



ENDEAVOUR BOREE REGATTA ACTIVITIES PROGRAM



17th – 19th October 2025

BONNA POINT RESERVE — KURNELL



THE BOREE - REGATTA

A Short History



The first Boree, in September 1965, was held in the grounds of North Caringbah Primary School and was limited to Cubs, Scouts, Venturers and Rovers of the then Caringbah District. Following a successful Regatta for 1st Cronulla's 60th anniversary, it was decided by the districts to combine the two events. Thus a full weekend of activity became the "Boree - Regatta" in 1976.

From the beginning, members of the Girl Guides Association were guests and over the years we have gradually progressed into a joint Scout-Guide venture which usually takes place on the third weekend of October each year. It is supported by the groups from the South Metropolitan Region Scouts and the Southern Sydney Rivers Region Girl Guides.

We are extremely grateful to the Sutherland Shire Council which makes the reserve available to us and are generous with support in many ways.

The present aim of the weekend is to share the Boree Fire of Friendship with young members of both Movements.

We invite the Community to come and share the Boree warmth by observing youth enjoying some of the skills learnt during their Scout/Girl Guide activities.

Theme

It's the 60th Anniversary of Boree Regatta! This event is set to be a weekend full of fun, memories, and celebrating 60 years of Scouting and Guiding spirit, tradition, and adventure.

Our theme is "Dress to impress". Break out your best camp glam, sequins, tiaras, black ties. You want to dress well for the 60th Diamond Anniversary!

Celebrating 60 years of the Boree Regatta there will be a display of memorabilia run throughout the weekend.

Basic Rules of the Camp

- **Security ID bands must be worn by attendees at all times.**
- Scarves or unit / group shirts are to be worn **at all times. No singlet tops.**
- **Closed in footwear to be worn in park and beach areas at all times. NO CROCS.** Uniform to be worn at opening and closing ceremonies.
- **ALL** units/groups must be in the charge of a Leader **at all times.** No unit/group member is to leave the park or to be left unsupervised. No Leader is to leave camp without advising the relevant Scout or Guide Leader-in-Charge.
- Leaders will accompany unit/group to activities, both day and evening, and remain with them. Helpers will be rostered from each unit/group to assist at land and water events to ensure smooth running. Helpers, please make yourself known to the water or land activities supervisor on the day.
- The judges' decision is final and no correspondence will be entered into.
- **Check with the Registrar at Check In for location of your campsite.**

Boree Regatta Program

Refer to sections program for detailed descriptions of the activities.

Celebrating 60 years of the Boree Regatta there will be a memorabilia display.

JOTA is also available on the weekend, apply at Check In for a booking, details on page 15.

Friday 17th October

Time	Junior Guides and Cub Scouts	Guides and Scouts	Venturers & Senior Guides
15:00	Gate is open for cars to enter site – refer to Traffic Plan in Information Booklet		
17:00	Check in is open at Admin tent		
21:30	All Groups to be in own campsite – Quite time		
22:30	Lights out		

Saturday 18th October

Time	Junior Guides and Cub Scouts	Guides and Scouts	Venturers & Senior Guides	Joey Scouts & Pre Junior Guides
	Page 5	Page 12	Page 14	Page 4
8:00	Check in at HQ Hospitality Tent			
9:30	Opening Parade			
10:00	Leader Breifing at Boree Tent	Leader Breifing at Water Activities Tent	Meet and Greet at Venturer/Senior Guide area	Morning Activities
10:15	Boree Land Events Commence	Wanda Sheild Canoe Races	Underwater Adventure including Lunch offsite (Bring a pen and your picnic lunch)	
10:45				
11:45		Burraneer Shield Kayak Races		
12:00	Lunch Break			Lunch Break
13:00	Boree Land Events continue	Lunch Break	Water Events	Afternoon Activities
14:30		Taren Point Shield Raft Construction Commences		
15:30	Close of Land Events	Gunnamatta Trophy Raft Race		
16:00	Boree Knotting Challenge – refer to page 18			
16:30	Free time\Duty		Happy Hour	
18:00	Dinner			
19:00	Night entertainment		Super Challenge Beach Volleyball	
21:30	All Groups to be in own campsite – Quite time			
22:30	Lights out			

Sunday 19th October

Time	Junior Guides and Cub Scouts	Guides and Scouts	Venturers & Senior Guides
	Page 7	Page 9	Page 14
7:00	Breakfast		
7:30		Kayak Marathon (preregistered participants 1 per Unit)	
8:30	Flag break \ Announcements		
9:00	Regatta Shield - Biathlon	Land Events Commence	Surf Carnival
9:30	King & Queen Neptune Trophies - Canoe Races		
12:00	Lunch Break		
13:00	Gunnamatta Shield -Raft Construction Commences	Boree Land Events continue	Afternoon Activities
14:00	Kontiki Trophy - Raft Race		
14:30	Conclude Events, Assist with Event pack and and Campsites. Gates open for cars to enter site (one way traffic)		
15:00	Closing Parade and Award presentation		
15:30	Gates Open for cars to exit site (one way traffic)		

PRE JUNIOR GUIDES & JOEY SCOUTS

The Pre Junior Guide/Joey Scout program is based on our core values of caring, sharing, participation and teamwork, rather than winning or losing. Everyone attending will be encouraged to “have a go”.

Teams will be determined on the day, depending on numbers attending. If you don't have enough from your group to make up a team, we will make up a mixed team so that all of the youth attending can participate.

This year, the Committee has planned many themed activities. All equipment will be provided except for the following two activities.

FOOT-POWERED FLOTILLA

(Please supply your own boats)

Get ready for a fun-filled challenge at Boree Regatta! In the Foot-Powered Flotilla, your patrol will design and race a Flintstone-style cardboard boat – powered by your feet across the grass at Bonna Point. No water, just creativity, speed, and teamwork!

