



12th Wallasey Scout Group

CHAMBOREE 2018 Scouts & Parents Information

JULY 2018

Please keep make sure you read this document and keep it safe as it contains information you will need whilst your child is at camp!

A note from Cheshire Scouts

Thank you for choosing Chamboree 2018 as your International Camp this summer, the Chamboree organising team looks forward to welcoming you to the home of the Chamboree on the Cheshire Agricultural Show Ground at Tabley near Knutsford, Cheshire.

They will be offering a special warm welcome to all those travelling from outside the County, in particular those travelling from overseas and friends from Guides.

Working together we hope we can make this a truly memorable occasion for everyone taking part and have a good time creating memories – so let's do it!

The aim of this booklet is to provide you and your parent(s)/guardian(s) with the necessary information to help make your participation at the Chamboree successful.

Information About the Camp

Address

Cheshire Agricultural Showground, Pickmere Lane, Tabley, Cheshire, WA16 0JE

Please note: Flittogate Lane must not be used as access to the camping ground. Access is off the B5391, Pickmere Lane only.

Sub Camps

Chamboree 2018 is organised into five sub camps (plus Davey Jones' Locker for IST (International Support Team)), each with their own distinct identity and dedicated volunteer support team.

12th Wallasey Scouts will be camping on Crocodile Creek Sub Camp

A sub camp is a smaller area within the boundaries of the Chamboree 2018 where the troop will camp. Each sub camp has its own sub camp HQ where a friendly and helpful team are on hand who can deal with any questions or requests. The sub camp bases will be hubs where you can go to hang out between activities and congregate for evening activities such as campfires. Leaders will also have daily meetings there. Our sub camp leader is called **Charlie Waring** and our sub camp colour is **GREEN**.



Daytime Programme

During the week Scouts will visit 9 programme zones taking part in activities that will be adventurous, creative and unique. The programme is being organised to challenge young members, to get them to try new things and make new friends!

All Scouts will be in Activity Groups and each Programme Zone will tailor their zone to the appropriate age of participants. Scouts will be accompanied by at least two leaders at each Zone.

1. Adventure Zone (half day)

The Adventure Zone will be about helping you to step out of your comfort zone and encourage you to try new things. An adventure no matter how small can help everyone grow in confidence or even ground you a little. Through adventure, you will discover things about yourself that you didn't know before and this is the focus of this zone. On offer will be a multitude of taster activities with something for everyone from the wildest adrenaline junkie to the more modest. The zone is split into three parts: crazy wild, wild and mild. You are encouraged to try at least one activity from each.

2. Arts and Creative Zone (half day)

Based in the Chamboree arena this zone will give you the opportunity to get creative! Within the "The Creation Station" you can learn to accomplish many different types of art and crafts - all with a pirate theme - and express yourself at the music, dance and theatre workshops on the stage as well as enjoy the surroundings of the 'Peace and Reflection' area. Whilst in the Creative Zone you will visit the International Circus, complete with its own Big Top and a spectacular 45 minute show and circus skills workshop. You will need **A PLAIN WHITE T-SHIRT WITH YOU FOR THIS ZONE!**

Ventura Simulator Ride – climb aboard for the thrill of your life as you get the opportunity take flight in an aircraft cockpit or even go into space. Hang on to your seats – it's a ride like no other!

3. Cannonball Run (half day)

Test your aim and patience with our selection of target sports. This is your chance to learning something new, improve your skill level and accuracy and generally have some fun. Activities include: air rifle shooting, archery, outdoor laser tag, laser clay pigeon shooting, water rockets and catapults.

Theatre in a Field – a brand new attraction for 2018 with a specially created theatre and a unique 20-minute show performed by a cast of professional dancers and actors created by Sam Erskine, a visiting Director from the Everyman Theatre in Liverpool. The performance team promise a totally immersive experience based around characters challenged by trying to keep safe online.

4. Global Zone (half day)

Come and take part in a variety of fun and challenging activities that will raise your awareness of different cultures and countries. Explore the marketplace to find out about international charities and the work that they do around the world. The different stalls will definitely challenge your thinking! There will also be the opportunity to make some noise with a lively and energetic African drumming activity. Then finally sit back and enjoy a live theatre performance.

