



# Program Selection Guide

**...for your Hobbit Adventure at PJ'11!**

**July 9 -16, 2011**

## Contents

|  |    |
|--|----|
| Introduction.....  | 2  |
| Booking your Program.....  | 3  |
| Scheduling.....  | 4  |
| Deadline Date.....   | 4  |
| Developing your Program Activity Priority List.....                  | 5  |
| Program Confirmation Notice.....                                     | 7  |
| Program Schedule Changes.....  | 7  |
| Program Information.....   | 8  |
| Lightweight Hiking and Camping Gear.....                             | 10 |
| Getting Ready for PJ'11.....   | 11 |
| Program Activity Descriptions.....                                   | 12 |
| Group A.....   | 12 |
| Escape from Mt. Doom (Downhill Biking).....                          | 12 |
| Set Sail for Valinor (Sailing).....                                  | 13 |
| Nen Hithoel - Paddle to the Gate of Kings (Kayaking).....            | 13 |
| Group B.....   | 14 |
| Lake Evindim (Camp Burley).....                                      | 14 |
| Return to Númenor (Gambier Island).....                              | 14 |
| Caradhras – The Trek over the Misty Mountains (Mt. Elphinstone)..... | 15 |
| Merry Brandybuck's Trip to Town (Gibsons).....                       | 16 |
| Bay of Belfalas (Davis Bay).....                                     | 16 |
| A Day in the Shire (Lower Byng).....                                 | 16 |
| Frodo's Quest (Obstacle Course).....                                 | 17 |
| Lake Town Barrel Run (Canoeing).....                                 | 17 |
| Mirkwood Trail (Chapman Creek).....                                  | 18 |
| The Road to Isengard (Legacy Project).....                           | 19 |
| Samwise's Secret Stash (Geocaching).....                             | 19 |
| Scale the Black Tower (Climbing Wall).....                           | 20 |
| The Beacons of Minas-Tirith (Whistler Peak-to-Peak).....             | 20 |
| Scouters Page.....   | 21 |

Hello Hobbits of Middle Earth!

Old Tom Bombadil IS a merry fellow! I can't wait until July 9<sup>th</sup>, 2011, when your Middle Earth adventure begins on our wonderful West Coast.

PJ 2011 will be the eleventh Pacific Jamboree. The Activities described in this booklet will make up an exciting, challenging, fun-filled program prepared for you by our Fellowship, with the help of the Dwarves, Elves, and Men of Middle Earth!

This booklet will also show you how you can tell us which Program Activities your Hobbit Patrol most wants to do while at the Jamboree.

The Program selection process, set out on the following pages, has been designed as a Unit activity and, as such, will be the beginning of many things your Unit will do together as you prepare for your great adventures at PJ'11!

As you work through this booklet, pay close attention to the dates and deadlines. You will discover that your Unit cannot do everything offered and you need to realize that not every Unit that wants a particular Program Activity may be able to be accommodated. So move quickly to give yourselves the best chance of getting the Activity of your choice.

Enjoy this selection process, and have fun as you work through it.

Hop along, my little friends, Tom's in a hurry!

Old Tom Bombadil  
(aka Scouter Greg Kear, Deputy Camp Chief, Program)  
Pacific Jamboree 2011

## Introduction

This catalogue is your guide to the PJ'11 Program. After reviewing some important general information about the Jamboree and program, the catalogue describes how to select your Unit's activities. It explains how to develop an order of priority for the many Program Activities available and how to complete the Program Selection Form. Detailed descriptions of each Program Activity will aid your Unit in the process.

Finally the catalogue contains information about the Wizardcraft (Indaba) Program for Scouters. These are fun learning sessions that include some Jamboree activities and other skills that leaders can incorporate into your programs at home.

## Key Jamboree Dates

|                   |               |  |
|-------------------|---------------|--|
| Saturday, July 9  | Arrival Day   |  |
| Sunday, July 10   | Morning:      | Opening Ceremony, Scouts' Own, and individual Religious Ceremonies |
|                   | Afternoon:    | First Program Period   |
| Friday, July 15   | Afternoon:    | Last Program Period  |
|                   | Evening:      | Closing Ceremony   |
| Saturday, July 16 | Departure Day |  |

## The Program Day

Except for Sunday, each day at PJ'11 is divided into two periods. Using this booklet, your Unit will develop a priority-order list of the Program Activities available during the morning and afternoon; other periods are for meals, ceremonies and free time.

