

# Welcome to PJ 2015

PJ 2015 will be the 12th Pacific Jamboree. You have made an awesome decision to join us at Camp Barnard, located near the small town of Sooke, on beautiful Vancouver Island. Camp Barnard is approximately 50 km from British Columbia's capital city of Victoria and is nestled in the heart of the Salish Seas.

Now comes the fun part for your troop, planning and preparing. We can promise you a program filled with adventure, challenge and choices with something for everyone. As you go through the Jamboree Program Guide you will discover a wide variety of activities to choose from. Challenge yourself as a Patrol to choose something different or wacky – something you will be laughing and talking about for years to come!

The Program selection process, set out below, has been designed as a Patrol activity and, as such, will be the beginning of many things your patrol will do together as you prepare for your great adventures at PJ '15! As you work through this guide, 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. Move quickly to give yourselves the best chance of getting the activities of your choice. Enjoy this selection process, and have fun as you work through it.

Maxine McLean  
Deputy Camp Chief, Program  
Pacific Jamboree 2015

# Introduction

This is your guide to the program activities at PJ 2015. After reviewing some important general information about the Jamboree and the program, the guide describes how to select your Unit's activities. It provides an example of how you and your Patrol can develop a list in order of priority for the many program activities available. We have provided detailed descriptions for each program activity that will aid your Unit in selecting your choices.

The Program Guide also contains information about the Indaba Program for Scouters. These are fun learning sessions that include some Jamboree activities and other skills that leaders can incorporate into their programs back at home.

# The Program Day

Except for Sunday July 12th, each day at PJ ‘15 is divided into two program periods. Using this guide, your patrol 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 for off-site programs, based on your activity and bus schedules

Time	
07:00 - 08:00	Wake up and breakfast
08:00 (approximately)	Program buses begin to depart for off-site programs
09:00 - 12:00	Morning on-site program period
12:00	Program ends – on-site lunch break starts
12:30 (approximately)	Buses depart for afternoon off-site locations
13:30 - 16:30	On-site afternoon program period
17:00	Supper
19:00 - 21:00	Evening drop-in activities
21:00	Drop-in activities end – return to Subcamps
22:00	Quiet time

## Important Notes

Due to transportation requirements, some off-site program activities require that the patrols board buses at staggered departure times and for morning programs some leave at 08:00.

In order to be at the bus departure area on time, you should plan on leaving your sub-camp at least 30 minutes prior to departure time. Turnaround time is short, so it is essential that you are prepared for the day and ready to hike to the bus before departure time.

The afternoon off-site program buses start to leave at noon for some programs, so make sure that once you've got your assignments, you organize yourselves accordingly. As you head to your morning program, you might want to take your lunch and whatever you need for the off-site afternoon program with you, as you will only have half an hour from the end of the morning program until when your bus will depart.

# Building your PJ Program

Participation in the planning process by Patrol 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.

- Gather the Patrol 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.
- Transfer your prioritized list to your Program Selection form.

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 Patrol.

Please remember that you are not choosing the order in which you will be doing the activities at the Jamboree; you are ranking the programs in the order that you most want them.

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

When you are putting your program selections in order of priority, select the day and/or overnight hikes which best suit your patrol'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.

## Scheduling

When the Program Team prepares your patrol's schedule, they will first attempt to give you the program activity at the top of your priority lists. If this activity is still available, it will be assigned to an open period on your schedule. The Program Team will continue in this fashion, moving down your list until your schedule is full.

Programs are assigned in the order in which full and final Jamboree payment is received. Patrols 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 and may have more than one free period.

# Program Confirmation Notice

Unit program schedules will be sent to the Unit Leaders by email once they have been processed. Any special kit lists or last minute program notices will be included with this email. Your finalized timetable of activities (what, when and where) will be waiting for you at Camp Barnard 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, Patrols drop out of popular activities; if you wanted to go on one of them 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.

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.

**If, for whatever reason, your Unit decides they do not want to attend a program, you must inform us either at Program Changes, or through your own Subcamp headquarters. If you don't inform us and don't show up for your program or bus, you will needlessly delay your fellow Scouts while we look for you, and use up space that could be assigned to another Unit.**

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.