Boats should be designed and prepared at your hall using cardboard, tape, and plenty of imagination. You can bring them fully assembled or flat-packed and build them on site. Each boat should fit four youth members, be about 1.5m long, and have sides at least 50cm high.

Step inside, hold on tight, and race to victory in this ultimate cardboard showdown!

DRESSED TO THE NINES

(Please bring a 6 pack of toilet paper per 4 youth members and a garbage bag)

Celebrate six decades of adventure by selecting one team member to be ‘Dressed to the Nines’ wrapped and decorated in toilet paper as if heading to a special party for our 60th Anniversary. Teams will showcase their creativity and styling skills to create the most glamorous outfit. After shining at the party, the “star” will retire their dazzling look, and everyone will pitch in to clean up by gathering all the paper and placing it in the garbage bags.



JUNIOR GUIDES & CUB SCOUTS

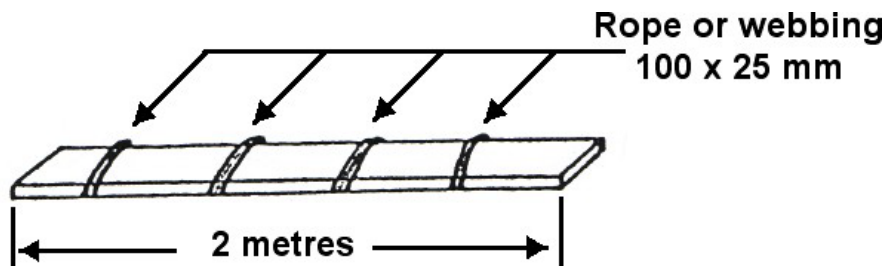
BOREE – LAND EVENTS

STEPPING OUT IN STYLE

(Unit to supply equipment)

Each team to bring one pair of skis. Team: 4 people

Method: Each person to stand behind one another with their feet in the stirrups of the skis. By keeping in step, move along a set course. The winner is the first team to complete the course, with all members on the skis, in an upright position.



DRESSED FOR SUCCESS

(Unit to supply equipment)

Team: 6 people

To bring: 1 cardboard box containing 4 items to dress for success:

1. Hat or Tiara
2. Gloves
3. Jacket
4. Tie or Scarf to be worn around the neck

Method: Three members of each team stand at each end of course. Each team to have the dress up items in the box at one end. The first team member dresses from the box, runs to other end and undresses. The second team member dresses and runs back to the other end, and so on until all members have had a turn dressing and running "Dressed for Success".

TAKE ME TO THE PARTY

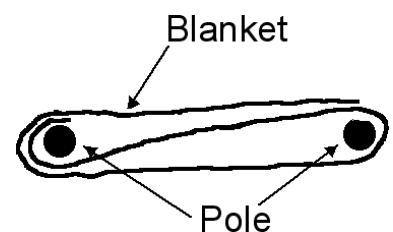
(Unit to supply equipment)

Team: 5 people

To bring: 2 round staves eg broomsticks, 1 blanket, bike helmet with chin strap.

Method: Blanket to be folded as per sketch. The passenger must wear a helmet whilst participating in activity and travel feet first. No pins allowed.

Result: Winning team is first team of 4 stretcher bearers carrying a stretcher complete with the passenger, to cross the finish line in a safe manner.



JUNIOR GUIDES & CUB SCOUTS - BOREE – LAND EVENTS (CONT)

BAKE A CAKE

Team: Maximum 6 people

Method: Construct a scene in the sand significant to the camp theme – “**Dressed For Success celebrating the 60th birthday of Boree**”. No adults to assist.

WALKING THE RED CARPET

Team: 6 persons

Method: Relay Race using the supplied footwear.

Team members 1, 3, 5 to the far end of the field. The first person runs up the field using the provided footwear then passes to the 2nd person until all members have completed the activity.

Equipment supplied.

BIRTHDAY DELIVERY

Team: 6 people

Method: Team members 1, 3, 5 to the far end of the field. Balancing the ball on top of the pipe, number 1 runs through a set of obstacles to the other end of the field, changes to number 2 runner who runs back through the obstacles, and so on until all members have run the course.

Equipment supplied

LET'S DANCE

Team: 3 people

To bring: 2 pieces of car inner tube — 5 cm (2”) wide, plus spares.

Method: Teams to run a course of approximately 40-50 metres with their legs strapped together.

TUG O WAR

Team: Equal Numbers

Method: Two equal numbers of people stand on each end of the rope and pull. First team to pull the other team past the line wins. *Equipment supplied.*

JUNIOR GUIDES & CUB SCOUTS REGATTA

Raft Rules and Regulations

1. Construction

- i All units/packs must register with Regatta Controller **before starting construction**.
- ii Raft construction, place and time will be announced by the Regatta Marshal.
- iii Rafts to be made from drums (steel or plastic) with timber frames lashed together with rope or cord.
- iv There are to be no protruding items on any raft.
- v Each group entered are to build their own raft. No group may borrow a ready-built raft. **Rafts may NOT be partially built.**
- vi Each unit/pack can enter more than one raft.
- vii One (1) adult may assist with construction, and construction can be a group effort.
- viii Each raft can only be entered once in the line honours time trial heat. All heats are timed – NO Finals.
- ix Rafts must be raced as decorated theme – **“Dressed for Success”**
- x Rafts may not be moved to the start without permission of the Regatta Marshall.
- xi All debris to be collected and removed.
- xii **Craft not meeting construction rules may participate but will not be awarded points.**
- xiii Fun races will be run after the timed races. No points will be awarded for these. **Remember: your raft may not survive more than one race.**

2. Raft Propulsion

- i Raft may be propelled by any method **except:**
 - power driven ie. fueled motor system or batteries
 - attached oars or sails
- ii All crew members must be wholly on the raft. Legs or arms only allowed in water once raft is underway.
- iii Team to consist of not more than six youth members.