Typical Day (Times will vary, based on your activity selections)

|             |                          |
|-------------|--------------------------|
| 07:00-08:30 | Wake up and breakfast    |
| 09:00-12:00 | Morning Program Period   |
| 12:00       | Lunch                    |
| 13:00-16:00 | Afternoon Program Period |
| 18:00       | Supper                   |
| 19:00       | Evening Activities       |

Notes:

Several Program Activities require more than one program period, and some involve an evening or overnight off-site.

Due to transportation requirements, some off-site Program Activities require that the Units board buses at staggered departure times.

In order to be at the bus departure area on time, you should plan on leaving your sub-camp at least 20 minutes prior to departure time.

### Booking your Program

The PJ'11 Program offers many more activities than can be packed into a week of Jamboree fun. In addition, each program activity has a limited number of spaces available. We are going to do our very best to ensure that your patrol's schedule includes as many of the program activities that you want to do the most. To do this, we need you to give us a list on the Program Selection Form, ranking all the program activities from the activity you most want to do to that you want to do the least. This list will be used to book your Unit's selections.

There are 11 program periods in the morning or afternoon. One period will be automatically scheduled as Free Time; the remaining 10 periods will be scheduled using the list that you send to us. Free Time Periods may be used to take advantage of the many special drop-in activities offered at the Jamboree which do not require pre-booking.

## **Scheduling**

When the Program Team prepares your Unit's schedule, they will first attempt to give you the Program Activity at the top of your priority list. If this Activity is still available, it will be assigned to an open period (or periods for longer activities) on your schedule. The Program Team will continue in this fashion, moving down your list until your schedule is full. It is important that your Unit lists all of the Program Activities in order of priority.

Units whose Program Selection Form and Jamboree Fees have been received by the deadlines will be processed first, as a group. The order in which the Program Selection Forms are processed will be based upon the date the patrol's Program Selection Form is received by the PJ'11 Program Planning Team.

Units whose Program Selection Form or final Jamboree fee payment is received after the deadline will be processed individually. They will be allocated any remaining activities, but will likely not receive their first few choices.

## **Deadline Date**

All Program Selection Forms must be received by the Program Team by March 31, 2011, along with the final fee instalment. Forms will be processed only upon receipt of the Unit's final Jamboree fee payment. Patrols that have submitted forms by this date and have paid their full Jamboree fees will be scheduled as a group and will be sent confirmation of which programs they are assigned to by May 14, 2011.

The Units will get their official Program Timetable in their arrival kits when they arrive at PJ.

Units that submit Program Selection Forms or pay their Jamboree fees after the deadline will be processed individually, upon receipt of both form and fees, and will be allocated any remaining activities: confirmations for these patrols will be sent out only if mailing time is adequate. Otherwise, they will receive their schedules on arrival at the Jamboree.

### **Developing your Program Activity Priority List**

Participation in the planning process by the Unit members is important to their enjoyment of the Jamboree. The following is a suggested approach; you are, of course, welcome to use whatever method works best for you to develop a priority list of all the Program Activities.

Get the Unit members together to read through the Program Activity Descriptions and talk about each other's personal preferences.

Use sticky notes or small file cards to make up Program Planning Cards; each with the name of one Program Activity on it.

Place the program cards on a table. Have your patrol sort the cards into a priority order with the most popular Program Activity at one end and the least popular at the other end.

It will likely require considerable discussion and time to develop an order that most patrol members will be happy with, but the process is important as participation in all activities is by Unit.

When you are putting your Program Selections in order of priority, select the day and/or overnight hikes which best suit your Unit's abilities and put them in an early spot on your list. Put the hikes not suited to your abilities at the very end of your list.

Transfer your prioritized list to the Program Selection Form. Please remember that you are not choosing the order in which you will be doing the activities at the Jamboree.

There are two ways you can fill in the form. You can fill out the paper form that is enclosed with this booklet, or you can download the printable electronic version from <http://www.pj2011.ca> at the Onsite Program link.

For your records, transfer the Program activity names in your chosen order to the table on the last page of the booklet or make a copy of the program form before you send it.

One Program Period will be automatically scheduled as Free Time. If your Unit wishes to have more than one Free time Period, check the "Free Time" box on the Program Selection Form.

Now that the program selection information is complete, fill in the Unit Identification section of the Program Selection Form:

Unit No. - This is the number on your copy of the Unit Registration Form.

Unit Name - This is the name your patrol is using.

Primary Scout Leader's Name, Address and Phone/Fax/Email numbers: - This is the Scouter who will attend in charge of the Unit. The Program Confirmation Notice will be sent to this address.

