkery;
- Sub Camp Youth Forums; and
- Scout Senate

The Yakkery will be located in the central Mall and open from 9am to 5pm daily. As part of the Jamboree Award, all patrols will visit the Yakkery where they will be met by National Youth Council representatives. Through various games and activities, Patrols will be introduced to a range of topics that will be discussed at the Youth

Free Time Activities

Forums. From here they will be issued with computer access codes that will allow them to record a video response on a topic of their choice on one of the Yakkery computers located at Sub Camp Frat tents throughout the Jamboree. The use of computers provides a new and exciting way of allowing patrols to express their opinions on these issues, and selected entries will be shown at the Closing Ceremony and added to the Jamboree DVD. The Yakkery will also provide an opportunity for Scouts to submit comments or suggestions on the running of the Jamboree that will be given directly to the current, and future Jamboree Organising Committees.

The Sub Camp Youth Forums will be conducted during the evenings at the Yakkery tent. Each Troop will send one representative to attend their respective Sub Camp Youth Forum. Three briefing sessions will be held during the first week (7PM to 8PM on Tuesday, Wednesday and Friday) to allow participants to prioritise the discussion topics and to meet the other delegates. During the second week, these delegates will return (7PM to 9PM Sunday, Monday and Tuesday) to discuss and debate the most important topics chosen at the briefing sessions. All ideas and suggestions will be collated, and a small number of volunteers from each Youth Forum will be chosen to attend the Scout Senate.

The Scout Senate is a full day activity conducted on the final day of the Jamboree. Scouts nominated at each of the Sub Camp Youth Forums will be joined by previously selected Branch representatives to collate the ideas and suggestions received throughout the Jamboree into recommendations and strategies for the future. These recommendations will be presented to the Chief Commissioner, the National Commissioner for Youth Program, and the Branch Commissioners for Scouts at a special presentation to be held at the conclusion of the day. All Contingent Leaders, and National and Branch Commissioners will be invited to attend this function.

AUSTRALIAN JAMBOREE GANG SHOW

Cast members from Scout Gang Shows, Showtimes and Revues across Australia perform an amazing show at the Main Arena on the Saturday night. If you have been selected to take part, you will be required to rehearse for the performance throughout Saturday. More information will be sent to you directly before the Jamboree.

CONTINGENT HEADQUARTERS

Each contingent at the Jamboree has its own headquarters located in the Jamboree Mall (on Sub Camp 8) with displays and full of exciting games and activities for you to complete. Remember, as part of your Jamboree Award, you will need to visit your own Contingent plus at least two others.

Arena Program

- What to bring:** Warm clothing, something soft to sit on
- Times:** All night activities will commence at 7:30PM, except the Opening and Closing Ceremonies which will begin at 7:00PM.

NIGHT	MAIN ARENA	MINI ARENA
Monday 4 Jan	Opening Ceremony	CLOSED
Tuesday 5 Jan	Rock Night	Movie
Wednesday 6 Jan	Carnivale Night	Jamboree Idol / Dance Party
Thursday 7 Jan	International Night	Basketball Show
Friday 8 Jan	Movie Night with Special Guests	Jamboree Idol / Dance Party
Saturday 9 Jan	Australian Jamboree Gang Show	Movie
Sunday 10 Jan	CLOSED	Little Bit of Soul
Monday 11 Jan	Extreme Sports	Jamboree Idol / Dance Party
Tuesday 12 Jan	Comedy Night	Electronic Games
Wednesday 13 Jan	Jamboree Idol Final	Movie
Thursday 14 Jan	Closing Ceremony	CLOSED

Jamboree Award

Scouts have been issued with a Passport which outlines the requirements for the Jamboree Award. In short Scouts need to:

- Participate in all the scheduled activities
- Visit the Venturer Kaleidoscope, Yakkery and the JNN Media Precinct.
- Complete 2 other free time activities or attend 1 pre-allocated activity
- Visit 3 Contingent HQs including their own
- Complete the 6 troop activities

Jamboree Award

Passports will be stamped by Activities and Contingents as a record of participation. The Troop Leader signs the troop activities.

Of course Scouts can participate in as many free time activities as they wish. Encourage them to get out and “test their limits” and see if they can fill every square!

The Troop Leader completes the final signoff on the award. Where a Scout has missed out for genuine reasons (eg injury or illness) we expect commonsense to prevail. Similarly this award should not be treated as automatic as it will cheapen the award for the Scouts who have made an effort. Random checks will be made to ensure the standard of the award is maintained.