## Questions?

If you have any questions regarding the completion of the Program Selection Form, please email [programselection@pj2015.ca](mailto:programselection@pj2015.ca).

# Program Information

The great adventure of attending a jamboree requires hours of planning and preparing. While at the jamboree, your unit will practice known skills, learn new skills, and 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. Many of the programs and activities at PJ '15 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, illness or other restrictive factors.

**Shelter is not provided at the overnight Juan de Fuca Hike. You will need to pack light and bring basic gear along. Details are provided on the description page. Your Unit will also have to carry and cook your own meals, so plan to pack your stove or bring lightweight cooking gear.**

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.

Everyone is asked to bring a scout whistle, which is to be on his or her person at all times during the Jamboree.

## Program Areas

Jamboree programs are offered on- and off-site, with most of the program periods being three hours long.

The activities you choose should be suitable for all participants in your Patrol. Hikes chosen should be geared towards the participant with the least experience. If you need to, there's plenty of time to get in some practice hikes before leaving for PJ '15.

### Off-Site

Off-site programs involve bussing and times may vary. Half & full day excursions are available, as well as an overnight hike.

### On-Site

Activities at Camp Barnard offer a variety of challenges and fun, including water activities on

Young Lake.

## Premium Activities ★

"Premium" activities are high cost, low participant ratio activities. These include Mountain Biking, Kayaking, Stand-Up Paddle Boards, the Juan de Fuca Trail overnight hike, and Dragon Boats.

**You are only entitled to one of these activities.** A second premium activity may be given if room permits. Units who send their Program Selection Forms first will be the first in line for a second premium activity.

Premium activities are noted in the program descriptions with a gold star ★.

## Extra-Fee Activities

Some programs may have extra fees associated with them due to their extreme cost and specialized equipment and/or skills required. These fees are noted in the program descriptions and must be paid prior to arrival at the Jamboree.

## Hiking Abilities

PJ '15 provides the opportunity to take part in various types of hiking activities. Both a half-day and overnight program 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.

All hikers are recommended to bring:

- a day pack for all day and overnight hikes
- a back pack for overnights
- a one to two litre canteen
- personal safety kit (see below)
- lightweight rain gear
- hat that protects back of the neck and the ears
- good hiking footwear that is well broken in
- sunscreen
- lip balm
- insect repellent
- sleeping bag and pad (overnight hikes only)
- personal toiletries and clothes for variable weather conditions
- extra pair of footwear that will survive getting wet (for water activities)



- personal safety kit, including:
  - fanny pack
  - hiking first aid kit, including good supply of moleskin
  - high intensity small flashlight with spare batteries
  - waterproof matches
  - Scout whistle
  - Compass
  - Emergency disposable blanket (space-age plastic sheet sold for hypothermia prevention)
  - Sting stop or Ban roll-on deodorant for insect stings
  - 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 patrol decide should be included

[Path of the Ancestors \(Juan de Fuca Trail Overnight Hike\)](#) has a specialized equipment list; please refer to the program description for more information.

## Mandatory Program Orientation Sessions

One Unit Scouter will be expected to attend a mandatory program orientation session. These will take no longer than about a half hour. The sessions, held nightly at Subcamp Headquarters, are designed for each offsite program. This will ensure that you are prepared, pack the right equipment and receive any special last minute information you need for the following day's adventure.

## Getting Ready for PJ '15

Your time at PJ '15 will be full of active, fun, and challenging activities. You would be wise to build up your physical stamina between now and July so that you will be able to get the most out of all the activities.

Experience in lightweight camping and hiking elevated terrain will stand you in good stead at this Jamboree. If you don't have any local mountains to conquer, try lots of multi-story staircases! This will surely get your muscles 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 West 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 West Coast, be sure to tuck in 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 '15 Unit number.

