

Jamboree Information Guide for Troop Leaders and Staff

Section 2 Jamboree Adventure

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The online publication of the Jamboree Information Guide is under the authority of the 23rd Aotearoa New Zealand Scout Jamboree – Jamboree Leadership Team (JLT). **Version Control** - To ensure the latest information in this Guide, please refer to the version and date authority in each page footer.

Introduction to the Jamboree Adventure

Ko ngā taiohi ki te arataki, ko ngā pakeke ki te tautoko

Youth Leading - Adults Supporting

Scouts will work in small patrols (teams) throughout the Jamboree. There are six activity days: two offsite, five onsite and a Duty Team day. We suggest each Troop have a whiteboard onsite for the Scouts to write up their next day's activity. At a glance, anyone in the troop can see where each Patrol (Team) is going.

Jamboree World and Adventures

The Jamboree programme has been created using the Adventure Skills and Better World framework. See if you can identify each skill and Adventure when you complete each Adventure/World.

Adventure Skills

Skills to own your adventure



Boating Water Safety Paddling Aviation



Camping Tramping Biking



Vertical Emergency Skills

Better World

Making a positive difference through environmental and community engagement



Sustainable Choices Climate Change Antarctica Oceans



Conservation Community



Global Citizenship Peace Education Civil Defence Equity

Youth Experience Review (Plan > Do > Review)

During the Jamboree, it is envisaged that Patrols (Teams) will undertake a **Youth Experience Review process each day** before dinner. Each afternoon, each Patrol (Team) will get together and discuss the day that has passed. This is a time to reflect on their activities and feelings and discuss what they could change to enhance their experience.

Each evening, there will be an opportunity for each Jamboree Troop Patrol (Team) and Venturer Active Units to provide feedback to Jamboree from their Review.

Plan > Do > Review will also play a part in some activities.

The Adult Leader's role is to support the Scouts with the Plan > Do > Review process, not to control and direct. You can find a two-page guide on the Plan > Do > Review process on the Scouts Aotearoa Members Resources and Downloads webpage.

Daily Timetables

Troop Lines

Times are approximate.

Every morning, the Scouts will pack a day pack with the required gear for the day's planned activities and their packed lunch before they depart for activities.

The only Scouts that should be left on site will be the Duty Patrol (Team), who will be planning their daily tasks. The Duty Patrol (Team) will be responsible for the Troop for 24 hours.

High-level

| Time | Onsite | Transport | Duty Team |
|--|---|---|---|
| 6:30 am | Wakeup | | Prepare breakfast |
| 7:00 am | Breakfast Make packed lunch | | Cleanup |
| 7:15 am 7:45 am 8:00 am 8:15 am | Assemble for buses or leave for onsite activities | VERTEMERGE leaves at 7:15 am WATBOAPADFLY leaves at 7:45 am CAMTRAMBIK leaves at 8:00 am All other Worlds leave at 8:15 am | Breakfast Clean up |
| 8:30 am | Activity Starts | | Duty Team activities *Masterchef and Challenge Valley are scheduled* |
| 12:00 pm (Noon) | Activity Ends Lunch Starts | | Duty Team activities |
| 1:00 pm | Lunch Ends Activity Starts | | Duty Team activities |
| 4:30 pm | Activity Ends Travel back to camp | Buses leave WATBOAPADFLY 4:45 and VERTEMERGE 5:00 pm | Dinner preparations |
| 5:00 pm | Cook dinner Eat dinner | | Cleanup |
| 7:00 pm | Evening activities: show/free time Plan > Do > Review | | 7:30 pm briefing for Patrol (Team) leaders and Troop Leaders going to the WATBOAPADFLY the next day |
| 8:00 pm | Team Leader Council | | Duty Team handover |
| 8:30 pm | Evening activities end | | |
| 10:00 pm | Bedtime | | |
| 10:30 pm | Camp Quiet | | |

Staff

Times are approximate.

| | | |
|--------------------|--|--|
| From 6:00 am | Rise and Shine | |
| 6:00 am to 8:00 am | Breakfast opens | Bledisloe Building |
| From 7:15 am | <p>VERTEMERGE staff bus is 7:15 am</p> <p>WATBOAPADFLY staff bus is at 7:30 am</p> <p>CAMTRAMBIK staff bus is at 8:00 am</p> | All Adventure staff will be expected to be on bases and be prepared to start by 8:30 am |
| 08:00 am | Depart to job role (Office/site roles and offsite bases) | |
| From 12:00 pm | Lunch | Lunch will be provided in the Bledisloe Building for all staff, and many Adventure staff will have to prepare lunch and take it with them to site activities in the mornings. Some onsite Worlds (COMTY, ENVO, GLOBCITPEA and ADVENTUREEV) are close to the Bledisloe building, and Staff can have lunch there (if they choose). |
| 4:30 pm | Adventures and Worlds end | Clean and secure bases, prepare for the next day and have team meetings. |
| 6:00 pm | Dinner | Bledisloe Building |

Adventure Timetable

Introduction

Programmed activities will commence at 8:00 am Sunday, 31 December 2023 and conclude with the entire day of offsite activity participants returning on Saturday, 6 January 2024.