3. Safety

- i Life jackets and closed in shoes **must** be worn (NO CROCS).
- ii All rafts must be inspected for **safety** prior to launch
- iii The Regatta Marshall has the right to exclude any raft from racing for safety reasons.

4. Points

- i Points out of 10 will be awarded in each of the following categories – construction and decoration. Overall winner will be the team with the most points.
- ii Line Honours (Fastest time) for the **Kontiki Trophy**.
- iii In any dispute or protest that is not resolved by the Regatta Marshall, the decision of the Committee Representative will be final.

JUNIOR GUIDES & CUB SCOUTS - BOREE – REGATTA (CONT)

CANOE RACES

- Heats will be held in the following age groups:
 - 7 Years
 - 8 Years
 - 9 Years
 - 10 Years
- Entrants to bring own P.F.D.s, if possible. P.F.D.'s to be shared with others.
- Proper fitting P.F.D.s must be worn on water.
- Closed in shoes **must** be worn at all times (NO CROCS).
- Crews to return canoes to starting points after heats/finals.
- All canoes must be Guide/Scout approved.
- Leaders must be in attendance with unit/group at water at all times.

BIATHLON

Teams will each have 2 people.

- Races will be run in age groups – 7 years, 8 years, 9 years and 10 years.
- Course to be set by the Regatta Marshall on the day.
- Race will be conducted according to the following legs:
 - First leg — both people to run from start to canoes
 - Second leg — both people to paddle canoe (P.F.D.s **must** be worn).
 - Third leg — both people to run to finish line.

ALL PARTICIPANTS IN WATER ACTIVITIES MUST WEAR A PROPERLY FITTED AND SECURED PERSONAL FLOTATION DEVICE (PFD)

NO SWIMMING DURING EVENTS

CONDUCT OF ALL WATER EVENTS SUBJECT TO WEATHER CONDITIONS



GUIDES & SCOUTS

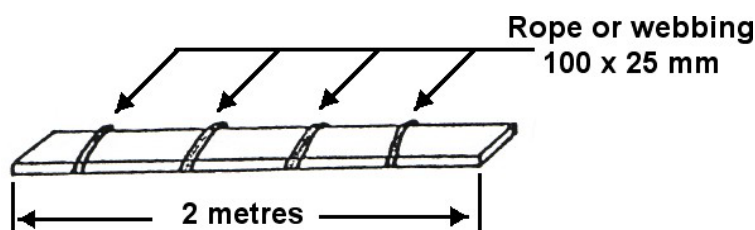
BOREE – LAND EVENTS

STEPPING OUT IN STYLE

(Unit to supply equipment)

Each team to bring one pair of skis. Team: 4 people

Method: Each person to stand behind one another with their feet in the stirrups of the skis. By keeping in step, move along a set course. The winner is the first team to complete the course, with all members on the skis, in an upright position crossing the line.



BAKE A CAKE

(Unit to supply equipment)

Team: 3 people

To bring: Pre-mixed PLAIN pancake mix. Plate. Butter or oil. Frypan (**NO teflon or non-stick pans or egg lifters**). Old enamel plate, scone tray or baking dish to make a fire on. Sand must be placed **under** the tray. Matches and firewood per team. Bucket.

****No firelighters, paper or any flammable liquid allowed****

Method: Make fire on dish and cook pancake. Pancake must be tossed to turn. Pancake to be minimum 10cm (4") diameter. A 4th person can be used as catcher only if pancake looks like missing pan. Take to the nearest marshall when cooked. **Taster to decide final position.** Judging based on how quickly cooked, size, taste and decoration.

Note: Each team **MUST** have a bucket of water to extinguish fire after event.

DIAMONDS IN THE SKY

(Unit to supply equipment) 6 people - maximum

To bring: **Round** staves eg broomsticks — **max. 3cm diameter / 1800mm long (no bamboo)**. Lashing rope. (No wedges). *Note:* Stockings may be used for lashing. Guy ropes — for support. Flag (max 50cm x 50cm).

Method: Poles to be erected in the vertical position. The first pole to have the flag (can be broken) and halyard attached. Fifteen minutes will be given to erect the flagpole.

Result: Greatest standing length in given time. Pole must not vary more than 20 degrees from vertical.

GUIDES & SCOUTS - BOREE – LAND EVENTS (CONT)

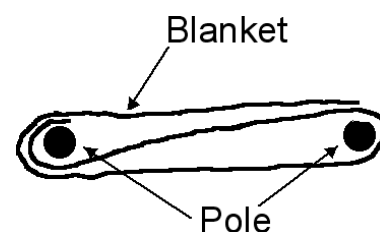
TAKE ME TO THE PARTY

(Unit to supply equipment)

Team: 5 people

To bring: 2 round staves eg broomsticks, 1 blanket, helmet with chin strap.

Method: Blanket to be folded as per sketch. The passenger must wear a helmet whilst participating in activity and travel feet first. No pins allowed. *Result:* Winning team is first team of 4 stretcher bearers carrying a stretcher complete with the teacher, to cross the finish line in a safe manner.



WALKING THE RED CARPET

Team: 6 persons

Method: Relay Race using the supplied footwear.

Team members 1, 3, 5 to the far end of the field. The first person runs up the field using the provided footwear then passes to the 2nd person until all members have completed the activity.

Equipment supplied.

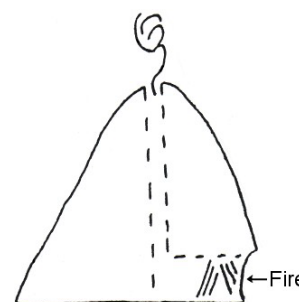
BIRTHDAY CANDLE

(Unit/Troop to supply equipment)

Team: 6 people

To bring: Punk/kindling. Matches, Bucket.

Method: Build a volcano around the chimney provided. Tunnel through to the chimney at the base of the volcano. Remove the chimney before you light fire inside the tunnel. First team with smoking chimney is the winner.