## Program Activities

### Na'ts'maht - The Gathering Place (Townsite)

**You will be automatically assigned to this program. It will not appear for ranking on your program selection form.**

Location: On-Site • Duration: Half-Day • Fitness Level: average

Welcome to Na'ts'maht, the Gathering Place. Our townsite is a hub of activity for the Jamboree, containing the post office, bank, trading post, computer centre and canteen.

During your assigned period to Na'ts'maht you have an incredible opportunity to participate in a one hour workshop to introduce the Troop to Fencing provided by Igor Gantsevich, owner of IGFencing.

Igor's near decade as an elite athlete and national fencing team member culminated in 2008 when he won a bronze team medal at an International Grand Prix – the first of its kind in Canadian history. He finished his career on a high note with a bronze medal in men's team épée at the 2011 Pan American Games in Guadalajara, Mexico.

Moving from an athlete role, Igor is becoming a major force in the development of fencing in Canada and the world. He is currently the president of Dynamo Fencing Club – one of Canada's top clubs, a board member of the Canadian Fencing Federation and is an executive committee member of the Pan American Fencing Club organization. Over the past year Igor has brought fencing to over 10,000 children across the lower mainland of British Columbia, and as a result he now instructs over 500 full time students on a weekly basis.

We are thrilled to be able to share this opportunity with you. There will be three different time slots assigned per program period, so make sure you are at the Fencing location on time, in order to have your turn.

When your Patrol isn't fencing, you can gather a team together and try out Human Foosball, or take on a one-on-one game of box hockey, or attempt the Loggers Pole climb or perhaps Sumo wrestling. A variety of crafts will provide activities such as leatherwork, native crafts and emergency bracelets. Special guests such as the Canadian Wildlife Federation, the BC Hydro SMART team are also included.

The [National STEM team](#) will also be located in Na'ts'maht and will provide opportunities for everyone to try robotics. The robotics activities will introduce youth to the operation and programming of electronic robots. Teams will be challenged to program a robot to explore new planets for signs of life. Through a process of designing, testing, and revising their programs, youth get to experience how engineers and programmers face real world challenges and come up with solutions.

During the evening you will have more opportunities to return in your free time to further explore and challenge, create and pursue your individual fun. There is no scheduled fencing during the evening hours.

Pre-Requisites:

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## Humpback Whale of a Ride (Mountain Biking) ★

Location: On-Site • Duration: Half-Day • Fitness Level: good

Bike riding, travelling through bush and forests, heading uphill you will arrive at a series of skills station courses to challenge all levels of bikers. After completing the challenges, take the easy ride downhill back to camp.

Pre-Requisites:

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## Pathway Around (Legacy Trail)

Location: On-Site • Duration: Half-Day • Fitness Level: average

Get your Troop involved with this Camp Barnard Legacy Project and aid in making an impact by helping to clear and develop a lakeside trail, with the hope to make it wheelchair accessible down the road.

Participants will learn skills to work with landscaping tools to build and restore trails on the Camp Barnard property

Pre-Requisites:

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## The Wall (Rock Climbing)

Location: On-Site • Duration: Half-Day • Fitness Level: average

A natural granite wall, located in a beautiful forest setting is the challenge ahead. There will be several routes from easy to challenging, great for your first or hundredth time climbing. A new rappelling area is being developed and we also offer some simple bouldering walls and a great prusik climb activity for more fun and to ease the first time climbers into the new skill.

Strap on a harness and challenge a real rock face and then rappel down the other side under the watchful care of our trained belayers.

Helmets, belaying devices and harnesses are supplied.

Pre-Requisites:

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## Ćutmist - Vision Quest (Mt. Bluff Hike)

Location: On-Site • Duration: Half-Day • Fitness Level: good

Welcome to scputʔe esmóqʔw - sacred mountain; here we seek knowledge, sensitivity and help from the spiritual world through our efforts and skills to reach its top. As though a vision through the eye of qetmlqnups, the young golden eagle, we will be lead through the forest, past ancient old growth trees that have seen our past, live within our present and protect our future. We will be amongst the sacred arbutus, the tree of protection and strength that during the great flood provided an anchor for our canoes so we didn't drift away. People are attracted to it as the energy surrounding it is powerful. It is said that if the arbutus should disappear, the planet would fly apart.

