



ENDEAVOUR

BOREE REGATTA



20th – 22nd October 2023

BONNA POINT RESERVE — KURNELL

www.boreeregatta.org.au



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.

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CHAIRMAN'S MESSAGE

Welcome to the 48th Endeavour Boree Regatta.

Two years of covid-19 followed by a year of ground drenching weather have prevented us from running our normal program. That effectively means there will be many youth members that have never experienced a Boree at all, and others that were in a different age group section when they last attended. The Committee are really looking forward to a full weekend of water and land activities, camping and on youth "Doing their Best".

As you will see when you go to Bonna Point, the landscape has changed. Trees have grown, a very well attended play park has been established by council, and seagrass which is protected has flourished. We ask all participants to be mindful of the environment that we are meeting on.

The committee continue to work with Sutherland Council and other authorities to ensure a safe and fun event for all.

Covid and Influenza continues to exist in the community, and we ask all participants to follow the current NSW and Federal guidelines at the time the event is run. We will try and advise any special conditions closer to the date of the event that need to be adhered to.

The committee has again worked hard to bring the event to life and I would like to thank each and every one of them for the time spent in planning, logistics, and administration – BRAVO to you all.

I would like to welcome Dee Walkerden to the Boree Committee who has stepped up to the role of Chairman. This will be my last official year as Chair however I will work closely with Dee and the committee to support in ongoing years.

Dee has already listened to the Guides and Scouts and has arranged a few changes including entertainment on Saturday evening, changes to the Joey/Pre Junior Guide program to name just two.

Many of the committee members have now served in their roles for over 5+ years. Indeed some have resigned from their positions in Scouting and Guiding and are undertaking the Boree roles this year only to ensure our youth are able to participate in a great event.

Unless we get fresh leaders and/or parents involved in the Committee then there is serious risk that the Boree event will not continue in years to come.

Please contact Gillian, or Dee to take on a role next year. All existing committee members are able to mentor people through the processes involved.

We hope you enjoy this year's Boree activities.

David Leivesley
Endeavour Boree Regatta Chairman



REGISTRATION FEES

All participants must be financial members of the Scout or Girl Guide Association. All groups/units must submit completed application & attendance forms by the **closing date 29th September 2023**. Applications received by **15th September 2023** are eligible for the early bird discount, as per the application form.

Pre Junior Guides, Joey Scouts and Leaders- \$10.00* each
(*no early bird discount available)

All other participants and their Leaders - \$30.00. Parent helpers can attend at no charge (no badge provided) but must have a **current Working with Children Check and/or Police Check as required by Guides or Scouts.**

Camp fees include one embroidered camp badge and JOTA participation.

Application forms **MUST** be returned with the application fee prior to the event.

- Step 1: Prefilled application forms have been emailed to each Leader, with member names which were current as at the date of generation. Any new member names and their membership numbers can be added to the bottom of the form.
- Step 2: Complete the form provided by ticking who is attending and when. If a member is not attending, don't tick any of the attendance boxes.
- Step 3: Email the completed form to registrar@boreeregatta.org.au
- Step 4: Direct deposit your payment to:
Endeavour Boree Regatta
062-150 00904469
Using your unit/troop/group name in the description
- Step 5: Email a copy of the bank transfer receipt to registrar@boreeregatta.org.au
Applications cannot be processed without confirmation of payment.
- Alternatively, send your cheque/application form to:
Registrar - Boree Regatta
c/- PO Box 424
GYMEA NSW 2227

**Preferred method of payment is direct deposit: Endeavour Boree Regatta.
CBA Cronulla BSB 062-150 Account No 00904469**



NO NEW applications will be accepted on the day of the event. Alterations to existing applications can be made, and any additional fee can be paid on the day at Check In. **No refunds** for non-attendance will be given.

DON'T FORGET – you need to Check In at the hospitality tent upon arrival for security reasons.

*CHECK IN will be open on FRIDAY 20th from 5.00-10.30pm
and SATURDAY 21st from 8.00-9.30am*

**A LEADER OR ADULT REPRESENTATIVE MUST CHECK IN YOUR UNIT/TROOP
UPON ARRIVAL. THIS IS FOR SECURITY REASONS.**

The OPENING CEREMONY will be held on SATURDAY 21st at 9.30am.