The awards will be delivered to the troop lines for presentation before the closing ceremony. Enough awards will also be delivered to troops for all leaders camping with the troop.

Market Day

Saturday, 9th of January is a big day for the Jamboree with three major events, Market Day, Future Scout Day and Visitors day occurring on the same day. There will be a lot going on!

Market Day is a fun day for your Troop and Patrols to demonstrate their entrepreneurial skills. Each member of the Jamboree will be given 10 Luna (the official currency of Market Day). The object of the event is to finish with more Luna than you started with. There will be winners in each Sub Camp.

You can participate as a troop or as patrols running activities, selling something you have made or providing a service. We don't want to restrict your imagination but remember it should be appropriate for youth members.

Your Market Day activity can run on your troop site or in a location agreed to with your Sub Camp.

Finally the rules, they are a quite simple and well known code known as the Scout Laws.

Leaders Day Off Activities

There are a number of things you can do off site on your day off. Please call in at Launch Control in the bus bay for bookings and inquiries.

There will be a shuttle service to Campbelltown Area. (Big W Complex, Bowling, Campbelltown Railway and Various Clubs)

Shuttle Times; There is no booking required first on. You will require your ID Tags. There is no cost.

Campbell Town Shuttle and Golf

Cataract to Campbelltown 5th Jan to 13th Jan Monday to Friday

Cataract	Macarthur Square Shopping	Campbelltown Rail	Golf Must be Booked	Train Leaves Campbelltown Rail	Arrive Central Sydney
9:30	10:05	10:15	10:20	10:21	11:22
10:30	11:05	11:15	11:20	11:21	12:22
11:30	12:05	12:15	12:20	12:21	1:22
12:30	1:05	1:15	1:20	1:21	2:22
1:30	2:05	2:15	–	2:21	3:22
2:30	3:05	3:15	–	3:21	4:22
3:30	4:05	4:15	–	4:21	5:22

Campbelltown to Cataract 5th Jan to 13th Jan Monday to Friday

Golf Must be Booked	Macarthur Square Shopping	Campbelltown Rail	Cataract	Depart Central Sydney	Train Arrives Campbelltown Rail
10:20	10:05	10:15	11:05	9:02	10:04
11:20	11:05	11:15	12:05	10:02	11:02
12:20	12:05	12:15	1:05	11:02	12:04
1:20	1:05	1:15	2:05	12:02	1:04
–	2:05	2:15	3:05	1:02	2:04
–	3:05	3:15	4:05	2:02	3:04
–	4:05	4:15	5:05	3:02	4:04

Leaders Day Off Activities

Golf

Enjoy a round of Golf and Nineteenth watering. Golf will be at the Campbell Town Golf Course catch the shuttle bus. Golf will be required to be booked at least the day prior bookings at the Transport Office. There will be a golf fee.

Sydney Centre

Spend some time unwinding in the heart of Sydney. There are many things to do here.

Example of things to do

Visit China Town, The Famous Historical Rocks Area, numerous Museums, Sydney Aquarium and Wildlife world, Sydney Harbour Cruise, Watson Bay have lunch at the well renowned Doyle's Sea food restaurant.

For more details visit the Transport Office at the Bus Bay.

How to get there. Catch the bus in must be booked day prior. Catch the shuttle to Macarthur Rail and catch the train.

Cost to get in to Sydney Nil. Use your ID Tag to catch public trains and buses around Sydney.

Taronga Zoo

Visit Sydney's international Taronga Zoo. Here you can enjoy all the wonders of a world renowned Zoo. Things on offer, Dailey Shows, Free Seal show 11.00 and 14.00, take the Sky Safari cable car from one end to the other and take in the beautiful Sydney Harbour and City skyline, and see all the animals.

How to get there. Catch the bus in must be booked day prior. Catch the shuttle to Macarthur Rail and catch the train and ferry.

Cost: Transport to Taronga Zoo Nil. Use your ID Tag to catch public trains and buses around Sydney.

Taronga Zoo Special Entrance Price \$30.75.

Blue Mountains Tour. Only Operating Tuesday 12th

Take a tour to the Blue Mountains. This is a full day tour leaving Cataract at 7.30am and returning 5pm.

The day will include visiting Katoomba, Three Sisters, Scenic Railway and Sky Car, Lunch at the RSL, full commentary and more.

Cost \$90.00 Bookings are essential and there is a minimum of 16 people for this to tour to run.



22nd AUSTRALIAN JAMBOREE
Cataract Scout Park, January 2010