As if to symbolize this, we pass on our travels, an arbutus with the balancing rock, a reminder of our guardianship, the need for proper behaviour, knowledge, advice and a sense of balance as to be one with the trees is to know life within your own spirit. So on our journey; we seek help to understand our sense of place and responsibility.

Today will be a turning point in your life, a rite of passage as you become a "Quester" and under the guidance of an elder we go on a personal quest up scputʔe esmóqʔw.

Hike details: 3 hour, 4 km, 435 m gain in elevation, scramble in mixed terrain.

Pre-Requisites:

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## George's Quest (Obstacle Course)

Location: On-Site • Duration: Half-Day • Fitness Level: high

Are you looking for an activity that will keep you on the move for three hours? Are you looking to test your intellectual skills, physical capabilities and ability to work in a team environment? Are you looking for an activity that will give your Scouters the night off because you will be so tired you will be in bed early? Do you think you have the ability to take all that George throws at you? If you are not a boater, biker, hiker or tourist what is left for you? Come and enjoy Georges Quest where we will be happy to entertain you for your program period. We will supply the whole seat but you'll only need the edge.

Pre-Requisites:

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## Salish Pond (Canoeing)

Location: On-Site • Duration: Half-Day • Fitness Level: average

Do you like exploring new places, learning new skills or enhancing your current ones and having the time of your life? If you answered "yes" to these questions then Canoeing on Salish Lagoon is just right for you! Not only will you have a blast with your friends, but you'll also have a chance to get your Scouters soaking wet. This year's canoeing experience will be unlike anything you've ever done before!

This is a basic introduction to tandem (2-person) flat-water canoeing. Novice & beginner canoeists 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 with some FUN games and time to explore the tributaries.

Come with a full water bottle, hat, sunscreen

Pre-Requisites:

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## Salish Lagoon Challenges (Barnard Beach Challenge)

Location: On-Site • Duration: Half-Day • Fitness Level: average

The Salish Lagoon Challenge is a fun and energetic program designed for you to spend half your time on land and the other half in the water. In the water, try a variety of fun activities including a

challenging water race, along with opportunities to try your feet at key-log rolling, water trampolines, beach volleyball and paddle boats. The land activity challenges are designed to see how well you can work with others. On land, a dunk tank, a balancing board challenge and bouncing off your friends and scoring points in Zorb Balls will create even more fun and laughter.

Pre-Requisites:

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## Log Jam (Logger Sports)

Location: On-Site • Duration: Half-Day • Fitness Level: average

Hammering, cutting, and throwing? Join the ranks of the top Logger Sports athletes. Try your hand at five Logger Sports including the Nail Drive, Choker Obstacle Race, Two-Scout Bucksaw Race, Axe Throwing, and Log Splitting. These are in addition to other Logger activities which are available during your free time. Separately, you can rise to new heights with pole climbing, also located near the Logger Sports Program area.

Pre-Requisites:

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## T'souke Seekers (Geocaching)

Location: On-Site • Duration: Half-Day • Fitness Level: average

Learn the popular sport of Geocaching on the Jamboree site.

Pre-Requisites:

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## Paddling the Salish Seas (Kayaking) ★

Location: Off-Site • Duration: Full-Day • Fitness Level: average

Enjoy a paddle in Esquimalt Harbour at CFB Esquimalt, amid war ships and shorelines to explore. This is an introduction to kayaking; bring hats, sunglasses, sunscreen, water shoes and water bottle and dress appropriately for the weather.

This is a full-day activity. Upon arrival, the groups will be split into two; one half will kayak in the morning while the other has a chance to explore parts of CFB Esquimalt, including the [Naval and Military Museum](#). After lunch, groups will switch places.

Pre-Requisites:

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## War Canoes (Dragon Boat Racing) ★

Location: Off-Site • Duration: Half-Day • Fitness Level: average

Are you looking for a fun, team-based fitness experience? Try Dragon Boating and get an introduction to the sport, provided by the experienced people at Vancouver Island Paddling. Each session leads into a race, Scouts vs Scouters, so you can get a taste for what the sport is all about. All equipment is provided.