TUG O WAR

Team: Equal Numbers

Method: Two equal numbers of people stand on each end of the Rope and pull. First team to pull the other team past the line wins. *Equipment supplied.*

GUIDES & SCOUTS - BOREE – LAND EVENTS (CONT)

PARTY POPPER

(Unit/Troop to supply equipment)

All ballista must be constructed on site using ropes/lashing and timber. NO BOLTS OR SCREWS.

ROMAN BALLISTA — RESTRICTED:

To be made from a maximum of 12 staves eg broomsticks, except the first pole, which may be any length. See rules and sketch below. Ballista must not be pre-constructed. No adult assistance.

ROMAN BALLISTA — OPEN:

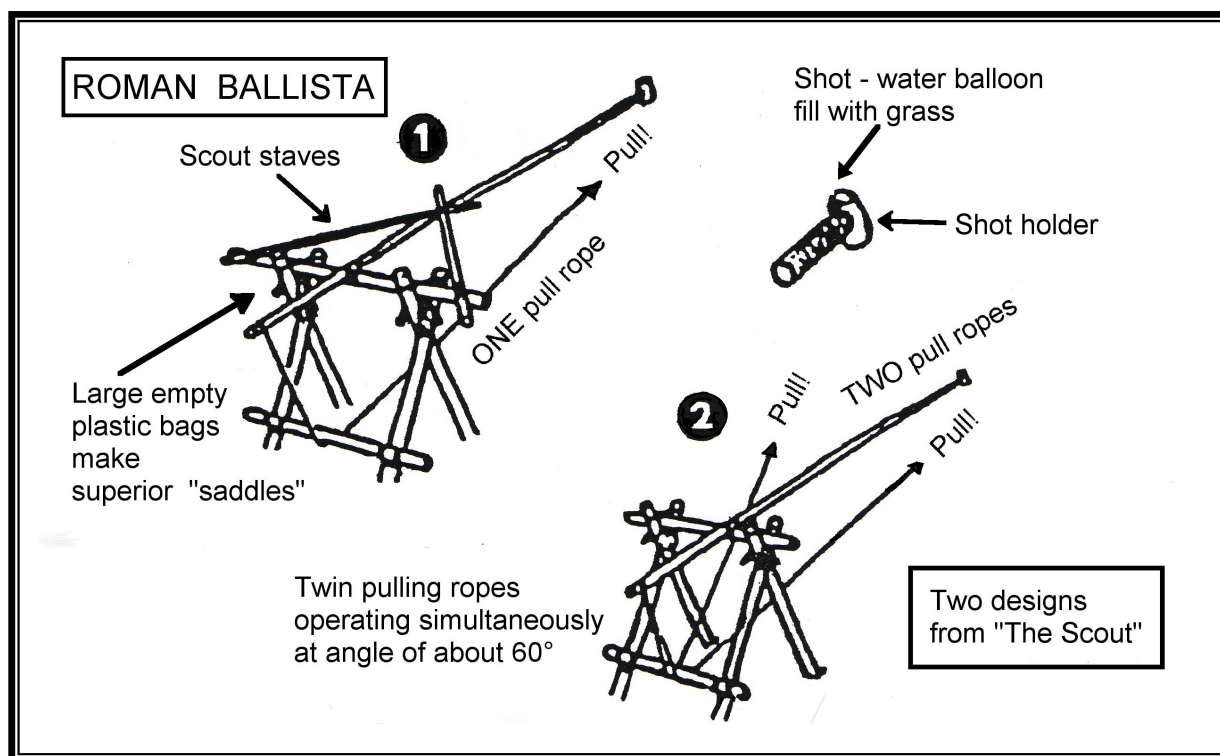
May be based on sketch below or your own design. Any sized wood may be used. *Note:* Rubber cannot be used to propel shot. Bring all necessary equipment. See rules below.

ROMAN BALLISTA RULES FOR BOTH CATEGORIES:

Team: Up to 6 persons
The Shot: Balloons will be provided.
Method: Construct the ballista where indicated by the marshal.
Result: A firing line is to be marked out and 3 shots to be fired for the greatest distance.

* Any team firing before instructed to, lends themselves to disqualification *

Points awarded for correct construction on site and distance fired.



Please Note: For safety reasons water fights are not permitted!

GUIDES & SCOUTS REGATTA

Raft Rules and Regulations

1. Construction

- i All units/troops must register with Regatta Controller **before starting construction**.
- ii Raft construction, place and time will be announced by the Regatta Marshall.
- iii Rafts to be made from drums (steel or plastic) with timber frames lashed together with rope or cord.
- iv There are to be no protruding items on any raft.
- v Each team entered are to build their own raft. No team may borrow a ready-built raft.
Rafts may NOT be partially built.
- vi **Each unit/troop can enter more than one raft.**
- vii NO adult may assist with construction, but construction can be a group effort.
- viii Each raft can only be entered once in the line honours time trial heat. All heats are timed – NO Finals.
- ix Rafts must be raced as decorated theme – **“Dressed for Success”**
- x Rafts may not be moved to the start without permission of the Regatta Marshall.
- xi All debris to be collected and removed.
- xii **Craft not meeting construction rules may participate but will not be awarded points.**
- xiii Fun races will be run after the timed races. No points will be awarded for these.
- xiv **Remember: your raft may not survive more than one race.**

2. Raft Propulsion

- i Raft may be propelled by any method except:
 - power driven ie fuelled motor system or batteries
 - attached oars or sails
- ii All crew members must be wholly on the raft. Legs or arms only allowed in water once raft is under way.
- iii Team to consist of not more than six.

3. Safety

- i Lifejackets and closed in shoes must be worn (NO CROCS).
- ii All rafts must be inspected for safety prior to launch
- iii The Regatta Marshall has the right to exclude any raft from racing for safety reasons.