Number of Participants: -This is the number of people in your Unit and includes both youth and adult members.

### **Sending in the Form**

Your completed Program Selection Form should be sent, along with your final payment to:

Scouts Canada PJ 2011  
664 West Broadway  
Vancouver BC Canada  
V5Z 1G1

no later than March 31, 2011.

If you have any questions or need help with the activity selection process, please contact Dianne Sawatzky at [di-saw@shaw.ca](mailto:di-saw@shaw.ca).

## **Program Confirmation Notice**

After your Program Selection Form has been processed, you will receive a Program Confirmation Notice. This is when you find out which programs your Unit got! They will be highlighted on the form that is returned to you. Any special kit lists or last minute Program notices will be included with this mailing. Your finalized timetable of activities (what, when and where) will be waiting for you at Camp Byng in your Arrival Kits.

## **Program Schedule Changes**

Should you wish to make any changes to your schedule, visit Program Changes at the Subcamp Headquarters. Sometimes Units drop out of popular activities because of injury or fatigue. If your Patrol wanted to go on a particular activity and didn't get it, we might be able to fit you in on a cancellation. Keep that in mind when deciding which equipment to bring and make sure you check with Program Changes for openings after you have arrived at PJ.

Members of the Program Team will do the best they can to accommodate your changes. You can also check with the Service Scouters in your Sub Camp if you need assistance or information. Deadline for changes is 2 PM on the day before the program occurs.

Don't let little questions become big problems! The Program Staff is there to do everything they can to make your participation in the Programs as enjoyable as possible.

## **Program Information**

### **General Information**

The great adventure of attending a Jamboree requires hours of planning and preparing. While at the Jamboree, your Unit will practice known skills, will learn new skills, and will participate in new activities. Much of the knowledge and many of the skills obtained in preparation for and in taking part in a Jamboree fulfill badge requirements. The programs and activities at PJ'11 have been developed with that in mind.

At least one Unit Scouter is required to accompany each Scout Unit to events. This includes both the on-site and off-site 'sign-up' activities. Given notification, Jamboree staff will attempt to make special arrangements for Unit Scouters who cannot actively participate due to physical limitations or other restrictive factors.

Shelter will be provided at all overnight Off-Site Activities. Therefore, you will not have to dismantle your site at Camp Byng. You will just need to bring your sleeping pad and bag, personal toiletries and change of clothing in a backpack. Your Unit will also have to carry and cook your own meals, so plan to pack your stove or bring light weight cooking gear when needed.

Safety requires that all participants, regardless of swimming ability, wear personal flotation devices (PFDs), complete with whistle, during most of the water activities. When required, PFDs will be provided by the Jamboree.

For safety purposes, everyone is asked to bring a scout whistle, which is to be on their person at all times during the Jamboree.

## Program Areas

The Jamboree Programs are offered on and off site.

### Off-Site

Activities that are half day, full day and overnight hikes, camps and excursions. Water programs are Off-site, away from Camp Byng

### On-Site

Activities at Camp Byng offering a variety of challenges and fun.

### “A” Activities

These activities are the high cost, low participant ratio activities. These include Biking, Kayaking, and Sailing. You will be given only one of these activities.

### Hiking Abilities

PJ'11 provides the opportunity to take part in a wide variety of hiking activities. Half-day, full-day and overnight programs are available. Hikes are offered at various levels of difficulty, and are of varying length, over a wide range of terrain.

All Hikes will have staff trained as hike leaders/guides.

## Mandatory Pre-Hike Orientation Sessions

Each Unit Scouter and Patrol Leader will be expected to attend a mandatory pre-hike orientation session. These will take no longer than about a half hour and the sessions are designed for each specific hike. This will ensure that you pack the right equipment and get any special information you need for the hike(s) you are going on.



The activities you select should be suitable for all participants in your Patrol. Hikes chosen should be geared to the participant with the least experience. If you need to, there's plenty of time to get some practice hikes in before leaving for PJ'11

## Lightweight Hiking and Camping Gear

As mentioned earlier in this catalogue, shelters will be provided at all overnight camps. You won't need to dismantle your site in your sub camp at Camp Byng.