5. Liverpool Experience (full day off site)

Explore Liverpool in a day! You'll have the chance to see and visit many of the famous landmarks and buildings in Liverpool. There will be pre-arranged experiences in a number of locations that are not normally accessible to Scouts. You will follow a scavenger hunt seeing and photographing yourselves in different locations and create a travelogue of your experience. Look out for a familiar face or two, whilst doing this activity!

6. Port of Tortuga (half day)

Only the bravest of buccaneers step foot on the rotten docks of the Port of Tortuga. A dank and dirty port, where the tides seem to have swept together all the pirates, privateers, thieves, rogues, scoundrels and outlaws. It is a ramshackle haven for all sorts of misdemeanours to take place. Those visiting the Port of Tortuga have only a matter of time before the Commodores and Admirals of the British Navy catch up with them. Only the fastest, quick-witted and dastardly pirates can escape. Wannabe pirates will spend their time on a series of 'land' and 'sea' challenges where they must use their speed, strength (and sometimes stupidity) to earn eight 'pieces of eight' and buy a ticket aboard the only ship fast enough to escape the clutches of the Navy dogooders. Can you escape from the Tavern's escape room, scale the riggings of our 120ft assault course, dodge the dunk tank, trawl for treasure and slip and slide into the Chamboree's Most Wanted wall of fame?

7. Science, Technology and Engineering Zone (half day)

It turns out there is an amazing amount of science behind being a successful pirate. Learn about the practical application of Newton's laws of motion in the test area, build a pirate vessel and undertake a demanding sea trial, hone your sailing skills in the wind tunnel and experience waves without getting your feet wet. Discover if treasure is really buried under X marked the spot. Take command of your very own pirate brigands and test your skill on the pirate 'battleship' game. CHaOS will be demonstrating and providing exciting hands on experiments and you will be joined by Macc Asctro with a planetarium to learn about star navigation. The Institute of Physics will be running a Mars Landing experience so you can become a fully fledged space pirate and there will also be a host of Scientific Institutes and local company STEM ambassadors.

8. Sports Zone (half day)

Discover an island where you can search for treasure by completing swashbuckling activities all in the name of fun. Challenge your shipmates to a game of drunken sailor football (zorbing) or scrub the decks tied to the ratines (inflatable football). Can you tangle with the giant octopus twister or score points in 'threw the porthole' (frisbee golf). Instead of noughts and crosses, try your hand at skulls and crossbones! Lots more physical activities to keep your body prepared for any mutinous onslaught or attack. Are you up for the challenge?

9. Survival Zone (half day)

Shipwrecked, marooned, cast away – learn the skills you need to survive on a desert island. Follow in the footsteps of Bear Grylls and gain the skills to build shelters, cut wood and light a fire, prepare and cook wild animals and foraged foods, find out how to track and navigate in the wild. Finally escape the island on your ship with the rest of the pirates to freedom.

Camp Facilities

Toilets and Showers

These are situated around the site and are convenient to each sub camp. There are separate toilets and showers for adults.

Listening Ear

Provides a quiet place where you can talk to someone or relax. A dedicated team will be available to listen and will do their best to assist you. The Listening Ear can provide an ordained minister to provide Anglican communion, if you wish.

Faith Services

Saturday 28 July 6.00 pm Catholic Communion in the Theatre

Sunday 29 July 9.30 am Peace Ceremony (Scouts/Guides Own) in the Main Arena

Retail Plaza

A range of Chamboree merchandise will be on sale including T-shirts, polo shirts and zoodies.

Retail Plaza Opening Times:

9.00 am-12.30 pm

1.30 pm-5.00 pm

6.00 pm- 9.00 pm

Cinema

Based in the main area, there is a 150 capacity cinema showing a schedule of films daily.