The CLOSING CEREMONY will be held on SUNDAY 22nd at 4.00pm.

NO CARS TO BE DRIVEN ONTO SITE UNLESS TOWING A TRAILER OR CARRYING CAMPING GEAR. CARS MUST BE REMOVED AS SOON AS THEY ARE UNLOADED.





BONNA POINT RESERVE

The Boree Regatta is extremely thankful to Sutherland Shire Council for providing us with the use of this reserve. We would appreciate your assistance with observation of the following conditions of use of the reserve:

- **Alcohol is not permitted on the reserve, as it is a Sutherland Shire Council Alcohol Free Zone.**
- **No glass containers/bottles are permitted on the reserve.**
- Vehicles will only be permitted on the reserve on Friday night, and Sunday afternoon (after completion of activities) for the purpose of unloading and loading camping and activity equipment. All others are requested to park in the public parking area and walk to their designated camping area.
- No vehicle is to be left parked on the reserve. Vehicles can be parked in the public parking area for the duration of the weekend.
- Please do not park outside the Catamaran Club or in their rigging area at any time over the weekend – refer to aerial map.
- Please remember, parking around the boat ramp is for cars with trailers. You will be booked if you park in this designated area without a trailer.
- The Boree Regatta committee will take no responsibility for any fines received.
- Please arrange to take all recycling home with you.
- Please arrange to take excess rubbish home with you.

TOILETS

The committee would like to thank everyone for helping to keep these facilities in good working order. Every unit/group will be allocated a roster time to clean the toilets, and the cleaning materials can be found in the hospitality tent.

When it is your turn, please make sure you complete the following tasks.

- Remove all rubbish from within the cubicles.
- Wipe down all surfaces with disinfectant
- Refill toilet paper holders
- Replace empty hand sanitiser bottles
- Hose and sweep floors
- Refill water tanks.





Reserve and Camping Area Vehicle Access Hours

For everyone's security, the gate to access the reserve will be open at the following times.

Friday	3.00 pm – 10.00 pm
Saturday	AM – on Request only
Sunday	After land activities

Please follow the instructions given by the Boree Regatta car park staff on the day.

To assist the organising committee, and to notify attendees of any car parking issues, please display the parking template on the dashboard or your vehicle, with your Group and mobile contact number.

THE SPEED LIMIT WITHIN THE RESERVE IS WALKING PACE WITH HAZARD LIGHTS ON, AT ALL TIMES.

PLEASE NOTE: GROUPS RESERVING AREAS FOR CAMPING, PRIOR TO THE GATES OPENING, IS NOT A GUARANTEE THAT THIS AREA WILL REMAIN AVAILABLE FOR THAT GROUP.