All hikers are recommended to bring from home:

- a day pack for all day and overnight hikes
- a back pack for overnighers
- sleeping bag and pad for overnight hikes
- a one to two litre water container
- personal toiletries
- clothes for variable weather conditions
- lightweight rain gear
- hat that protects back of the neck and the ears
- good hiking footwear (well broken in)
- extra pair of footwear that will survive getting wet (for water activities)

A personal safety kit, including such things as:

- "fanny pack" in which to put the items below
- sunscreen
- lip balm
- insect repellent
- Sting stop for insect stings
- hiking first aid kit, including good supply of moleskin
- high intensity small flashlight with spare batteries
- waterproof matches
- Scout whistle
- Compass
- Disposable Emergency blanket (space-age plastic sheet sold for hypothermia prevention)
- Tensor, if you need it for weak knee, ankle, etc
- Antihistamine, if you need it for allergies
- Other routine medications that you need to take daily (advise your Scouter)

Any other items you or your Unit decide should be included



Your 'ticket' to get on the bus for the off-site activities will be a water container full of potable water from the standing taps at Camp Byng.

## Getting Ready for PJ'11

Your stay at PJ'11 will be full of active, fun and challenging activities. You would be wise to build up your physical stamina between now and July 9<sup>th</sup> so that you will be able to get the most out of all the activities.

Experience in lightweight camping and hiking elevated terrain will help you prepare for the Jamboree. If you don't have any local mountains to conquer, try lots of multi-story staircases! This will surely get your 'quads and hams' in shape for your activities at PJ! Bike riding and swimming will be good for your lung capacity. Remember, if you live at high elevations, you will need a bit of time to acclimatize to the sea level altitudes of the Sunshine Coast.

All youth and adult members will be required to wear their Jamboree neckerchiefs when participating in off-site hikes, camps and tours of the local towns. Uniforms will be worn traveling to and from camp as well as at the Opening and Closing ceremonies.

During the Jamboree you will be spending most of your time outdoors, under the sun. Be sure to bring a hat, sunscreen and protective clothing. Exposed skin burns quickly by the ocean. Clothing should be comfortable and non-restrictive; footwear should be supportive, sturdy and broken-in. As the weather can vary on the Sunshine Coast, be sure to pack your rain gear, including waterproof footwear.

**You and your possessions will be in a variety of locations. Be sure everything you bring is clearly marked with your name, address and PJ'11 Unit number.**

## Program Activity Descriptions

The Program Activities are listed by activity Group. You can only pick one activity from Group A. It is also suggested that you do not choose more than one off-site, overnight activity as you will probably not want to spend that much time away from Camp Byng and you WILL end up with two free periods.

Included in the descriptions are the location, the length of the program and notes on matters that concern that particular set of activities.

### Group A

#### **Escape from Mt. Doom (Downhill Biking)**

½ Day Activity

**Fitness Level:** High Fitness and Strength

**Pre-requisites:** No experience required

Gollum has fallen with the One Ring, into the heart of the mountain, destroying the ring and putting an end to Sauron's power. You don't have time to celebrate; the mountain is erupting and you've got to get out of here! Sam spotted some downhill bikes that some young Orcs left lying around. They're not going to need them. You each grab a bike and ride for your lives!

**Knowledge, Skills, and Equipment:**

Bike trail/road riding. Bring full water bottles, hats, sunscreen, sturdy shoes, your own Bike Helmet.

## **Set Sail for Valinor (Sailing)**

½ Day Activity

**Special Note:** If your Unit selects this Activity, you will automatically be assigned to “Pippin’s Sechelt Adventure” for the other half of the day.

**Fitness Level:** Average to Fit

Frodo has succeeded! The Ring is destroyed and Sauron’s armies lie vanquished. The kingdoms of men are safe and flourishing, and the Elves have begun to travel west to the Undying Lands: The Island of Valinor. As brave defenders of the ring-bearer, you’ve been invited to join them in their sea voyage to this wild and mythical land.

You’ll have to hoist mast and trim sail as you learn the sailing techniques you’ll need to travel the western seas!

**Pre-requisites:** Previous sailing experience an asset, not a requirement.

**Knowledge, Skills, and Equipment:**

An introduction to sailing, bring hats, sunscreen, water shoes and water bottle

## **Nen Hithoel - Paddle to the Gate of Kings (Kayaking)**

½ Day Activity

**Special Note:** If your Unit selects this Activity, you will automatically be assigned to “Pippin’s Sechelt Adventure” for the other half of the day.

**Fitness Level:** Average to Fit

Refreshed by your stay in Lothlórien you head down the River Anduin with the remaining fellowship. Saruman’s Orcs, you know, are on the hunt for you so you need to be cautious but get up to speed quickly in these unfamiliar boats. With some quick instructions from the elves, you are out on the water and on your way to Nen Hithoel.