Food Court

The food court will be open every day offering a tempting selection of “goodies” including:

Cheshire Coffee Shop	speciality coffees, hot drinks, muffins, cookies, cupcakes
Tabley Pancake House	open each afternoon with special fillings each day
Fairground Goodies	popcorn, candyfloss, toffee apples, nachos
Chill Zone	cold drinks, slush puppies, smoothies, ice cream
The Devil's Grill	burgers, hot dogs, bacon baps, paninis
Ye Old Sweet Shop	bags of sweets, chocolate, crisps, snacks
Chip Shop	open each evening selling chips

Food Court Opening Times:

9.00 am-12.30 pm

1.30 pm-5.00 pm

6.00 pm- 9.00 pm

Chip Shop Opening Times: 7.00 pm-8.30 pm

Camp Newspaper

A daily newspaper will be produced and distributed through sub camp HQs. Stories can be handed in at the media centre in the main area.

Mobile Phones

Mobile phones will NOT BE ALLOWED for the Scouts whilst on camp.

We have taken this decision for several reasons, but primarily because we would really like the Scouts to focus on having fun this week without the distractions of their devices. All of the leaders will be with phones, and photographic equipment, and will capture as much of the adventure as possible, posting on our social media and that detailed below.

Pictures and Videos

You can keep track of what is going on during the camp by following our Facebook and Twitter pages.

www.facebook.com/12thwallasey

www.twitter.com/12thwallasey

And you might want to also follow the following hashtag #Chamboree. Additional social media to keep a look out on during the week include:

facebook.com/Chamboree

youtube.com/Chamboree

twitter.com/Chamboree

instagram.com/Chamboree

Scout Specific Information

Kit & Equipment

Each Scout will be allowed **one** rucksack or personal bag – please see the separate **kit list** and information sheet at the back of this booklet. Parents should also have attended the pre-camp meeting, with the demonstration of kit packing given to the Scouts. If you missed this, please get in touch if you have any questions.

Scouts must arrive with all of their kit packed in their bag and on time so that we can load bags onto the trailer and be away on time on the Saturday.

Please make sure all kit has Scouts names written on labels.

Transport

Scouts will be transported to camp by Minibus & Car. We have 17 Scouts attending the event, meaning 13 can travel on the minibus, leaving 4 that will need to be transported in leaders or parent's cars. We aim to be at the campsite for 2pm on Saturday 28th July.

Saturday 28th July

- 12:45pm - ALL Scouts should be at Serpentine Road Family Church
- ALL in full uniform (shirts and neckers)
- Only a very small day bag will be allowed on the minibus if items are needed, and all rucksacks/personal bags will be packed into the trailer.

Beforehand

Monday 23rd July

Scouts will meet at **6:30pm until 9pm** to help pack the trailer, and finalise any other elements relating to camp.

Thursday 26th July

Hawkeye is travelling out early to set up as much as possible at camp, with the Explorer Unit, and hopes to at least get mess tents up. We aim to set off around 3pm, and will leave site around 9pm, arriving back around 10pm.

Any parent wishing to help with this, could they please let me know in advance. Travel will be via minibus with the Group Trailer, and 12th will be returning with the empty Explorer Unit trailer.