Some facilitated spontaneous ice-breakers, orientation, and community-building-type activities may be run on the Village Greens.

| | | |
|------------|-------|---|
| Sat 30 Dec | | Arrival and Setup 8:00 am onwards Opening Ceremony will be held at 7:30 pm |
| Sun 31 Dec | Day 1 | Adventure Day #1 New Year's Eve Party |
| Mon 1 Jan | Day 2 | Pepeha/Connections Day |
| Tue 2 Jan | Day 3 | Adventure Day #2 |
| Wed 3 Jan | Day 4 | Adventure Day #3 |
| Thu 4 Jan | Day 5 | Adventure Day #4 |
| Fri 5 Jan | Day 6 | Adventure Day #5 |
| Sat 6 Jan | Day 7 | Adventure Day #6 Closing Ceremony will be held at 7:30 pm |
| Sun 7 Jan | | Pack up and departure |

Special Events

Opening Ceremony – Sunday 30 December 2023

The 23rd Aotearoa New Zealand Scout Jamboree Opening Ceremony will take place after dinner in the Pavillion. **Please assemble in the Pavilion for a 7:30 pm sharp start.**

A full formal Scout uniform is required.

Faith Awareness

A prayer area has been set aside for prayer of any faith. Please see the Hub for the location.

A Catholic Mass will be held at 5:00 pm on Sunday, 31 December 2023, and 5:00 pm on Saturday, 6 January 2024, in the Gallagher Building. - All welcome- For the Catholic Mass, a specially made badge will be available for those attending. For more information contact Edmund le Grelle, phone 021 261 9369.

New Year's Eve Party – Sunday, 31 December 2023

A highlight for many Scouts is the much anticipated New Year's Eve Party at Jamboree. The theme for this year's Jamboree is - **OUT OF THIS WORLD**. We encourage groups to plan costumes and ideas for this night. Please take what you will from the theme and be creative with it. Whether it's glow-in-the-dark paint on white shirts or UV-reactive material, we leave it up to you. No glow sticks will be allowed at Jamboree.

The Party begins at 8:00 pm, but you can come and go until the clock strikes 12. Embrace the festivities and bid farewell to the year in style!

Connections Day – Monday, 1 January 2024

Activities will be held every hour between 10:00 am and 4:00 pm—a fun day with visitors onsite and the chance to connect with new Scouts.

Join the whole site for a picnic lunch on the village green.

Food trucks will be onsite today only.

Chief Scout and Queen's/King's Scout Award Reunion – Monday, 1 January 2024, at 1:30 pm

Scouts who have earned their Chief Scout or Queen's/King's Scout Award by the close of National Scout Centre 2023 are invited to attend a function to celebrate their achievements. The Queen's and King's Scout Award recipients must register their intention to participate in the function at The Hub by 10:00 am Sunday, 31 December 2023. The event will be held on the second floor of the Pavilion building behind The Hub

Gilwell Reunion Supper – Monday, 1 January 2024, at 8:00 pm

It will be held on the second floor of the Pavilion building behind The Hub. Gilwell woggle holders must register their intention to attend the function at The Hub by lunchtime on Monday, 1 January 2024.

Campfire Night – Tuesday, 2 January 2024

Be prepared for a campfire like never before! It is to be held in the Pavilion starting at 7:30 pm. Bring your campfire blankets to show off.

Gangshow on Stage – Wednesday, 3 January 2024

Join us for our National Gang Show get-together and a chance to see something from each of the Gang Shows from around the country, meet and greet other like-minded performers, and chat all things Gang Show. Open to everyone! Assemble in the Pavilion for a 7:30 pm start.

International Night – Thursday, 4 January 2024

A cultural exchange, including colourful performances from overseas contingents and our Aotearoa Scouts. Come along and support your troop guests and our international visitors. Assemble in the Pavilion for a 7:30 pm start.

Te Ahi Ora Fire & Flow – Friday, 5 January 2024

Come along to "The Green" and be amazed. Evening entertainment and performance, starting at 7:00 pm.

Movies on "The Green" at 7:00 pm

The Green will play a movie chosen by the Jamboree Youth Team each night from Sunday, 31 December, to Thursday, 4 January.

Come to the Green with your Scout blankets and snacks for "Movie Night". All welcome. Movies will be advertised daily.

Closing Ceremony – Saturday, 6 January 2024

The 23rd Aotearoa New Zealand Scout Jamboree Closing Ceremony. After the ceremony, there will be no further programmed activities. Troops shouldn't drop tents before the Closing Ceremony. Jamboree Troop/Contingent or uniform can be worn. **Please assemble in the Pavilion for a 7:30 pm sharp start.**

Duty Patrol (Team)

The Jamboree Adventure is based on a rostered set of six-day activities. One of those activities is the Duty Patrol (Team). This is the Patrol's (Team's) chance to show off their culinary skills and take over their Troop site's management. The Patrol's (Team's) Adult Leader may need to provide support with any cooking questions.

The Duty Patrol (Team) will need to consider the following:

PLAN: For meals, water and waste management, washing clothes, hygiene, Troop site safety, attending home base activities, rest, and time for their Plan >Do >Review session*

DO: Manage the Patrol (Team) to achieve the day in the best way that suits all.

REVIEW: Before the handover to the next Patrol (Team), discuss. Each Duty Patrol (Team) starts after dinner, so they have time to prepare for the next day. The Patrol (Team) Leader allocates roles to each Scout and checks the next day's timings so that meals are ready on time. The Scout handbook advises Patrol (Team) Leaders on leading their Patrol (Team).

Troop site duties are integral to the Jamboree experience, and the Duty Patrol (Team) activity is part of the Programmed Plan. Scouts can excel in their responsibilities if they benefit from prior training and experience.

On days 1 and 9 (arrival and departure days) and day 3 (1 January), the Adult Leaders within the Troop will prepare the meals. Scouts may volunteer to help them.

The Patrol (Team) Leaders Council may work out a way of letting the Troop (Scouts and Adult Leaders) judge the best Duty Patrol (Team).

Note: The Duty Patrol (Team) may prepare dinner when the rest of the Troop's Patrols (Team) do their Plan > Do > Review sessions.

Completing their session earlier in the day allows the Duty Patrol (Team) to learn from their earlier meal preparation experiences and apply their newfound knowledge to cooking dinner.