Bring, day packs, including, hats, sunglasses, sunscreen, water shoes and water bottle and dress appropriately for the weather on the water.

Pre-Requisites:

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## WildPlay Aerial Adventure Park

Location: Off-Site • Duration: Half-Day • Fitness Level: good

Experience an adventure that will get your adrenaline pumping! The Monkido Aerial Adventure is an exclusive tree-top obstacle course located in Victoria. Discover the lost art of monkeying-around as you conquer climbing nets, fly across zip lines, balance on wobbly bridges, and take a Tarzan swing.

Pre-Requisites:

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## SUP Boarding (Whiffen Spit) ★

Location: Off-Site • Duration: Half-Day • Fitness Level: average

This activity will lead you the beautiful Whiffin Spit in Sooke Harbour. You will spend half your time learning the skills of SUP boarding with the remainder taking on the beach challenge – what better way to spend your day?

Participants should wear their bathing suits under their clothes on the bus ride and bring a change of dry clothes.

Pre-Requisites:

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## Calypso (SCUBA Diving)

Location: Off-Site • Duration: Half-Day • Fitness Level: average

**Special Note: Due to the specialized skills and equipment, this activity will cost each participant an additional \$40.**

Below the surface, the Adventure begins! Come get wet and breathe underwater. Have a SCUBA lesson and earn your Troop Speciality badge at the same time! Learn new skills, including breathing underwater, tossing a Frisbee below the surface, mask flooding, regulator removal and replacement and secret hand signals.

**All troops attending the SCUBA Program will be required to attend the dry-land training session, without exception!** This training will be held in the amphitheatre Sunday evening, so that everyone will be prepared to jump in the pool upon arrival.

The following forms must be completed once your program assignment has been done. They must be signed and returned prior to attending PJ. If all paperwork is not in place you will be turned away and your money cannot be refunded.

PADI/Scouts Canada Release PADI Health form (if "yes" to any question, a doctor's note is required)

Pre-Requisites:

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## Going for Gold (Sooke Potholes)

Location: Off-Site • Duration: Half-Day • Fitness Level: average

Discover the Sooke Potholes Provincial Park – a series of deep, polished rock pools and potholes carved naturally into the bedrock of the Sooke River. Come experience the thrill of gold prospecting and learn some of the rich gold history of BC along with current rules and regulations regarding hand panning in British Columbia. Then put your new skills to work and take on the opportunity to hand pan for gold. With some hard work, there is a guaranteed pay dirt.

Pre-Requisites:

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## Path of the Ancestors (Juan de Fuca Trail Overnight Hike) ★

Location: Off-Site • Duration: Overnight • Fitness Level: average



The path of the ancestors is a trek on the rugged wild side of southwestern Vancouver Island. The hike, with its pounding surf, boardwalks, and suspension bridges takes you through the misty marine fog, rain forests of cedar, spruce, and hemlock. Rounding the corner you will be greeted by an amazing ocean view where grey whales leap and sea lions play, and where numerous shorebirds can be viewed.

This overnight lightweight camping trip will include camping at Mystic Beach, hiking on the beach and inland trails, and a seminar on Leave No Trace (LNT) camping taught by a qualified instructor. You will receive a LNT certificate, badge and reminder card.

Total hiking distance is 12.5 km. You will be taken by bus from Camp Barnard to the trailhead at Rosemond Creek in the morning with fuel and food. The hike begins with a 1.5 km trek down to Bear Beach. From there you will hike along the beach and trails (depending on the tides), taking you to the Mystic beach campsite. After arriving at camp there will be ample time to set up tents, swing on the rope swing, and explore the tidal pools. After supper there will be a Leave No Trace seminar and a campfire on the beach. The following morning, you pack up and leave Mystic camp to hike out to China Beach park entrance for pickup to return to Camp Barnard.