**Pre-requisites:** Previous kayaking experience an asset, not a requirement.

**Knowledge, Skills, and Equipment:**

An introduction to kayaking, bring hats, sunscreen, water shoes and water bottle

## **Group B**

### **Lake Evindim (Camp Burley)**

1½ Day Activity

(Your ½ day spare period will be scheduled adjacent to this activity.)

**Fitness Level:** Average to Fit

**Pre-requisites:** None

Welcome to Lake Evindim (Twilight Lake) in the mountains of Evindim, north of the shire. Come and sit by the mouth of Brandywine River and find one of the Palantir (seeing eyes). Hike the hill of Evindim in the twilight after a day of raft building and water games.

Challenge your wits and raise your voices in song at the campfire celebration of becoming a member of Atani (the second people of middle earth). Sleep under darkened, man-made skies (poly tents) and marvel at the multitude of stars.

#### **Knowledge, Skills, and Equipment:**

Enjoy an overnight wilderness experience involving water games, crafts and challenges. Be prepared to sleep outside.

### **Return to Númenor (Gambier Island)**

1½ Day Activity (Your ½ day spare period will be scheduled adjacent to this activity.)

**Fitness Level:** High Fitness and Strength

**Pre-requisites:** Previous canoeing is an asset

Join us on our trek to the island of Númenor, where you will paddle and hike in search of this fabled lost isle of the Western Sea. When you reach Númenor you will be given provisions to set up your camp for the night. After you and your Hobbit Scouts have dinner (or supper, or afternoon tea, or second breakfast) you will be invited to take part in the Quest for the Ring of Númenor Lake. The Hobbit Unit that finds the Ring will be able to claim it as its own. The next morning you will leave the lake and return to Middle Earth. The road home is never quite the same, so you will make your way back the opposite way: If you paddled over, you will hike back, if you hiked up, you will canoe back.

### **Knowledge, Skills, and Equipment:**

The Hike is approx. 8 km, while the Canoe Trip is approx 6 km with an approx hike of 1.5 km hike. For this adventure you will need to bring good hiking boots and a compass. Canoe experience is an excellent idea as you will be using 10 man canoes in Howe Sound,

### **Caradhras – The Trek over the Misty Mountains** **(Mt. Elphinstone)**

Full Day Activity

**Fitness Level:** Good Fitness and Strength

**Pre-requisites:** No experience required

It's not uncommon to attribute personalities to mountains – and the Misty Mountain Range with its triple peaks of Celebdil, Caradhras and Fanuidhol is no exception. They loom, there is a sense of dread that affects even the weather. In the case of Caradhras, its rocky, snow-covered slopes rain avalanches of malice – aided by the power of Saramon.

Our quest starts at the base of the mountain, avoiding the great dark clouds of black-winged crebain and the winged Nazgul in search of our company. As you ascend the mountain you will participate in the Council about the 20 Rings, complete the Map Quest, take on an apprenticeship with the Rohan, open the Black Gate, descend into the Black Chasm, and cross the Bridge of Khazad-dûm to, finally, hold Council with the Ents. Just another day in the life of a Hobbit!

### **Knowledge, Skills, and Equipment:**

The Trek over the Misty Mountains involves a 5-8km round trip hike stopping along route at a variety of stations; the activity is rated medium for ability. Good hiking shoes are a must, water bottle, hat and sunscreen.

### **Merry Brandybuck's Trip to Town (Gibsons)**

Full Day Activity

**Fitness Level:** Average Fitness and Strength

**Pre-requisites:** No experience required

Help Merry to find treasure while exploring the town of Gibsons.

**Knowledge, Skills, and Equipment:**

Participants can take advantage of a structured "Amazing Race" activity or just explore the town and do some shopping for souvenirs. As part of your day, we are also hoping to offer sailing excursions from Gibsons Harbour. Have good walking shoes and clothing that doesn't smell too bad!

### **Bay of Belfalas (Davis Bay)**

½ Day Activity

**Fitness Level:** Easy

**Pre-requisites:** No experience required

The Bay of Belfalas is a great southern bay that looks out to the Great Sea. Enjoy the sand and surf, build your own kite, and experience the culture of the village on the bay.

**Knowledge, Skills, and Equipment:**

Activities at the Bay and Beach, involves crafts and team challenges, beach shoes, sunscreen, water bottle and hat...no sandals!

