

1ST MURRUMBATEMAN VENTURER UNIT PROGRAMME - TERM 4, 2019



Term commences: 23/07/2020 **Term Ends:** 24/09/2020
Parade Night: Thursday **Parade Time:** 18.30 – 20.30
Venue: New Scout Hall (Rec Ground)

Date	What's On	Badge Work	Where & When
23/07/2020	Welcome back/Unit Council		New Scout Hall
25/07/2020	Bango Nature Reserve Navigation	OAS Bushwalking	Bango Nature Reserve 10.00-15.00
30/07/2020	Amazing Race	Growth	New Scout Hall
06/08/2020	Bloon Tower	Bushcraft	New Scout Hall
13/08/2020	Board Games		New Scout Hall
20/08/2020	Adopt-a-Road	Better World	New Scout Hall
27/08/2020	Woodpeckers 1	Environment	TBC
03/09/2020	Woodpeckers 2	Environment	TBC
10/09/2020	Wide Game	Sport and Outdoors	New Scout Hall
11-12/09/2020	Movie Camp		TBC overnight camp if possible, taking into account NSW Covid restrictions at that time
17/09/2020	Survival Night	Bushcraft	New Scout Hall
24/09/2020	Surprise Activity		TBC

If you cannot attend parade for some reason, please remember to let one of the leaders know by email or text.

NOTE: Each evening will start with the opening parade at 1830 promptly (please be considerate to others, be on time) and will finish with the closing parade at 20.30. Each evening will involve a game or similar physical activity. Full uniform (shirt, scarf, woggle) and enclosed shoes are to be worn. Please ensure that all personal items and uniforms are clearly marked with your name. Any variation to the program and requirements will be advised. For activities outside the hall, please reply to Caremonkey invites. Please bring water bottle..