Current Programme and Running Times – THINGS TO NOTE

Breakfast 8:30am – 9:15am | activities 09:30 – 12:30

Lunch 12:45pm – 13:30pm | activities 14:00 – 17:00

Dinner 17:30pm – 18:15pm | activities 20:00 – 22:00

DAY	TIME	NOTES
Saturday	12:45pm	<ul style="list-style-type: none"> - Scouts to be at Serpentine Road Family Church - IN FULL UNIFORM – no excuses - Arrive and finish setting up camp, gate and kit on arrival.
	8.00 pm	Opening Ceremony Dress code - top half uniform with pirate accessories. Nightly Disco
Sunday	9.30 am	Peace Ceremony (Scouts/Guides Own)
	Daytime	Crocodile Creek - Sci-Tech and Creative activities Plain white t-shirt will be needed!
	8.00 pm	Rock Night - dress code Pirate rockers
Monday	Daytime	Crocodile Creek – Survival and Tortuga activities
	7.30 pm	Band Night - dress code Indie pirates. Nightly Disco
Tuesday	Daytime	Crocodile Creek – Adventure and Sport activities
	7.00 pm	Early evening entertainment
	8.00 pm	Film Night - dress code Pirates. Nightly Disco
Wednesday	Morning	Crocodile Creek – Sub-Camp Challenge
	Afternoon	Crocodile Creek – Arena Show & Carnival
	8.00 pm	Carnival Night – dress code Pirates Possibly need something to parade!
Thursday	Daytime	Crocodile Creek – Cannonball Run and Global activities
	7.00 pm	Early evening entertainment
	8.00 pm	Chamboree's Got Talent / UV Night Featuring 2 acts from each sub camp! Dress code – UV Pirates. UV Disco
Friday	Daytime	Crocodile Creek – Liverpool Experience
	8.00 pm	Closing Ceremony Dress code – Top half uniform with pirate accessories
Saturday	ALL TIMINGS BELOW ARE APPROXIMATE This will very much depend on how quickly we can strike camp and leave the site! We will keep parents updated via twitter & Facebook	
	11.00 am approx	Leave Chamboree Camp in full uniform by coach
	12.00 pm approx	Arrive Serpentine Road Family Church.

In addition to the activities listed above and below, there will be pre-breakfast activity sessions in the arena and lunchtime classes.

Chamboree's Got Talent

This year 'Chamboree's Got Talent' will apparently be bigger and better than ever before, with a dedicated talent tent located in the arena, throughout the day you can go and perform for the judges and each evening they will select the top 3 acts to perform live on the arena stage prior to the main show. The top acts will then be selected to perform in the Talent Show on Thursday night and the winner, the closing ceremony.

Safety

It is strongly recommended that when returning to camp for meals that Scouts take time out to chill and generally be quiet. This is going to be a long, exciting and tiring week and they will need to pace themselves in order to avoid over tiredness and illness.

Alcohol and drug abuse

- Under 18s must not consume alcohol from any source.
- Any individual displaying signs of alcohol abuse or behaving in an anti-social manner will have their parent(s) called to collect them.
- The Chamboree is an illegal drug free zone and anybody found using drugs will again have their parent(s) called to collect them.
- Anybody selling or distributing illegal substances will be reported to the Police.

Smoking

- As well as the obvious risk of fire, smoking poses a significant health risk. Participants under 18 may not smoke on Chamboree.
- Smoking is permitted in designated areas for adults only.

Safety Briefing

- Make sure you know what the safety and fire precautions are being used on the sub camp and the main camp.
- Make sure you know what to do in the event of an accident – report all injuries and incidences to the leader in charge of the activity or your sub camp leaders.
- Make sure you know what to do if you have a safeguarding concern.
- Report anything you consider to be unsafe to your leader, sub camp leaders or the activity leader, the Information Point or the Communications Centre.
- Wear seat belts, where fitted, on coaches and buses when off site.
- Wash your hands before eating and after going to the toilet.
- Listen to and follow the safety briefing for the activities.
- Keep away from any out of bounds areas such as ponds, hazardous areas such as the shooting and archery ranges as well as around generators.
- Horseplay/damage in toilets and shower areas will not be tolerated.
- If you are unwell you need to report to a leader without delay.

Lights Out

All Scouts must be back to campsite by 10.00 pm.

Site quiet time is 11.00 pm to 7.00 am – noise will not be tolerated by the organisers!

ID Badges

Each participant will be issued with an ID badge which needs to be worn at all times.

Home Contact – In Touch

Camp Contact for Parents/Guardians

Home Contact: Rev. Dr Steve Langford – 12th Wallasey Group Chaplain

Mobile: 07493 624 759

Email: chaplain@12thwallasey.org

In the case of an emergency at home please call the Home Contact above, who will contact the leaders at camp, who will be able to make any necessary arrangements or pass on a message.

Equally if there is a problem at camp you will be contacted by the Home Contact.

DO NOT contact leaders directly – all communications must go through the home contact.

Behaviour

All young members should be mindful of the Group Behaviour Policy.