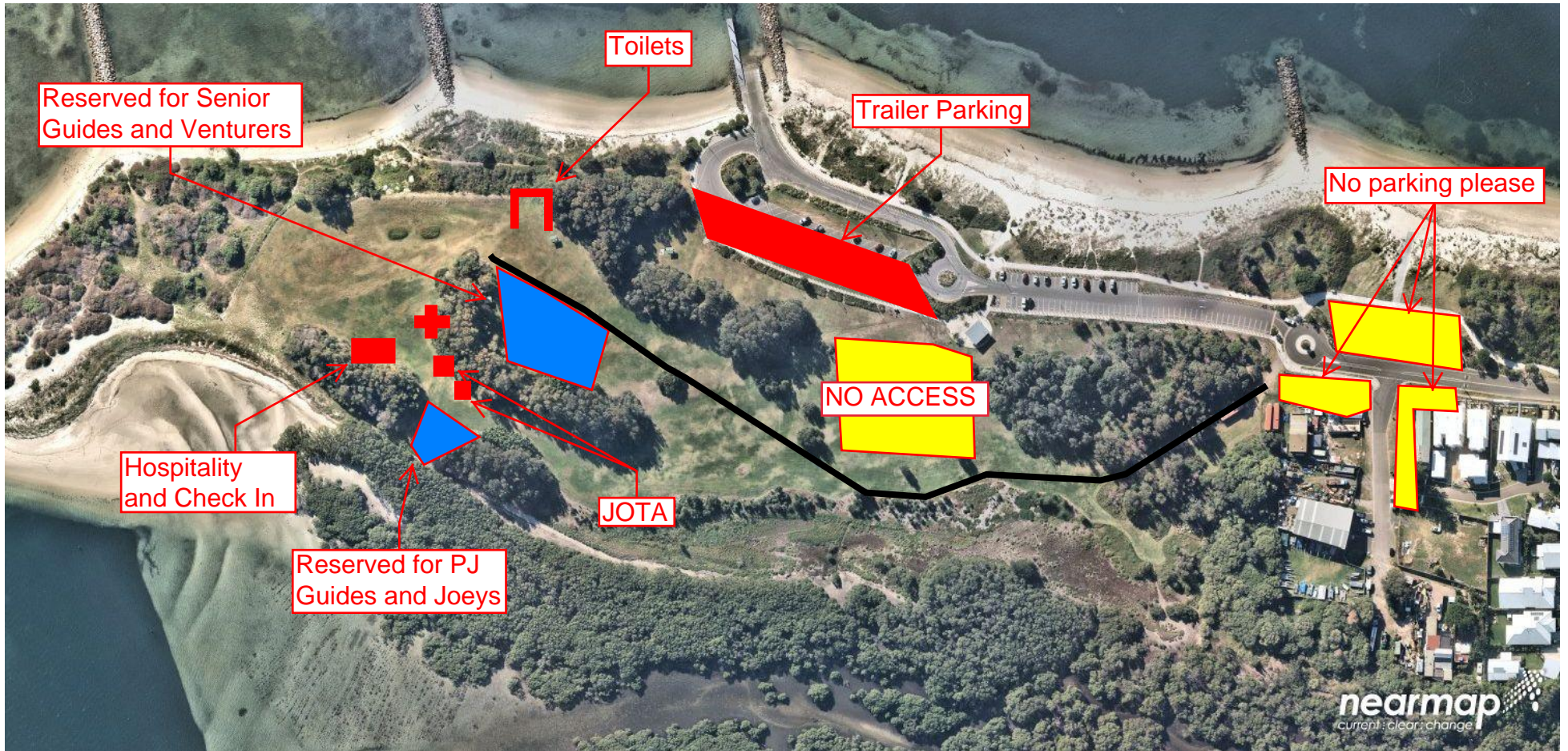
Please remember, a lot of the spaces in the public car park are for **vehicles with trailers** as per the aerial map. If you park here and you do not have a trailer attached, **you may be booked by the Council Rangers.** The Boree Regatta Committee take no responsibility for fines received by drivers who do not park in accordance with the signs.

Thank you for your assistance with these matters.

Boree Regatta Committee

Date: Thu, 25 Apr 2019

Notes:





FIRST AID

First Aid facilities and staff are offered at the Boree Regatta for significant injuries and treatment. This tent is staffed by volunteers, and to help streamline the process, please remember the following process to deal with incidents requiring first aid treatment.

All groups will be asked to supply an adult leader to assist with triage and the completion of paperwork at the first aid tent. **Your designated rostered time will be advised upon Check In.**

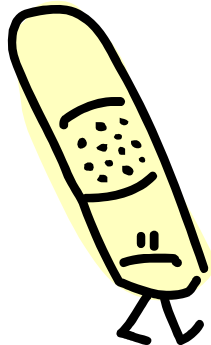
All groups in attendance are required to provide their own first aid kit for treatment of minor injuries. All groups are to maintain a register on site containing copies of all E1(Caremonkey)/ADM27-28 forms of attendees.

All first aid incidents should, **at first be dealt with by the unit/troop leader or other authorised personnel.** The relevant HS-5/ADM24 incident reporting form should be completed and lodged at the first aid tent after treatment is completed.

For any incidents requiring further treatment, **the injured person can attend the first aid tent with their leader** and their E1(Caremonkey)/ADM27. The leader will then be requested to complete the relevant HS-5/ADM24 incident reporting form during the treatment process.

Please note: No youth members are to attend the first aid tent for treatment without their leader.

For the sake of everyone's health and well being, please remind all members that they must be wearing a hat, shirt (no singlets) and closed in shoes (no thongs or crocs) at all times, reapply sunscreen every 2-4 hours, and drink plenty of water to prevent dehydration.





