



## 24<sup>th</sup> Kitchener Scout Troop

North Waterloo Area - Central Escarpment Council

### CJ'13 Contingent



## Basic Program Information

1. All patrols will have 10 program periods available to them (starting with Sunday pm and finishing after Friday am).
2. Programs run from 9am to noon in the am and from 1.30pm to 4.30pm in the pm; except for Offsite programs which run for the full day.
3. Patrols will be asked to prioritize all Program Activities in the coming weeks after which an activity selection program will assign activities based on:
  - a. Each Patrol will have 1 program period designated for free time.
  - b. Each Patrol will have 1 program period designated for a visit to the X-Center.
  - c. Each Patrol will have 1 West World activity, 2 program periods, assigned (full day activity).
  - d. Each Patrol will have 6 other program periods chosen from the land or water zones.

## Program Zones

1. **West World:** All off site trips.
2. **Atlantis:** All waterfront activities divided into 5 hubs.
3. **The Bone Yard:** All prehistoric activities divided into 4 hubs.
4. **Sylvan Crusades:** All medieval activities divided into 4 hubs.

Within the Program Zones, all hubs will have a main activity and several supporting activities that participants will take part in. A numbering system will be used at each hub to ensure that everyone can get through the main activity in a timely fashion.

Each of our patrols will need to prioritize their program choices, submit our list and then the CJ program team will do its best to accommodate as many preferred program selections as is possible.

The next pages will outline the various activities within the Program Zones.

# WEST WORLD

Hop on a magic yellow metal stagecoach that will transport you away for a half day or a full day of off-site activities.

Most off site program costs are included with your jamboree registration fees; however, there are additional costs related to the Calgary Stampede, West Edmonton Mall and rafting trips. The amounts will depend on the activities you choose when you are there; estimates included below. Note that units will be responsible for paying for offsite programs at the event venue.

**Requirements: Participants will need hat, closed shoes, long pants, water bottle, insect repellent and sunscreen.**

- **Calgary Stampede:** Take this opportunity to visit the "Greatest Outdoor Show on Earth" in Calgary, Alberta. Attend the world-famous rodeo. Explore the agricultural barns, displays around the grounds, Western Showcase art displays, and of course, enjoy the midway rides while you experience the western way of life. Units will be on their own at the event and responsible for entry fees, rodeo or event tickets, midway rides and food costs. Note: you will need to purchase supper as the buses will return to camp about 9 pm. For more information and cost estimates visit the following website: <http://www.calgarystampede.com/>. You might want to purchase tickets once you know your program schedule. Plan for a \$60 to \$100 per person cost.
- **Rocky Mountain House National Historic Site:** Walk in the footsteps of Aboriginal People, Fur Trades and David Thompson. Nine Aboriginal Cultures, Five Forts, Two Companies... One Great Site! Rocky Mountain House... the forts are gone but the name remains. This is a story of trade, exploration and competition, but above all it is a story of people! The Rocky Mountain House National Historical Site allows you to explore the past people and explore the challenges through two programs – the David Thompson Challenge and the Métis the Trapper's Tent. Have you ever wondered if you would be up to the challenges the early explorers met as they moved westward and into the mountains? Find out. <http://www.pc.gc.ca/eng/lhn-nhs/ab/rockymountain/index.aspx>.
- **Reynold Museum:** Hmm... do machines have spirits? See what you think at The Reynolds-Alberta Museum in Wetaskiwin, Alberta, interprets the impact of technological change in transportation, aviation, agriculture and industry from the 1890s to the present. You will explore a wide variety of vintage automobiles, motorcycles, bicycles, trucks, stationary engines, tractors, agricultural implements, aircraft and industrial equipment and you will participate in a variety of activities. Perhaps you will work on the line, building a car, or ride in a 1950's vintage auto. You will also make a souvenir while you are at the museum. <http://history.alberta.ca/reynolds/default.aspx>.
- **West Edmonton Mall:** It is big, really big – one of the world's largest malls. It has big roller coasters, an amusement park with 24 rides, a waterpark with the world's largest wave pool, a sea cavern complete with sea lions, an ice palace, a bowling alley, a shooting range and a miniature golf course... and more. You and your unit will explore West Ed on your own and be responsible for the costs of activities at the mall and your supper. You might want to plan on \$60 to \$100 per person. Bus return times to be determined. [http://en.wikipedia.org/wiki/West\\_Edmonton\\_Mall](http://en.wikipedia.org/wiki/West_Edmonton_Mall). Attraction information and rates: <http://www.wem.ca/play>.
- ~~White Water Rafting:~~ we are doing this as a Post CJ Activity

## HIKING PROGRAMS

Please note all hikes have a separate code. Early Explorers and traders used these routes for their first passage through the Rocky Mountains, south of the Mackenzie River. David Thompson accompanied by his wife and three children, spent time in the upper reaches of the North Saskatchewan River Valley in June of

1807, before crossing the Shining Mountains into what is now British Columbia. This route westward along the North Saskatchewan was followed originally by First Nations people and then by European explorers and fur traders. Imagine you are part of an early exploration group that is trying to find a passage to the West Coast or discover coal and oils. You will be part of all-day hikes in the same areas as the early explorers. We are offering six all day hikes that will allow you to do this:

- **Crimson Lake Provincial Park, Amerada Trail (W6):** This loop trail around Crimson Lake is 10KM long and is relatively flat. You will travel through wetlands, sand hills and forest and we will have a chance to discover what nature had provided for the early explorers.
- **Crescent Falls and Bighorn Canyon (W7):** This hike is 6.2 Km and has a elevation gain of 80 meters. The early explorers would have had a view of the Bighorn River canyon from the trail head. The trail follows the river up into a forested area through a bog area and then connects back to the river with a view of the Crescent Falls.
- **Allstone Creek (W8):** This hike is 5.4 km long and has a slight elevation gain. The Explorers would have seen a view of Allstone cove. As you go up the trail, you will be surrounded by rock faces and will have to cross the creek several times. At trail end you will see a waterfall.
- **Coliseum (W9):** The hike is about 12 km and has a elevation gain of 590 meters. This area was where the first Alberta Fire lookout was built in 1927. It was named by the First Nations, and "coliseum" means mountain with a cap.
- **Shunda Mountain (W10):** This is a 8 km hike with 460 meter elevation gain. The trail ends at a lookout station where you have a great view of the east side of the Rockies. Imagine the early explorers using this trail to see where they will have to go in order to get to the West Coast.
- **Nordegg Collieries (W11):** You will explore the massive and empty Nordegg Collieries and the ghost town of old Nordegg and then hike from the Town of Nordegg up the East Bush River, past an old cemetery and railway trestles. You will travel through a pine forest and have a view of the water falls and then return back to Nordegg, a distance of 5.7 Km.

## THE BONE YARD

Join Albertasaurus in his homeland and era. Travel even further back in time to the age of dinosaurs and compete in a variety of ancient events!

**Requirements: hat, sunscreen, water.**

- **Fly Like a Pterodactyl:** Fly back through time on a zip line from one end of the hub to the other. Who said humans can't fly? Some of the supporting activities in this hub are called; Guided Flight, What Bone Is This and Cave Painting; can you guess?
- **Invent The Wheel:** Can you build a cart from scratch with materials and plan provided and then negotiate a course within the time limit? This is yet to be seen! Some of the supporting activities in this hub are called; Archaeological Dig, T-Rex Taunting and Fire Gets Invented.
- **Woolly Mammoth Hunt:** Have you ever taken down a woolly mammoth? How good are your spear-handling skills? Perhaps a sabre tooth tiger might be easier? No live animals will be harmed in this event! Some supporting activities in this hub are; Fossil finds Rock/Paper/Scissors and Survival Of The Fittest.
- **Brontosaurus Riding:** How long can you ride a brontosaurus for without falling off? Okay, here you will have to stretch your imagination just a little bit because we just couldn't find a live brontosaurus to ride! Some supporting activities in this hub are; Wield The Club, Prepare The Hide and Cave Dwellings.

# SYLVAN CRUSADES

Harken back to the days of yore where knighthood was a choice career in the realm! Participate in a multitude of events centered on a medieval theme.

Are you royalty, knight, vassal or serf? Relive medieval times in this zone with all things dedicated to the days of yore! Do you have what it takes to survive the challenges of this zone? Maybe one day you will rise to be King or Queen!

**Requirements: hat, sunscreen, water.**

- **Storm The Castle:** Have you ever imagined climbing a wall that looked like a medieval castle? Well here is your chance. The castle walls will be challenging enough for beginners and experts alike! Some of the supporting activities in this hub are; Show Your Colours, Swing the Mace and Dunk The Jester.
- **Archers Ready!:** How good is your aim? How accurate are you from a distance? This archery hub will offer instruction for those new to archery and a challenge for those already adept at it. Some of the supporting activities in this hub are; Suiting Up In Armour, The Royal Feast and Escape The Dungeon.
- **Launch The Projectile:** In the days of old some castles were stormed by using siege engines called catapults. In this hub you will have the plans and materials provided to build a smaller version of these war machines. Let's see how far you can launch a boulder with your contraption! Some of the supporting activities in this hub are; Serfs Up, Search For The Holy Grail and Draw Excalibur From The Stone.
- **The Moat:** What jamboree would be complete without some form of mud pit activity? Here is the hub where you can go out to play with the purpose of getting dirty in mind! Can you get across the moat without getting totally covered? We doubt this is possible. Some of the supporting activities in this hub are; Jousting, Load The Cannon and Strike Up The Forge.

# ATLANTIS

Welcome to the fictional watery world of Atlantis where anything and everything water related will happen.

**Requirements: hats, sunscreen, water shoes and towels on hand. If you wanted to get wet, here is your chance! As always life jackets will be provided.**

- **Sailing:** Take this opportunity to try this challenging water sport. Your program period will include some fun and interactive dry land training as well as ample time on the water. Participants will be expertly guided through this program by well qualified volunteer with loads of sailing experience!
- **Canoeing:** Do you canoe? Can you canoe? Do you know how to canoe properly? All these questions will be answered at this waterfront activity. Other hub activities will include water pump Canoe Wars as well as many other things that you can do with a canoe!
- **Underwater World:** Imagine everything underwater! Try a snorkelling treasure hunt. Build an undersea building with air pumps. Try the under water compass course and find objects on the lake bottom.
- **Beach Party:** Come rock out at this beach dance party; can you limbo? Enjoy some tunes and snacks. Take a swim in huge Sylvan Lake. Can you get your patrol through the on-land low ropes course in a timely fashion? Take a crack at all the activities in our water inflatable games section!
- **Water Crafting:** An excellent team building activity. Can you manoeuvre a cardboard canoe with speed and finesse? It will take everyone in the boat working as a team to make this happen! Have you sailed in a pickle boat?