4. Points

Points shall be awarded for:

- i Points out of 10 will be awarded in each of the following categories – construction and decoration. Overall winner will be the team with the most points.
- ii Line Honours (Fastest time) for the Gunnamatta Trophy.
- iii In any dispute or protest that is not resolved by the Regatta Marshall, the decision of the Committee Representative will be final.

5. Debris Removal

- i All debris from any participating raft which may break up during an event or otherwise, must be completely removed from the water or beach **by the crew**.
- ii It is the responsibility of each group to remove its own raft material from the Boree Regatta camping area.

GUIDES & SCOUTS - REGATTA (CONT)

CANOE & KAYAK RULES

Canoe Heats

- Canoe heats will be held in the following age groups
 - 11 Years - 12 Years
 - 13 Years - 14 Years
- Entrants to bring own P.F.D.s, if possible. P.F.D.'s to be shared with other campers.
- Closed in shoes must be worn at all times at beach area. **NO CROCS.**
- Paddles for canoe races must be single - not doubles.
- Canoe heats will be formed by a group of two from each registered group. Entrants to only participate in one age heat.
- Canoes and kayaks to be returned to start line at end of each heat. Points will be deducted if groups ignore this instruction.

Kayak Heats

- Kayak heats will be held in the following age groups
 - 11/12 Years
 - 13/14 Years
- Kayak heats are for **competent and experienced** kayak paddlers only.
- Due to volume and access to watercraft, there will only be a maximum of 4 participants per unit/troop per age group.

Kayak Marathon

- Kayak marathon is for **competent and experienced** kayak paddlers only.
 - All participants must pre-register before 7pm Saturday.
- For fairness, we can only allow one youth member per unit/troop to enter
- Due to the limited number of craft and time, only 2 heats and 1 final will be run.
- Leaders/parents/helpers are needed to co-ordinate events.
- Leaders must be in attendance with their units/troops at the water.
- Kayak Marathon is planned for 7.30am Sunday morning (approximately)

Biathlon

- Teams will each have 4 people.
- Races will be run in age groups – 11/12 years, 13/14 years.
- Course to be set by the Regatta Marshall on the day.
- Race will be conducted according to the following legs:
 - First leg — 1 person to run 100 metres
 - Second leg — 2 people to paddle canoe (P.F.D.s **must** be worn).
 - Third leg — 1 person to run 100 metres

ALL PARTICIPANTS IN WATER ACTIVITIES MUST WEAR A PROPERLY FITTED AND SECURED PERSONAL FLOTATION DEVICE (PFD)

NO SWIMMING DURING EVENTS

CONDUCT OF ALL WATER EVENTS SUBJECT TO WEATHER CONDITIONS



SENIOR GUIDES & VENTURER SCOUTS

The Senior Guide and Venturer Scout Program is action packed ALL weekend. The team has prepared an exciting mix of land and water activities. You'll be sharing the adventure with Senior Guides and Venturers from across southeastern Sydney. If you don't already know them you'll be friends at the end of the weekend.

The times for the Program are on page 3 of the guide but here are some things to know!

Underwater Adventure & NP

On Saturday morning, you'll be leaving the site so pack a bag with everything you need including a packed lunch, swimmers and a towel, hat and sunscreen.

You'll be snorkeling feel free to bring your own snorkeling gear and wetsuit. For those without we have some snorkeling gear you can borrow.

Happy Hour

The afternoon's activities end with a friendly gathering. Every unit is to bring enough food and drink (chips, nibbles etc) for the number of people in your unit to contribute to a feast in the venturer/ senior activity area. BYO Cup.

Surf Carnival

Sunday morning kicks off with the Surf Carnival. Each participant will need an inflatable device/ pool toy. These can be shared but the more the merrier especially if there is a deflation emergency!

Finally, you'll be camping with your Scout Group so make sure you work with your Group for mealtimes and duties.



JOTA @ BOREE REGATTA



Jamboree On the Air, (JOTA), is a combined, worldwide activity between Guides, Scouts and Amateur Radio groups that takes place during October each year. The Amateur Radio network provides the medium for Guides and Scouts to talk to each other and exchange information and ideas — a Jamboree “on the air”. JOTA is part of a combined JOTA-JOTI event, JOTA using radio and JOTI using the internet for connectivity.



The first JOTA was held in conjunction with the 50th Anniversary of Scouting in 1957, after being devised by Scout Leader and amateur radio operator Les R Mitchell G3BHK. This year, 2025, is the 68th year of JOTA. It is the 30th year of JOTA in the Boree Regatta, since John Gibling of the St George Amateur Radio Society Inc. (SGARS) operated the first Boree Regatta JOTA station in 1995.

The JOTA amateur radio station is an activity provided during the Endeavour Boree Regatta, at the Bonna Point Reserve, with the grateful assistance of The St George Amateur Radio Society.

There is a choice of two different activities provided within JOTA at the Boree Regatta:

ON AIR – [group (unit / troop) activity] – Duration 30 minutes - An opportunity to make voice contact with other Guides and Scouts, somewhere in the world, and exchange information and ideas about their favourite guiding or scouting activities.

Amateur Radio operators will use a selection of different communication mediums from traditional short wave (HF-SSB), FM (frequency modulation) bands, to modern digital communications modes. The Boree Regatta JOTA call sign is VK2LE.

TREASURE (FOX) HUNT – [group (unit / troop) activity] – Duration 20 to 30 minutes - Two radio transmitters (the TREASURE) will be hidden within the Boree Regatta camp site. Guides and Scouts will have an opportunity to HUNT for the hiding place using radio direction finding equipment. The techniques used are similar to WWII spy transmitter detection — but the equipment is a little more modern.

This year additional interactive and informational displays are expected to be available.

More information about JOTA at the Boree Regatta can be found in the **JOTA HANDBOOK FOR LEADERS**, including preparing for your visit to the JOTA radio station, sample questions to use on air, advise on child safety on air, fox hunting and radio challenge badge. Copies of the handbook will be available from the registration tent or as a download from www.jota.sgars.org web site by following the “Endeavour Boree Regatta” on the top menu link.