COMMITTEE

Chairman	Dee Walkerden and David Leivesley
Honorary Secretary	Gillian Hardy
Boree Controllers	Parrish Hull and Bryan Davison
Regatta Controller	
Joey/PJ Guide Programme	Ruth Eaton
Venturer/S Guide Programme	Andrew Hay and Karen Fisher
Camp Wardens	Deb Unwin and Peter Jamieson
Central Recorder	
Scouter-in-Charge	Peter Jamieson
Guider-in-Charge	Gillian Hardy
Registrar	Sara Early
Treasurer	
JOTA Co-ordinator	Paul Howarth
Safety Boat Marshall	
First Aider	Wal Waerner
Assistant First Aider	Matilda Baehnisch
Sites and Services	Dave Hughes
Website Coordinator	Ken Foskey
Hospitality	Shortland Trefoil Guild
Catering	Deb Unwin

THANKS TO: Sutherland Shire Council
St George Amateur Radio Society

NSW Maritime

PATRON: Malcolm Kerr

LOST PROPERTY

Lost property can be collected or dropped off at **Registration tent**. If lost property is not claimed within 3 weeks of the camp, it will be disposed of.

GENERAL INFORMATION

Theme: "Super Heroes"

How to apply: Complete the application form and return no later than **29th September 2023**. This year we will again be using 'Smart Application Forms' to assist with your registration. Instructions will be provided with your application form. Any queries please contact the Registrar, at registrar@boreeregatta.org.au.

1. All participants **must** be registered financial members of the Scout or Girl Guide Association for insurance purposes. The names of all participants, leaders and **helpers** are to be listed on the attendance form and sent in with the application form. All adults must have completed WWCC. All attendees must provide a completed and signed E1(Caremonkey)/ADM27/ADM28, and held by the Leader.
2. **Leaders are to be in attendance and in charge of their units/groups at all times** and need to read and understand the rules and regulations of the camp, land and water events.
3. Boree Regatta Committee members will be identified by green Boree Regatta scarves. Their instructions should be carried out in the cheerful manner we expect of both organisations. Any queries, please ask one of the committee members.
4. All meals to be catered by each registered group. Gas cooking only. NO OPEN FIRES. There will be a sausage sizzle on Saturday and Sunday lunch for those who wish to pre-order.
5. The hospitality tent is available to Adults only, 24 hours for tea and coffee free of charge. The mugs are to be used only in the tent or bring your own to take away.
6. **Evening entertainment: No central activity will be arranged. Please organise your own entertainment. Leaders, please ensure that your unit/troop is properly supervised in the evening, and inside your campsite at the designated time.**
7. **Guides/Scouts Own: No central activity will be arranged. Please organise your own service to be held in your campsite**
8. JOTA is available on the weekend, apply at Check In. Badge available for participants.

BASIC RULES for the CAMP

- 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.**
- **Security ID bands must be worn by attendees at all times.**



JOTA 2023 AT THE 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 is used so that Guides and Scouts can talk to each other and exchange information and ideas — a Jamboree on the air.

2023 is the year of the 66th Jamboree On The Air. The first JOTA was held in conjunction with 50th Anniversary of Scouting in 1957, after being devised by Scout Leader and amateur radio operator Les R Mitchell G3BHK.

A JOTA radio station is one of the activities provided during the Endeavour Boree Regatta, at the Bonna Point Reserve (near Kurnell), with the grateful assistance of The St George Amateur Radio Society Inc (SGARS).

There is a choice of two different activities provided at the JOTA radio station.

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 covert 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.

JOTA ACTIVITIES TIMETABLE - 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.

Saturday 21st October

10:30 am to 12:00 Midday - Pre-Junior Guides and Joeys ONLY

12:00 Midday to 18:00 (6pm) – Open to all age groups

18:00 (6pm) to 22:00 (10pm) - Availability to be confirmed

Sunday 22nd October 2022 - Availability to be confirmed

All participants will receive a JOTA 2023 badge.

SUPERVISION & PREPARATION - Leaders are requested to please maintain supervision of guides and scouts whilst attending the JOTA station. 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.