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Shelters are not provided on this Juan de Fuca Trail overnight, hike. You may need to dismantle your site in your subcamp at Camp Barnard.

### **Unit Equipment List**

- Tents - two or three person with a good fly, pegs and ground sheet
- Separate tents for leaders
- Tarp (12' x 15' ) and ropes for a cooking shelter
- One group first aid kit for the leader
- Duct tape
- 1 or 2 light weight stoves depending on your unit size
- Stove fuel
- 2 lightweight pot sets
- 2 lightweight fry pans
- Coffee and coffee pot for leaders (instant suggested)
- Collapsible water jug
- Garbage bag
- Dish towel
- Container for dish-washing
- Mixing spoon and spatula
- Light rope, carabiner, and waterproof bag for bear cache

Disperse the weight evenly throughout your unit (even parts of the tent) to ensure an enjoyable trip for everyone. Pack as light as possible.

Pre-Requisites:

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## Exploring Victoria

Location: Off-Site • Duration: Full-Day • Fitness Level: average

All aboard the bus to downtown Victoria, where you will be dropped off at the Parliament buildings for a self-directed day of fun. This is your opportunity to explore and discover some of what Victoria has to offer. A host tent will await your arrival, with information and opportunities galore. Join a tour to go out whale watching, take advantage of a Parliament Buildings tour, visit the Royal BC Museum, or wander about through downtown shops and Victoria's famous Chinatown. Take a hike up to majestic Beacon Hill Park and visit the Mayor's grove, where Lord Baden-Powell planted an Oak tree in 1935. Come explore the beautiful capital of BC.

Pre-Requisites:

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# Scouters' Corner

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 6th Canadian Jamboree in 1985 as a series of learning activities for adults in Scouting at the Jamboree.

INDABA sessions at PJ'15 will be located in the shelter off the main field (where opening will be held) or in the amphitheater; locations will be announced. Sessions will be in evenings. Unit Leaders and Offers of Service are welcome. **The workshops will be on a pre-registration basis.**

INDABA activities are designed to bring 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. Some printed resource material may accompany the workshops.

## 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.

All scheduled workshops will take place between 19:00 - 21:00 on July 12-16. Each session is one hour in duration. Dates, session lengths, and locations are subject to confirmation.

## Indaba Courses

### Motor Cross

A special buy-in program is being organized for OOS Youth and Adults at PJ '15 that will provide an opportunity to board a bus and head out for an evening of fun to participate in motor cross biking. The cost is \$35 for teens and \$45 for adults which will provide an hour of riding time at the track. There are 20 bikes available and we are planning one bus (48), so you will have an hour to fill. There are plenty of other things to do in the same area including mini golf, go karts, a batting cage, an ice cream parlour and a race track, so you may want to bring pocket money. You can also watch the races from the dirt bike track for free.

## Pre-Requisites

An INDABA session will be held the night before, and it is mandatory that you attend the info session in order to get on the bus for the Motor cross trip. Payment must be received along with the completed forms, prior to attending PJ '15 . Each participant under the age of 18 must provide [a signed parent/guardian consent form](#).

Course	Description
Scuba Diving	How to get your Troop interested Scuba
Dutch Oven Cooking	Learn how to cook delicacies in a Dutch oven. Hands-on; food is supplied.
STEM & Blast cars	Learn about exciting additions to the program
Canadian Path	From leader to facilitator - share ideas, learn pitfalls to avoid
Environment Canada	Program ideas to share with your Troop
Wilderness First Aid Intro	How to deal with emergencies in the wilderness
Campfire set up and Fire safety	Safety, starting and setting of the campfire
Lightweight Trail Cooking	Cook nutritious meals without bringing the kitchen sink
Geocaching	Using a GPS to create and find Geocaches.
Georges Quest	Take a shot at the on-site <a href="#">obstacle course</a>

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The Rock

Get your shot at climbing [a real rock face](#)

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Log Burling

Adult evening on the Logs

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Kayaking

Adult evening on the [kayaks](#)

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Local Hike

Learn about local environment

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Motorcross biking

Introducing Motor Cross to your troop