## Pack Holiday 1998

Theme: "Jungle Rally"

## **Dry Programme**

(All times are approximate, especially on days out as traffic conditions etc. will determine how long the journey will take).

## Saturday 22<sup>nd</sup> August

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3:30 p.m.	Arrive and unpack.	Grand Howl.	riag.	Sixes.

4:15 p.m. Refreshments.

4:30 p.m. Walk around site.

5:00 p.m. Game: Cricket, Rounders or Football.

6:00 p.m. Tea. Work Sixes.

7:00 p.m. Feats of Skill (Assault Course). Flag Down. Feats of Skill Continued.

8:15 p.m. Game: "Run Outs"

9:30 p.m. Supper. Wash. Bed.

### **Wet Weather Programme**

As dry programme until

5:00 p.m. Indoor Games.

7:00 p.m. Indoor Feats of Skill.

8:15 p.m. Indoor Games.

### **Equipment Required**

Cricket, Rounders and Football equipment.

Sponge Balls.

"Run Outs" Coloured Bands.

## Sunday 23<sup>rd</sup> August

7:30 a.m. Rise. Wash. Dress. Morning Exercises.

8:15 a.m. Breakfast. Work Sixes.

9:15 p.m. Grand Howl. Flag. Kit Inspection.

10:00 a.m. Scouts Own.

10:30 a.m. Refreshments.

11:00 a.m. Compass Work/Games.

12:15 p.m. Wash + Brush up.

12:30 p.m. Lunch. Work Sixes. ½ Hour Rest with 'Mrs Akela'.

2:00 p.m. Kim's Games (Incorporating all senses).

3:00 p.m. Tuck Shop. Free Time.

4:00 p.m. Kim's Games continued.

5:05 p.m. Wash + Brush up.

5:15 p.m. Tea. Work Sixes.

6:30 p.m. Game: Swedish Long Ball.

7:30 p.m. Flag Down. Assault Course.

8:30 p.m. Indoor Table Games + Carrying a Message.

9:30 p.m. Supper. Wash. Bed.

#### **Wet Weather Programme**

As dry programme until

7:30 p.m. Indoor Assault Course.

#### **Equipment Required**

Scouts Own - Service Papers

Compasses. Lengths of Rope. Paper. Pencils.

Items for Kim's Game: Feeling, Tasting, Smelling, Hearing, Seeing.

Bat + Ball

Selection of Board Games.

Set of Messages for Every Cub.

## Monday 24<sup>th</sup> August

7:30 a.m. Rise. Wash. Dress.

8:15 a.m. Breakfast. Work Sixes. Grand Howl. Flag.

Prepare for Outing.

10:15 a.m. Depart for Eden Camp.

4:30 p.m. Arrive back at Camp. Free Time.

5:30 p.m. Tea. Work Sixes.

6:30 p.m. Map Signs. Work + Games.

7:30 p.m. Flag Down. Map Work continued.

8:00 p.m. Game: "Chinese/American Pursuit" (Bagheera to run).

9:00 p.m. Supper. Wash + Bed.

### **Wet Weather Programme**

As Dry programme.

## **Equipment Required**

Maps. Map Signs. Paper. Pencils. Compasses.

Map Sign Cards + Game Sheets.

Sponge Balls. Bats.

# Tuesday 25<sup>th</sup> August

7:30 a.m. Rise. Wash. Dress. Morning Exercises.

8:15 a.m. Breakfast. Work Sixes. Grand Howl. Flag. Kit Inspection.

10:00 a.m. First Aid: 'Mrs Akela'.

11:00 a.m. Refreshments.

11:30 a.m. First Aid continued (including resuscitation Annie).

12:15 p.m. Wash + Brush up.

12:30 p.m. Lunch. Work Sixes. ½ Hour Rest with 'Bagheera'.

2:00 p.m. Tracking Signs. Work + Game.

3:00 p.m. Tuck Shop and Free Time.

4:00 p.m. Nature Work (Tree, Wild Flower and Bird recognition).

5:30 p.m. Tea. Work Sixes. Prepare for Outing.

6:50 p.m. Depart for York for Ghost Walk.

9:30 p.m. Return. Supper. Wash. Bed.

### **Wet Weather Programme**

As Dry Programme.

### **Equipment Required**

First Aid Equipment. Practise Bandages.

Resuscitation Unit.

Tracking Sign cards. Pencils. Paper.

Books + Cards on trees, leaves, birds and wild flowers.

# Wednesday 26<sup>th</sup> August

7:30 a.m. Rise. Wash. Dress. Grand Howl. Flag.

8:15 a.m. Breakfast. Work Sixes. Prepare for Outing.

9:30 a.m. Depart for Bridlington. (Including Visit to Rock Factory).

8:45 p.m. Arrive Back at Site.

9:00 p.m. Supper. Wash. Bed.

### **Wet Weather Programme**

As Dry Programme.

### **Equipment Required**

Ball.

Swimming Costumes + Towels + Large Bag.

Ground Sheet.

## Thursday 27<sup>th</sup> August

7:30 a.m. Rise. Wash. Dress. Morning Exercises.

8:15 a.m. Breakfast. Work Sixes.

9:15 a.m. Grand Howl. Flag. Kit Inspection.

10:15 a.m. Knots: Work + Games.

11:00 a.m. Refreshments.

11:30 a.m. Knots continued.

12:15 p.m. Wash + Brush up.

12:30 p.m. Lunch. Work Sixes. ½ Hour Rest with 'Owl'.

2:00 p.m. Jungle Rally Competition.

Inspection (Raksha) Feats of Skill (Owl)
Compass (Raksha) Tracking (Owl)
First Aid(Mrs Akela) Kim's Game (Bagheera)

Map Signs (Mrs Akela) Knots (Bagheera)

Pack a Rucsac (Mr Akela) Nature (Mr Akela)

Tuck Shop During Rally.

4:30 p.m. Free Time.

5:30 p.m. Tea. Work Sixes.

6:30 p.m. Game: Variation on Cricket/Rounders/Football. (Bagheera)

7:30 p.m. Flag Down. Prepare for Camp Fire.

8:00 p.m. Camp Fire.

9:30 p.m. Supper. Wash. Bed.

#### **Wet Weather Programme**

As Dry Programme until

6:30 p.m. Indoor Games.

8:00 p.m. Indoor Camp Fire.

### **Equipment Required**

Knotting Ropes. Equipment for Jungle Rally Competition.

Pens, Pencils and Paper. Bats + Balls.

# Friday 28<sup>th</sup> August

7:30 a.m. Rise. Wash. Dress. Grand Howl. Flag.

8:15 a.m. Breakfast. Work Sixes.

Prepare to Strike Camp. Refreshments. Scavenger Hunt (Litter Collection). 9:15 a.m.

12:00 p.m. Leave for Dagenham.

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None.

<b>Equipment</b>	Required
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None.