All JOTA participants will receive the **JOTA 2025 BADGE**. Youth members can earn a **RADIO CHALLENGE BADGE** by completing two activities from three categories of Communication, Adventure and Discover. Some of these activities can be completed by attending the JOTA at the Boree Regatta. The radio challenge badge is open to both guides and scouts of all ages. Further information please refer to the JOTA Handbook for Leaders or visit www.jota.sgars.org.

JOTA ADVANCE REGISTRATION REQUIREMENT

Leaders should select a suitable 30-minute time slot for your unit / troop, from the following timetable and register your booking(s) with the Boree Registrar, at the registration tent, from Friday afternoon.

JOTA ACTIVITIES TIMETABLE

Saturday 18th October 2025	ON AIR Activity	FOX HUNT Activity
Pre-Junior Guides and Joeys ONLY	10:30 am to 12:00 pm	10:30 am to 12:00 pm
Open to all age groups	12:00 Midday to 18:00 (6pm)	12:00 Midday to 18:00 (6pm)
Open to all age groups	18:00 (6pm) to 22:00 (10pm)	CLOSED
Sunday 19th October 2025	ON AIR Activity	FOX HUNT Activity
Open to all age groups	9:00 am to 12:00 pm	9:00 am to 12:00 pm

SUPERVISION & PREPARATION

Leaders are requested to please maintain supervision of guides and scouts whilst attending the JOTA station and fox hunt.

To help keep contacts with other JOTA stations interesting, we recommend guides and scouts come to JOTA prepared with topics to discuss with others on air.

For more information, please enquire at the registration tent on Friday or the JOTA station on Saturday or Sunday during operating hours.



Email: jota_coordinator@sgars.org



Web: www.jota.sgars.org



Facebook: www.facebook.com/JOTAatBoree



Cook Shield and Kurnell Trophy

Marks will be awarded for the following:

1. Tent Pitching
 - i General appearance. Aspect.
 - ii Tents to be erected as per individual design requirements.
 - iii Storm guys not rubbing or touching tent or fly.
 - iv Flies, when used, to be parallel to pitch of tent.
 - v Tent pegs to be in line on cottage tents, regulation spacing on Bell tents or correctly spaced and placed on dome tents.
2. Dining Flies — Hygiene
 - i All food and utensils to be stored neatly and with regard to hygiene.
 - ii All food to be stored securely to prevent pilfering by animals.
 - iii Cooking or washing up waste to be disposed of correctly
3. Good Housekeeping
 - i Clothing, neat and tidy.
 - ii Bedding, neat and dry, ground sheets under.
 - iii Packs in line (dome or cottage tents) or stacked together in regulation manner (bell tents). Pack racks correct in bell tents.
 - iv Wet towels, clothes or swimming gear must not be hung on tent guys. Clothes lines correctly built.
 - v Points will be deducted for food scraps or other waste in tent area.
4. Patrol Spirit — Evidence of patrol teamwork.
5. Every campsite to be clearly identified with the name of the unit/troop.
6. General
 - i Camp will be inspected both Saturday and Sunday throughout the day.
 - ii Tents may not be struck before 12 noon Sunday without the permission of the Camp Wardens.
 - iii All vehicles, except trailers, must be removed from park as soon as unloaded.



THE BOREE KNOTTING CHALLENGE

Tie a knot to beat the clock

The Guinness Book of Records lists the fastest time for tying the six classic Scouting knots:

- Reef
- Clove hitch
- Bowline
- Round turn & 2 half hitches
- Sheetbend
- Sheep shank

on individual ropes is 8.1 seconds!!!!

The Boree Knotting Challenge 4pm on the parade ground.

This challenge is open to all sections AND leaders!

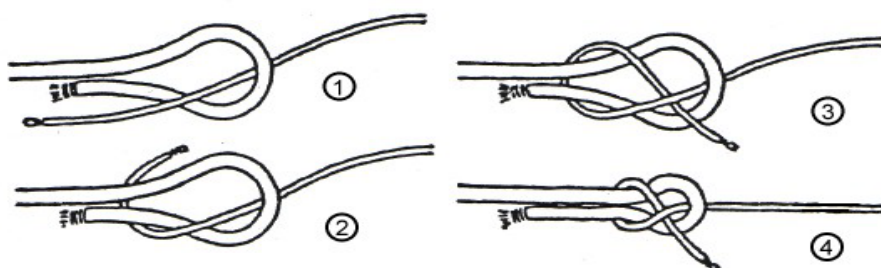
The objective is to tie six (6) knots using individual ropes in the fastest time (ropes supplied). The Billie Green Trophy and the Keith Holle Trophy are awarded to the fastest times.

The Knots

Sheet Bend

This knot is used to join two ropes of unequal thicknesses, or to make a rope fast to a loop, as we do to fasten the halyard to the loop on a flag for hoisting. It is worth remembering that, in many cases, a sheet bend is a better knot for joining two ropes of the same thickness, than is a reef knot.

To make a sheet bend, a loop is formed with the thicker rope, and the thinner rope is passed through the loop (Figure 1). The thin rope is then taken right round the standing part and end of the thicker rope (Figure 2), tucked under as in Figure 3 and then tightened by pulling on the standing part of the thin rope, Figure 4. You can see how the thin rope jams against the loop of the thick rope to prevent it slipping.



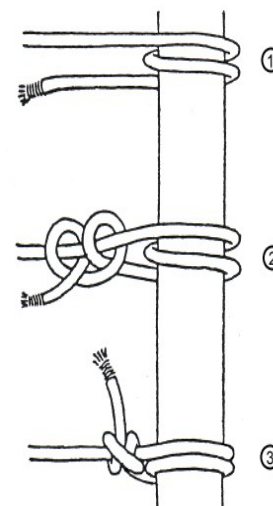
Round Turn and Two Half Hitches

This is a long name for a simple hitch for making a rope fast to a tree, spar, ring or another rope, and its name almost tells you how to make it.