INFORMATION - For more information contact;

Paul Howarth (JOTA Coordinator) Phone: 0423 454 626



Email: jota_coordinator@sgars.org



Web: www.jota.sgars.org



Facebook: www.facebook.com/JOTAatBoree



ENDEAVOUR BOREE REGATTA PROGRAM

PRE JUNIOR GUIDES & JOEY SCOUTS

The Pre Junior Guide/Joey Scout programme 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.

Participants should wear fast drying clothing as some activities will involve water. Depending on the weather and season, layers of clothing are usually best or a long-sleeved collared shirt for sun protection, hat and closed toe-shoes are always appropriate. A change of clothes and a towel for the end of the day is recommended.

Please bring a large water bottle, lunch and snacks.

Time	Saturday 21st October
8.30	Check in unit/mob, collect badges.
9.30	OFFICIAL OPENING CEREMONY. ALL to attend.
10.00	MORNING ACTIVITIES (<i>See page 15-16 for details</i>) Welcome Buddies /Leader Briefing Batmans Wrap Spongebob Run JOTA Catamaran
12.00	**LUNCH**
13.00	AFTERNOON ACTIVITIES (<i>See page 15-16 for details</i>) Spiderman Course Sackman to the Rescue Kapow Batman's Lair Flash Dash
15.30	CLOSING CEREMONY – Presentation of Awards

BOREE REGATTA ACTIVITIES

PRE JUNIOR GUIDES & JOEY SCOUTS

BATMANS WRAP: (Equipment supplied)

Dress Batman for a day at sea. Select gear from the equipment supplied and make sure Batman has fun out on the water.

SPONGEBOB RUN: (Equipment supplied)

Participants of each team are spread evenly in a line between 2 buckets (approx ½ metre apart) the first one full, the second one empty. Each participant is given an empty plastic cup. At the signal to start, the first person fills their cup with water, and then tips it into the next person's cup. The water is passed down the line from person to person (cup to cup) and the last person tips their water into the empty bucket. Water is passed along this way until the second bucket is filled to a mark. There is no need to wait for the water to reach the end of the line, the first person keeps filling and passing water to those behind. The winning team is the one to reach (fill to) the mark on the second bucket.



JOTA: (Equipment supplied)

The Joeys and Pre Junior Guides have been allocated a specific time to attend the JOTA, just prior to the lunch break.

CATAMARAN: (Equipment supplied)

The Joeys and Pre Junior Guides have been allocated a specific time to have a Catamaran adventure.

SPIDERMAN COURSE: (Equipment supplied)

Be Spiderman! Throw your web at a target (stocking tennis ball and target holes), crawl through the smallest of spaces (tarp tunnel), swing on a line, balance on beams, climb, duck, and tie up the bad guys on Spidey's web with your reef knot.



BOREE REGATTA ACTIVITIES (cont)

PRE JUNIOR GUIDES & JOEY SCOUTS

SACKMAN TO THE RESCUE: (Equipment supplied)

The participants line up next to a canoe. Each team will receive one dry sack. The team will fill the dry sack with a set of clothes from a tarp beside their canoe. The first runner will run around the bow to the other side of their canoe, correctly stow the dry sack under the first seat, then run around the stern back to the seat collect the sack from the canoe, give the sack to the next runner and sit down on the tarp facing the front of the canoe.

KAPOW: (Equipment supplied)

Navigate the ocean. Teams square one at a time. Safe conditions and dangerous inherent to boating. If a square they will be allowed to If a participant steps on a be forced back to shore and the team members will need to and your team can help each other. The game finishes when all of the team has crossed the ocean.



must cross a grid of 5x5 squares have good squares have the risks participant steps on a safe continue across the ocean. dangerous square they will end of the line. The following remember the correct route

BATMAN'S LAIR: (Equipment supplied)

Build the biggest 'Batcave' on the beach (sandcastle) in the available/allocated time. Lairs will be judged on height, width, and creativity.

FLASH DASH: (Equipment supplied)

A group activity to finish the day! All the participants make a group in the centre of a circle and the leaders, helpers and parents on the outside of the circle try to roll bouncy balls to hit the participants between the hip and the foot. Each participant will get four "lives", when they are hit by a ball a participant must quickly go to leader to answer a short review question and lose a "life" before returning to the centre of the circle. If a participant loses all four of their lives they must move to the edge of the circle to join in rolling the balls with the help of the adults.