### **A Day in the Shire (Lower Byng)**

½ Day Activity

**Fitness Level:** Stations will vary from Easy to Difficult

**Pre-requisites:** No experience required

The Shire is a peaceful place but there is plenty to be done in everyday life and no end of trouble to be found by young Hobbits. Test your abilities and wits in many fun activities down at Byng Beach.

**Knowledge, Skills, and Equipment:**

This activity is a series of fun Scouts challenges. Participants will rotate through stations that involve physical and mental challenges that require teamwork to complete. Active wear and sturdy shoes are required. Bring a change of clothes too! Be prepared for the weather.

## **Frodo's Quest (Obstacle Course)**

½ Day Activity

**Fitness Level:** High Fitness and Strength

**Pre-requisites:** No experience required

If you haven't figured out why Frodo is carrying the Ring into the most dangerous place in Middle Earth, you haven't been paying attention! Help Frodo to carry the Ring to the heart of Mt. Doom by getting him over, under, around, and through the obstacles of Mordor. Don't let him lose the Ring!

**Knowledge, Skills, and Equipment:**

This is a highly challenging obstacle course that will require teamwork to complete. Active wear and sturdy shoes will be required.

## **Lake Town Barrel Run (Canoeing)**

½ Day Activity

**Special Note:** If your Unit selects this Activity, you will automatically be assigned to "Pippin's Sechelt Adventure" for the other half of the day.

**Fitness Level:** Average Fitness and Strength

**Pre-requisites:** No experience required

It is your chance to make your escape from the Wood-Elves and head out to the waters. Come spend half a day with Ulmo and the water dwellers. You will learn or refresh your basic strokes and canoe manoeuvres and control. Leaving the shores of the Cooper's Green and into Half Moon Bay we will explore the ocean shoreline and play along the coast. On the water challenges will require your newly acquired skills to make a successful escape from the Wood-Elves.

**Knowledge, Skills, and Equipment**

This is a basic introduction to tandem (*2-man*) flat water canoeing. Novice & beginner canoeist will learn the basic strokes to control their canoe, safety and trip planning will be discussed and reviewed. The session will allow opportunities to practice and demonstrate the basic skills on the water, and time to explore the nearby coastline.

The Hobbits will be open to the elements and should be dressed appropriately for the weather of the day, full sun or exposed wind/rain. Water shoes/sandals to provide appropriate foot protection and support along the rocky and uneven shoreline covered in sharp barnacles are a must. Personal protective gear (floatation) will be provided on-site.

### **Mirkwood Trail (Chapman Creek)**

Full day Activity

**Fitness Level:** Average

**Prerequisites:** no experience necessary

Tread carefully as Wood Elves are about! Hike the beautiful Chapman Creek trail and look for signs of the Avari (*the unwilling*). After a hearty lunch that Merry and Pippin would be impressed with, visit a place where Gollum would be a very happy camper - the local Salmon hatchery!

**Knowledge, Skills, and Equipment:**

Mirkwood Trail is a medium grade trail that follows the creek. The trail is on the shoulder of the creek and can be muddy at times, so good foot gear is required. The middle of the trail has a big hill so there is some uphill hiking involved. An easy to medium hike, with good hiking shoes!

### **Pippin's Sechelt Adventure (Sechelt)**

½ Day Activity

**Special Note:** If your Unit has selected either Canoeing, Kayaking or Sailing, there is no need to select this activity, as it will automatically be assigned to you as your other half day program.

**Fitness Level:** Easy

Peregrin Took's curiosity has often gotten him into trouble. ("Fool of a Took!" growled Gandalf) Follow Pippin's path through the town and solve the mystery of his whereabouts.

**Pre-requisites:** No experience required

**Knowledge, Skills, and Equipment:**

There are many things to do in Sechelt. Perhaps one of the most attractive is the new indoor swimming pool (hot showers!). You may just want to do some shopping and hang out; Pippin is cool with that. If your Patrol is in to Geocaching, bring a GPS receiver along and we will supply you with information about geocaches in the area.

## **The Road to Isengard (Legacy Project)**

½ Day Activity

**Fitness Level:** Average Fitness and Strength

**Pre-requisites:** No experience required

The old road to Isengard is in need of repair. Participate in a project that will benefit others - and you will boast of - for years to come.

**Knowledge, Skills, and Equipment:**

Participants will be working with landscaping tools to build and repair trails on the Camp Byng property. Good footwear is essential; gloves are recommended.