Take a turn round your spar, or whatever you are going to make fast to, then another turn, as in Figure 1, and this is called a round turn.

With the end, make two half hitches on the standing part, making sure each half hitch is on the same way (otherwise you make a barrel hitch) — Figure 2.

Tighten up, making sure your round turn does not slip, by getting the half hitches snug against the round and spar (Figure 3).



Clove Hitch

A most useful knot — for making a rope or cord fast to a spar or pole, for starting and finishing certain lashings, and for railing off kitchens, grease pits, etc, in a camp.

There are many ways of making a clove hitch.

The first is when you can use an end of the spar or stake, and want to make the hitch in the standing part of a long rope.

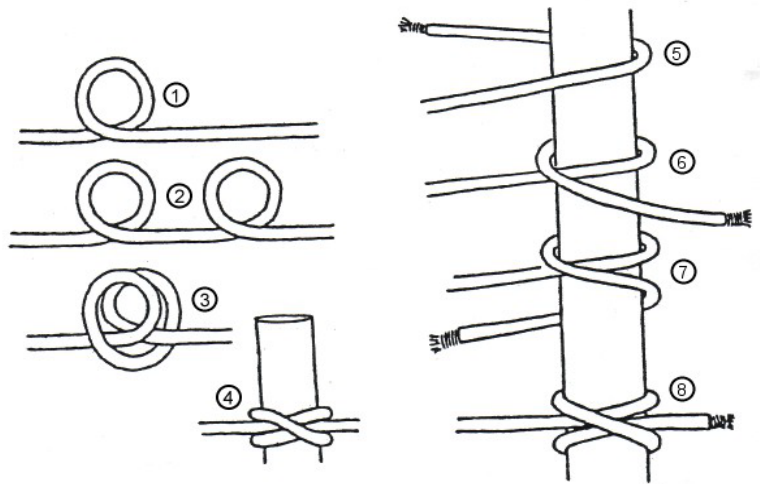
Make or “throw” two similar loops as in Figure 1 and 2, slide them together (Figure 3), slip them over the stake or spar, and pull on the cords on **each** side of the hitch to tighten (Figure 4).

To hold firmly, there should be tension on both sides of the hitch.

The second method is for making the hitch on the end of the rope, when you cannot get at the end of the spar, such as a tent pole or flagstaff.

Figures 5, 6, 7 and 8 show quite clearly how to do this, and to tighten it up, but you must remember to keep the rope turning in the same direction all the time, and to push the loops closely together before tightening.

If you are using a smooth spar, like a tent pole, it is safer to make a half hitch with the end round the standing part.

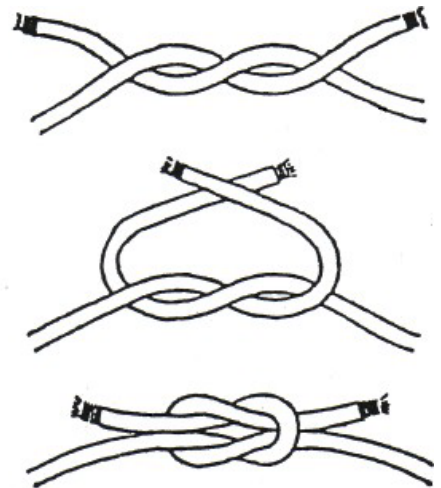


Reef Knot

This is one of the oldest knots. It is a simple knot used for joining SMALL rope, cord or string and for finishing off a triangular bandage on an injured person. It fulfils all the conditions of a good knot because it:

1. Can be made quickly and easily.
2. Does its job properly.
3. Holds fast.
4. Does not jam.
5. Can be untied easily.

Remember, this knot is for joining the ENDS of ropes, so do not leave long ends to look untidy — although there must be enough to prevent it coming undone when the strain is put on.

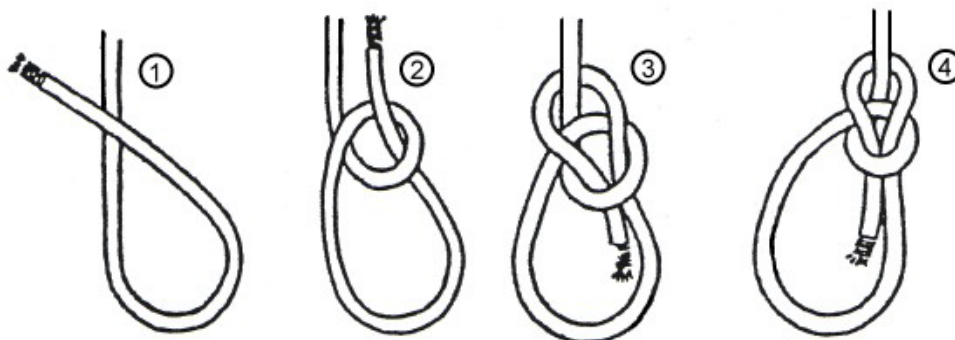


Bowline

The bowline is used for making a fixed loop in the end of a rope or cord or thinner material. This is a most useful knot, as it will not slip under strain, so is used in the end of a lifeline. More frequently, it is used to make a loop in the end of the rope on your flag to which you fasten your halyard with a sheet bend.

There are several ways of making a bowline, and here is an easy way — the method usually used by sailors.

Make a loop, as in Figure 1, turn the end through this loop, **keeping the end straight** all the time — thus forming a smaller loop (Figure 2). The end is then taken round behind the standing part, down through the small loop (Figure 3) and is then tightened by pulling on the standing part (Figure 4).