Any inappropriate behaviour which brings the Group into disrepute, or which affects other participants on the camp, will not be tolerated and will result in the Scout or Scouts being sent home. This is a busy camp for the leaders and takes considerable efforts to ensure all members have fun, enjoy their week and come away with nothing but amazing memories. We therefore ask that all of our Scouts demonstrate their best behaviour, help where they can, and cooperate to ensure the camp is fun for everybody!

Queries & Questions

If you have any queries or questions **before** the camp, please contact Andy or Steve, the details are below:

Andy (Hawkeye) – hawkeye@12thwallasey.org or mobile: 07952 987 402

Steve – scouts@12thwallasey.org or mobile: 07789 873 982

Nights Away Kit List – 12th Wallasey Chamboree 2018

IMPORTANT INFORMATION

All scouts will need to bring their personal equipment and should be encouraged to pack themselves to ensure they know what they have and where it is!

This lists and information is only a guide, and:

- we strongly advise you **consider the weather** at the time of the camp and pack clothing accordingly, not every item on this list will be required!
- It is best to pack a rucksack or sports bag that you can carry on your back. *Suitcases are not suitable for camp sites or tents.*
- All items should be clearly labelled with the young person's name.

- | | |
|---|---|
| <input type="checkbox"/> Complete uniform (Shirt and Neckerchief) | <input type="checkbox"/> Sleeping bag |
| <input type="checkbox"/> Warm sweater (jumpers or sweatshirts) | <input type="checkbox"/> Foam roll mat / karrimat |
| <input type="checkbox"/> T-shirts or similar | <input type="checkbox"/> Torch and spare batteries |
| <input type="checkbox"/> Trousers or shorts (<i>Denim is not recommended</i>) | <input type="checkbox"/> Polythene bags (for dirty clothes) |
| <input type="checkbox"/> Spare underclothes (at least one pair per day) | <input type="checkbox"/> Teddy or cuddly friend! |
| <input type="checkbox"/> Spare socks (at least one pair per day) | <input type="checkbox"/> Spending Money – we would recommend a limit of £40 |
| <input type="checkbox"/> WARM Nightwear | Costume / Fancy Dress – Pirates (Pirate accessories such as patches, parrots etc) |
| <input type="checkbox"/> Hike boots & Trainers | <input type="checkbox"/> WHITE T-Shirt needed for Creative base |
| <input type="checkbox"/> Waterproof (coat and trousers) | See the programme and themes of evening activities. |
| <input type="checkbox"/> Hankies | |
| <input type="checkbox"/> Personal washing requirements and towel | |
| <input type="checkbox"/> Sun hat | |
| <input type="checkbox"/> Sun cream (that has been used on them before) | |

Any medication required should be passed to the Leader in a polythene bag with your child's name on and details of instructions written on the Health Form!

General Notes

1. We would ask that your Son/Daughter have their FULL uniform (Shirt and Necker).
2. Black bin bags are not suitable for bedding rolls as they tear
3. Please make sure names are on all items, either on labels or wash proof name labels, which should have your Sons/Daughters Name and Group. Name labels on other personal items should be done with either indelible ink and/or engraving as appropriate, with your Sons/Daughters Name and Group.
4. A small pack of baby wipes will help with general hygiene, but please encourage your child to shower at least once!
5. *No electronics, mobile phones, games or similar items* (i.e. radio's or music players) to be brought to camp, there will be plenty to be doing and the Group will not be accountable for any loss or damage!
6. *No penknives & any toy weapons brought for costume will be confiscated if used inappropriately or are considered to be dangerous and or unsuitable.*

Equipment Notes

Here is some basic information regarding some of the items you may require.

- **Sleeping Bags** - Synthetic filled bags are easier to clean than natural filling. Zips can be a source of cold if no baffle is fitted.
- **Footwear** - Boots give a better ankle support and normally have better soles than shoes. However, if your son/daughter does not have these then any appropriate footwear for walking!
- **Warm Wear** – If colder weather is forecast, a number of layers is warmer than one thick one and the warmth can be regulated more easily - do not forget your hands and head. So, a couple of T-shirts with one sweater would be better than several sweaters!

If you have any questions or concerns, please see the camp/activity Leader