

1ST MURRUMBATEMAN VENTURER UNIT PROGRAMME - TERM 3, 2021



Term commences: 15/7/2021 **Term Ends:** 17/9/2021
Parade Night: Thursday **Parade Time:** 18.30 – 20.30
Venue: New Scout Hall (Rec Ground)/ Church Hall

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 Trijntje Hughes **Hedgehog** trijntje.hughes@nsw.scouts.com.au

Date	What's On	Badge Work	Where & When
15/7/2021	Books, books, books	Pers. growth	Market shed at Rec Ground 18.30-20.30
22/7/2021	Relax and unwind	Creative	Church Hall 18.30-20.30
29/7/2021	Campfire cooking	Outdoors	New scout hall 18.30-20.30
5/8/2021	Hike planning	Outdoors	Church Hall 18.30-20.30
12/8/2021	Finding your way home	Outdoors	New scout hall 18.30-20.30
19/8/2021	Ochre	Creative	Church Hall 18.30-20.30
26/8/2021	Rocket 2		New scout hall 18.30-20.30
27-29/8/2021	Venturer Leadership Course		
2/9/2021	Movie night	Creative	Church Hall 18.30-20.30
9/9/2021	Rocket 3 with scouts	Community	New scout hall 18.30-20.30
17/9/2021	Ice skating Disco		

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

Leadership course is organised by RC Venturers to extend leadership skills for senior venturers, more information to follow on eligibility criteria.

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 Operoo invites. Please bring water bottle, pen and paper, torch, personal first aid kit.