## **Samwise's Secret Stash (Geocaching)**

½ Day Activity

**Fitness Level:** Average Fitness and Strength

**Pre-requisites:** No experience required. GPS will be provided.

Sam and Frodo never did have to walk back from Mordor, so they never retrieved the caches of supplies that Sam hid for the trip back to the Shire. Help Sam by finding his hiding spots and bringing his valuables back to him in Hobbiton.

**Knowledge, Skills, and Equipment:**

Learn the popular sport of Geocaching on the Jamboree site. Wear good walking shoes; no bushwhacking required.

## **Scale the Black Tower (Climbing Wall)**

½ Day Activity

**Fitness Level:** Average Fitness and Strength

**Pre-requisites:** No experience required

In the darkest depths of Mordor, the all-seeing Eye of Sauron sits watchful in the Black Tower of Barad-dûr. It would be a great victory for the Free People of Middle Earth to blind this great eye and distract Sauron from Frodo and Sam, but the ascent will not be an easy one!

Strap on a harness and challenge a variety of climbing/repelling walls under the watchful care of our trained belayers.

**Knowledge, Skills, and Equipment:**

Harnesses, belaying devices, and helmets are supplied. Scouts should have sturdy shoes with good support for climbing.

## **The Beacons of Minas-Tirith (Whistler Peak-to-Peak)**

Full day Activity

**Special Note:** Due to the additional transportation and on-mountain costs, this Activity will cost each participant an additional \$55.

**Fitness Level:** Average to Fit

**Pre-requisites:** None

Always has the tower of Minas-Tirith guarded Gondor's borders against the dread armies of Mordor. In their dark hour, besieged by Nazgûl and Orc, Gandalf and Pippin must call for Aragorn's aid by lighting the beacons, sending their message many miles to the armies of Rohan!

In this Peak-to-Peak adventure, you'll travel to Whistler via bus, and then ride the world-record-setting gondola between Whistler and Blackcomb mountains.

**Knowledge, Skills, and Equipment:**

This is a medium to high fitness alpine activity. Participants should be prepared with good supportive footwear, a warm layer, a waterproof layer, water bottle, sunscreen and a hat. Hobbits can expect to hike a few steep pitches with loose rock in various conditions. Weather during July can range from 25°C sunshine to rain to 0°C and blowing snow....be prepared!!

# Scouter's Pages

Scouters ....

Look what we have for you....

Translated into English, INDABA means a conference between or with members of South African tribes. Baden-Powell adopted it as his title for a gathering or conference of Scouters. In Canada, INDABA was first introduced and offered at the 6<sup>th</sup> Canadian Jamboree in 1985 as a series of learning activities for adults in Scouting at the Jamboree.

At INDABA PJ'11 there will be two Learning Centre locations. Sessions will be in evenings and daytime. Unit Leaders and Offers of Service Staff, youth and adults, are welcome. The workshops will be on a pre-registered basis.

The INDABA activities are designed to bring the adults together in ways which will give them opportunities to enhance their knowledge and skills to enrich their back-home programs. INDABA will provide a rare opportunity to learn and share with fellow members from across British Columbia and the Yukon, other provinces, the United States and overseas. Scouters with exceptional skills in various topics have been recruited to plan and conduct the workshops and co-ordinate the Indaba Learning Centres. Printed resource material will accompany most, if not all, of the workshops. In order to provide flexibility for attendance, most workshops will be offered twice, the second session being a repeat of the first.

Evening Workshop Topics: (all subject to final confirmation)

|                               |                                     |
|-------------------------------|-------------------------------------|
| Kayaking                      | Boat Safety and Navigation          |
| Dutch Oven Cooking            | GPS Navigation for Hiking           |
| Lightweight Trail Cooking     | Map and Compass Navigation          |
| No Trace Camping              | Project Wet and Wild                |
| Virtual Scouting              | "C" Knots                           |
| Scouting PR                   | "C" Edibles                         |
| Water and Filtration          | Scouting with Challenged Youth      |
| Building a Youth Team         | Interfaith Scouting                 |
| Organizing Large Youth Events | 1 <sup>st</sup> Aid and Hypothermia |
| Whistle Making                | Making Kites – Special Design       |

## Workshop registration

We are requesting an indication on the Program Selection Form for preferences of the topics that interest the Scouters in your Unit.

Please indicate which INDABA topics you would attend in the appropriate box on the Form. This will allow us to schedule an appropriate number of sessions of each topic.