ENDEAVOUR BOREE REGATTA PROGRAM

JUNIOR GUIDES & CUB SCOUTS

Time	Saturday 21st October
8.00	Check in unit/pack at Hospitality Tent.
9.30	OFFICIAL OPENING. ALL to attend.
10.00	Briefing for ALL leaders following opening.
10.15	LAND EVENTS: <i>See pages 19 & 20 for details.</i> The B Team Galaxy Hopping Iron Man Rescue Batman's Lair Spiderman Walk Thor's Hammer Transformers Race Thunderbirds are GO
12.00	**LUNCH**
13.00	LAND EVENTS continue
16.00	BOREE KNOTTING CHALLENGE – <i>Refer page 35</i>
18.00	**DINNER** Each unit/pack to provide own meal
19.00	**DISCO** Each unit/pack to be under leader supervision
21.30	Inside own campsite
22.30	LIGHTS OUT

**** Land Events may not run in the exact order above ****

NO SWIMMING DURING EVENTS



ENDEAVOUR BOREE REGATTA PROGRAM

JUNIOR GUIDES & CUB SCOUTS

Time	Sunday 22nd October
07.00	Breakfast
08.00	Guides/Scouts Own – Unit/Pack organised on your own site.
08.30	Flag Break/Announcements. ALL to attend.
09.00	BIATHLON (<i>see page 22</i>) — Regatta Shield
09.30	CANOE RACE HEATS — <i>See page 22</i>
10.30	CANOE RACE FINALS — King Neptune Trophy — Queen Neptune Trophy

Note: All canoes to be removed from beach — ALL TO ASSIST

12.00	**LUNCH**
13.00	RAFT CONSTRUCTION — Boree Regatta Gunnamatta Shield (Points for Construction and Decoration). Theme —“ Super Heroes ”. <i>See page 21 for rules.</i>
14.00	RAFT RACE – Kontiki Trophy — Line Honours Two (2) or more heats will be run, results on time.
14.30	FUN EVENTS
15.30	Fun Events finish — Assist with clear up.

Note: All water craft to placed on trailers at completion

16.00	CLOSING CEREMONY — Presentation of awards
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**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**



BOREE — Land Events

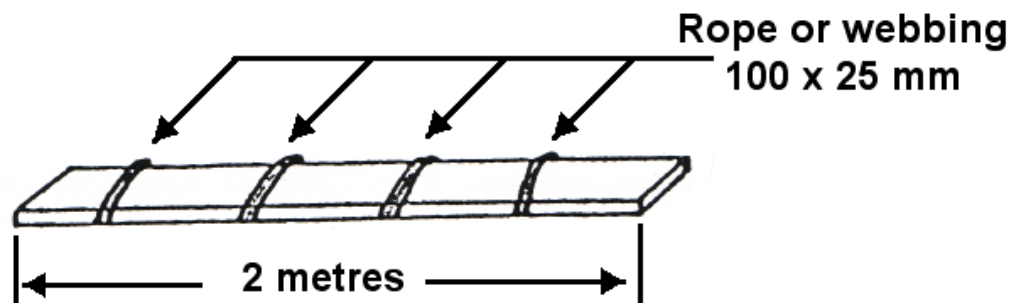
JUNIOR GUIDES & CUB SCOUTS ACTIVITIES for TEAMS

Note: Each Unit / Pack may enter as many teams as they wish (unless advised otherwise) but can only take out one (1) place in the finish.

THE B TEAM: (Unit/Pack 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.



GALAXY HOPPING: Team: 6 people

Method: 3 members of each team line up at each end of the course. Each runner moves, one at a time, from one end of the course to the other, placing and stepping on the stepping stones as they go. The next team member returns the same way. The first team to get all team members to the end of the course wins. Feet must remain on the stepping stones — not on grass.

Equipment supplied.

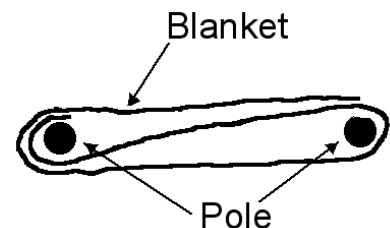
IRON MAN RESCUE: (Unit/Pack to supply equipment)

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 pirate 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.