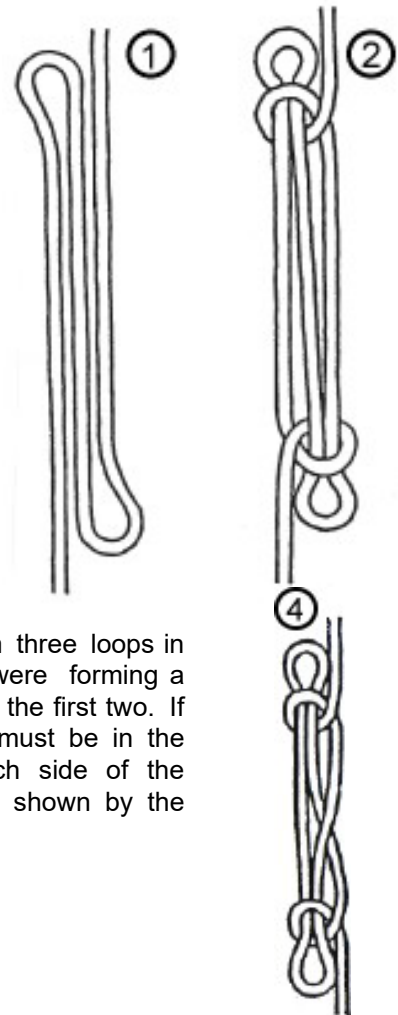


Sheepshank

The sheepshank is used as a device for taking up the slack in a rope when both ends are secured, or to take the strain off a weak section of a rope. It is made by doubling the rope, as in Figure 1, with the damaged section in the centre of the fold. Then throw a loop or half hitch over each end (Figure 2) and pull to tighten. Always assume that you are using a long rope, so this knot is made without touching either end of the rope.



Another way to make this knot is to form three loops in the bight of the rope (Figure 3) as if you were forming a clove hitch, but with another loop added to the first two. If you have a weak portion of the rope, it must be in the centre of the middle loop. Now pull each side of the centre loop through the outer loops, as shown by the arrows, and pull to tighten, Figure 4.



There are several methods of securing this knot to prevent it from coming undone under strain. The simplest way is to put a light seizing, with a piece of whipping cord or thin sisal, on to each end loop with the standing part lying alongside it.

TROPHIES - All Trophies are Perpetual

JUNIOR GUIDES/CUB SCOUTS

Boree

Diamond Jubilee Shield	Boree Events Aggregate Points	Junior Guides
Ensign Shield	Boree Events Aggregate Points	Cub Scouts
Bundeena Trophy	Boree Participation Award	Open
Billie Green Trophy	Knotting Relay	Open

Regatta

Kontiki Trophy	Raft Race - Line Honours	Open
Boree Regatta Gunnamatta Shield	Raft - Construction and Decoration	Open
Queen Neptune Trophy	Canoe Race Aggregate Points	Junior Guides
King Neptune Trophy	Canoe Race Aggregate Points	Cub Scouts
Regatta Shield	Biathlon Aggregate Points	Open

GUIDES / SCOUTS

Boree

Diamond Jubilee Shield	Boree Events Aggregate Points	Guides
Boree Shield	Boree Events Aggregate Points	Scouts
Kurranulla Shield	Boree Participation Award	Open

Regatta

Gunnamatta Trophy	Raft Race - Line Honours	Open
Taren Point Shield	Raft Construction and Decoration	Open
Wanda Shield	Canoe Race Aggregate Points	Open
Burraneer Shield	Kayak Race Aggregate Points	Open
Port Hacking Trophy	Biathlon Aggregate Points	Open
Darook Cup	Kayak Marathon	Open
Matthew Flinders Trophy	Sailing in Bay	Open

Campcraft

Cook Shield	Guide Campcraft	Guides
Kurnell Trophy	Scout Campcraft	Scouts
Keith Holle Trophy	Knotting Relay	Open

SENIOR GUIDES / VENTURER SCOUTS

Caringbah Trophy	Boree Events	Senior Guides
Endeavour Trophy	Boree Events	Venturers
Woolooware Shield	Regatta Events	Senior Guides
Cronulla Trophy	Regatta Events	Venturers
Bass Trophy		Open
Captain Cook Trophy		Open

ALL AGE GROUPS

BP Trophy	Promise and Law	Open
-----------	-----------------	------

THE BOREE REGATTA CODE

1. Speak to other people; there is nothing as nice as a cheerful word of greeting.
2. Smile at people; it doesn't hurt to try.
3. Call people by name; the sweetest music to anyone's ear is the sound of their own name.
4. Be friendly and helpful; if you would like to have friends — be friendly.
5. Be cordial, speak and act as if everything you do were a genuine pleasure.
6. Be genuinely interested in people; you can like everybody if you try.
7. Be generous with praise; be cautious with criticism.
8. Be considerate of the feelings of others; it will be appreciated.
9. Be thoughtful of the opinions of others; there are three sides to controversy — yours, the other fellows' and the right one.
10. Be alert to give service; what counts most in life — is what we do for others.

Feeling Safe at Boree Regatta

Everyone in at Boree, youth and adults alike, have the right to feel safe and be protected from abuse. No one is allowed to threaten you, hurt you, or touch you in a way that makes you feel uncomfortable, unsafe, or afraid.

A Scout and Guide is respectful, and this applies to all interactions between all participants, youth and adults, at Boree Regatta.

You do not have to deal with abuse on your own. If you feel unsafe, threatened, or you see/hear something that causes you concern, please speak to a Leader or Rover on an activity. Your concerns will be taken seriously. The information you provide will be shared with people who can support and protect you.

If you do not know what to do, talk to someone at the Boree Regatta Team!

- The camp will have leaders present who are trained by Scouts NSW.
- All adults who attend the event will have completed Working With Child Checks, a National Police Check, and Mandatory training.

To report concerns, the QR code below will load a Member Protection form to raise your concerns.

If, for any reason, you do not feel the concerns of this nature that you raised Boree Regatta have been satisfactorily dealt with, please report your concerns directly to the Scouts Child Protection Team at the NSW State Office on 02 9735 9060 or via YouthProtection@nsw.scouts.com.au or to your parents.