To ensure that sufficient handouts are printed, participation at the evening sessions will be on a pre-registered basis. Pamphlets detailing how to register, descriptions with schedule of session locations and registration forms will be available throughout the camp. The Registration Centre will be at the INDABA Headquarters, located near the Camp Byng Gate.

All scheduled workshops will take place at 7:30 to 9:00 pm on July 8-12. Each session is 90 minutes in duration. (Dates and Session lengths subject to confirmation)

Drop in at the Learning Centre and see a wide variety of readily available community resources that support section programming.

## Indaba Courses

|    | <b>COURSE</b>                                | <b>DESCRIPTION</b>   |
|----|--|--|
| 1  | Birds Watching And Recognition For Beginners | An introduction to the identification and understanding of local birds. Learn about some local birds.                        |
| 2  | Boat Safety & Navigation                     | A dry land course dealing with marine safety and navigation  |
| 3  | Camp Gadgets / Pioneering                    | A hands-on demonstration of techniques, equipment and gadgets for standing camps.  |
| 4  | Campfires & Fire Safety                      | The philosophy, safety, starting and setting of campfires.   |
| 5  | Canoe Packing For Extended Trips             | How to pack your canoe for long trips  |
| 6  | Challenges - Pathfinder Scouts               | Developing leadership in Pathfinder Scouts   |
| 7  | Climate Change Program                       | An Introduction to the climate change program elements and how to incorporate it into your section                           |
| 8  | Connecting Children With Nature              | Discover how to enrich children's outdoor experience with simple, powerful nature activities and games.                      |
| 9  | Duke Of Edinburgh                            | An explanation of the requirements for the various levels of the D of E Award  |
| 10 | Dutch Oven Cooking                           | Learn how to cook delicacies in a Dutch oven. Hands-on and food supplied.  |
| 11 | Fly Fishing - Basic                          | Introduction of equipment and casting techniques. (Bring your own fly rod).  |
| 12 | Fly Tying - Basic                            | Learn the artful skill of tying basic flies and add to your fishing enjoyment by catching fish with your own handmade flies. |

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| 13 | Fund Raising Ideas & How To Sell    | Determine need/budgets, ongoing or special event, assess types/options, Planning/timing, presentations / maintenance, wrap-up and assessment. Learn how one group raised \$50,000.00 for a trip. |
| 14 | Geocaching                          | Using a GPS to create and find Geocaches.  |
| 15 | Hypothermia                         | Learn about how to recognize the onset of hypothermia and prevent it.  |
| 16 | Kite Making                         | Build and fly your own kite.   |
| 17 | Knots - Advanced                    | Advanced knot tying and techniques   |
| 18 | Knots - Decorative                  | An Introduction to creating decorative and interesting knots   |
| 19 | Knots & Rope Care                   | Basic knots, uses and how to take care of your ropes.  |
| 20 | Lightweight Trail Cooking           | Learn different ways to have nutritious meals without bringing the kitchen sink  |
| 21 | Living Off The Land                 | Learn to identify edible plants to help you survive in the wilderness.   |
| 22 | Magic Campfires                     | Interesting and unique ways to ignite your campfires.  |
| 23 | Map And Compass - Intermediate      | An intro to basic compass parts and techniques and also covers basic navigation, declination and more advanced concepts  |
| 24 | Medical Venturing                   | An introduction to Vocational Medical Venturing  |
| 25 | Non-Conventional Cooking            | Different menus and unique cooking techniques. Hands-on, food supplied.  |
| 26 | Organizing Large Youth Events       | Learn the ins and outs of coordinating large scale camps, eventerees and other large group events.   |
| 27 | Orienteering                        | How to put together a simple Orienteering Course - for all sections.   |
| 28 | Scouting Ahead                      | Learn the concepts and techniques for Low Impact Recreation - Leave NO Trace - useful resources for all sections.  |
| 29 | Shelter Building                    | Some basic tarping techniques for camp shelter building  |
| 30 | Silk-screening                      | Silkscreen your own T-Shirt  |
| 31 | Walking-Talking Stick Making        | An opportunity to learn how to make your own customized walking or talking stick. Bring your own walking stick.  |
| 32 | Weather Forecasting                 | Basic weather forecasting - learning to recognize the signs of change  |
| 33 | Whistle Making                      | Learn how to make a whistle from scratch   |
| 34 | Wilderness First Aid - Introduction | How to deal with emergencies in the wilderness - an introduction.  |
| 35 | Woggle Making                       | How to make your own personalized woggle   |
| 36 | Badger Club                         | How to trade and history   |

## Our Patrol's Program Choices Worksheet

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