

Jamboree Information Guide for Troop Leaders and Staff

Section 2 Jamboree Adventure

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The online publishing 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, three 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 programme when you complete each Adventure/World.

Adventure Skills

Skills to own your adventure.



Air Activities



Boating



Camping



Emergency Skills



Tramping



Vertical



Water Safety

Better World

Making a positive difference through environmental and community engagement.



Community



Equity



Global Citizenship



Peace Education



Climate Change



Conservation



Oceans



Sustainable Choices

Plan, Do, Review

During the Jamboree, it is envisaged that Patrols (Teams) will undertake a **Plan > Do > 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.

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 tasks for the day. The Duty Patrol (Team) will be responsible for the Troop for a 24-hour period.

Time	Onsite	Transport	DutyTeam
6:30 am	Wakeup		Prepare breakfast
7:00 am	Breakfast Make packed lunch		Cleanup
8:15 or 8:30 am	Travel to activity Buses leave 8:30 am	Have to be at bus area before 8:30 am for activities in Karapiro and 8:15 am for VERTEMERGE	Breakfast Clean up
9:00 am	Activity Starts		Duty Team activities
12:30 am	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	Bus has to be back onsite for 5:00 pm to give time for dinner	Dinner preparations
5:00 pm	Cook dinner Eat dinner		Cleanup
7:00 pm	Evening activities/show/free time Plan > Do > Review	May have offsite activities that need bus transport	
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 8:00 am	Depart to job role (Onsite staff)	All Programme staff will be expected to be on bases and be prepared to start by 8:30 am
TBC	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, Programme staff will have to prepare lunch and take it with them to site activities in the mornings.
4:00 pm	Programmes 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 return of the entire day of offsite activity participants on Saturday, 6 January 2024.

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

Sat 30 Dec		Arrival and Setup 8:00 am onwards Opening Ceremony will be held at 7:00 pm
Sun 31 Dec	Day 1	Adventure Day #1 New Year's Eve Party
Mon 1 Jan	Day 2	Pepeha/Connection 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 7:00 pm
Sun 7 Jan		Packup and departure

Special Events

Opening Ceremony – Saturday, 30 December 2023

The Opening Ceremony will take place at 7:00 pm Saturday, 30 December 2023, within the main Pavilion onsite. Full uniform required - silver shirt (or air/sea blue shirt) - including black shorts/trousers/shoes/socks.

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

Celebrate the New Year from 8:00 pm and meet many new people. Music, lights, and noise galore!

Pepeha/Connection Day – Monday, 1 January 2024

The 23rd Aotearoa New Zealand Scout Jamboree site will welcome the public on the advertised Pepeha/Connection Day, Monday, 1 January 2024, New Year's Day, between 10:00 am and 2:00 pm.

While the Jamboree site will still be open to visitors daily between 10:00 am and 4:00 pm, please encourage your visitors to visit the site on Pepeha/Connection Day, as this will be the only day everyone will be onsite.

As this is a health and safety issue, visitors should not be permitted to enter the Troop sites without invitation and escort. Still, they will walk around the Jamboree site, checking out the wonderful gateways. Visitor's toilets are available at the main pavilion building.

Chief, Queen and King Scout Awards morning tea – Monday, 1 January 2024

Scouts/Venturers who have earned their Chief, Queen or King's Scout Award by the close of National Scout Centre 2023 are invited to attend a function to celebrate their achievements on Monday, 1 January, at 1:30 pm. Recipients must register their intention to participate in the function at The Hub by Sunday, 31 December 2023.

Gilwell Reunion – Monday, 1 January 2024

More information to come, happening at 8:00 pm.

Campfire Night – Tuesday, 2 January 2024

More information to come, happening at 7:00 pm.

Gang Show Reunion – Wednesday, 3 January 2024

More information to come, happening at 7:00 pm.

International Night – Thursday, 4 January 2024

The International Night will include items from overseas contingents. Come along for a colourful evening, starting at 7:00 pm.

Faith Awareness

All Religious Services/Mass will be held on Sunday, 31 December 2023, and Sunday, 6 January 2024 — locations to be advised. Troops may have their own Scouts Own or join neighbouring Troops.

Closing Ceremony - Saturday, 6 January 2024

The Closing Ceremony will occur at 7:00 pm Saturday, 6 January 2024, timed to take place after dinner, after all Scouts and Adult Leaders have returned from full-day offsite activities.

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 own Plan>Do>Review session*

DO: Manage the Patrol (Team) to achieve the day in the best way to suit 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 devise 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.