

VHA. Sixers & 2nds Council 2003 (assigned)

Program.

Saturday P.M.

2.00 pm Opening. Grand Howl, Flag break, etc.	Jean
2.15 pm Introductions and Housekeeping.	Chris
2.20. pm Break off change etc.	
2.30 pm Game. (Your Choice)	Jane
2.40 pm. Session 1. What is leadership ?	Chris
3.00 pm Game. Tent Pitching (Communication)	Chris
3.10 pm Session 2. Role of the sixer and 2nder.	Jean
3.30 pm Tea break.	
3.40 pm Team Building.	Jane
3.50 pm. Wish Lists.	All
4.00 pm The three “E’s”	Jean
4.10 pm Game – Head it, Catch it, kick it.	Chris
4.20 pm. Buddy system. Getting lost, Emergency Kits	Jane/Chris
4.30 pm. Game. Priest of the Parish.	Chris
4.40 pm Sixers Council	All
5.10 pm Game ?	
5.20 pm Prepare supper.	All
6.30 pm Prepare Scouts Own.	Jane
7.00 pm Wide game. Chris to organize	All

8.00 pm	Mug – up	All
8.15 pm	Campfire	All
9.00 pm	Quiet time. Prepare for bed.	All
9.30 pm	Lights out..... Silence.	

SUNDAY.

5.00 am	Hang early risers by neck until very dead	Chris
6.00 am	(early Risers) Rise, wash etc.	
6.30 am	Nature hike.	
7.00 am	(all others) Rise, Wash, etc.	All
8.00 am	Breakfast.	All
9.00 am	Session 1. Planning. Plan hike. Route Cards, etc.	Jean
9.20 am.	Hike.	Roger
10.00 am	Break.	
10.10 am	Evaluation.	All
10.20 am	Goal Setting	Chris
10.30 am	Controlling Groups	Chris
10.40 am	Game. (your choice)	Jean
10.50 am	Effective Teaching.	Chris
11.00 am	Counseling	Chris
11.10 am	Game. (your choice)	Roger
11.20 am	Pack kits and down tents.	12.00 noon Snack lunch. Uniforms.
12.30	Scouts Own, Jane. Closing. All.	1.30pm Depart.