BATMAN'S LAIR: Team: Maximum 6 people

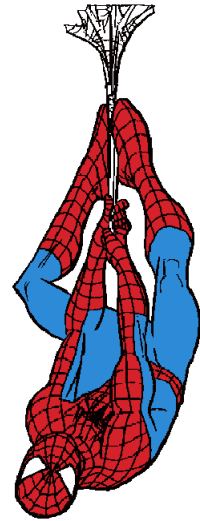
Method: Construct a scene in the sand significant to the camp theme – “**Super Heroes**”. No adults to assist.

BOREE — Land Events (cont)

JUNIOR GUIDES & CUB SCOUTS

SPIDERMAN WALK: Team: 6 persons

Method: All team members must stand on the first plank, and then pass the next plank along and place it on the ground in front of the first plank. All team members then walk onto the second plank, without touching the ground, pick up the first plank, pass it along, and place it in front of the second plank. Team progresses along each plank until they reach the finish line. The first team to complete course wins. *Equipment supplied.*



THOR'S HAMMER: 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



TRANSFORMERS RACE: 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.

THUNDERBIRDS ARE GO: 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.



REGATTA

JUNIOR GUIDES & CUB SCOUTS

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 – **“Super Heroes”**
- 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. 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 youth members.

3. Safety

- i P.F.D.s (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

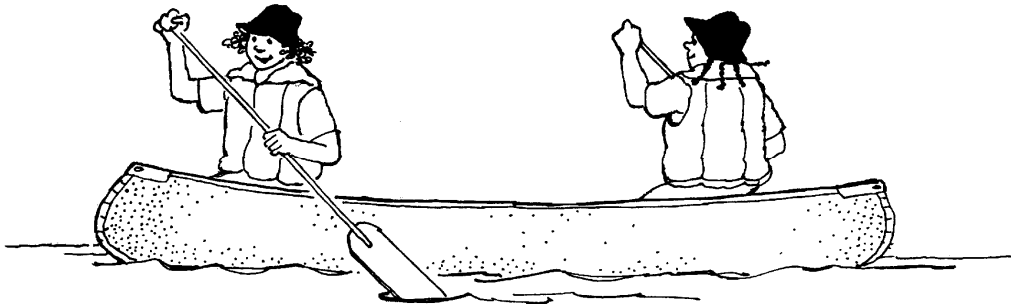
- i Points out of 10 will be awarded in each of the following categories – construction and decoration. Overall winner will be the team with the most points.
- ii Line Honours (Fastest time) for the **Kontiki Trophy**.
- iii In any dispute or protest that is not resolved by the Regatta Marshall, the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



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.

ENDEAVOUR BOREE REGATTA PROGRAM

GUIDES & SCOUTS

Time	Saturday 21st October
8:00	Check in unit/troop at Hospitality Tent.
9:30	OFFICIAL OPENING. ALL to attend.
10:00	Briefing for ALL leaders following opening.
10:15	CANOE HEATS — <i>See page 29</i>
	CANOE FINALS — Wanda Shield
11:45	KAYAK HEATS — <i>See page 29</i>
12:45	KAYAK FINALS— Burraneer Shield
13:00	**LUNCH**
14:30	RAFT CONSTRUCTION — Taren Point Shield (Points for Construction, Decoration and Racing) Theme – “ Super Heroes ”. <i>See page 28-29</i>
15:30	RAFT RACE – Gunnamatta Trophy — Line Honours
16:00	All assist moving equipment
16:00	BOREE KNOTTING CHALLENGE — <i>See page 35</i>
18.00	**DINNER** Each unit/troop provide own meal
19.00	**DISCO** Each unit/troop to be under leader supervision
21:30	Inside own campsite
22.30	LIGHTS OUT

ENDEAVOUR BOREE REGATTA PROGRAM

GUIDES & SCOUTS

Time	Sunday 22nd October
7.30	Kayak Marathon. Preregistered participants, only 1 per group.
8.00	Guides/Scouts Own – Unit/Troop organised on your own site.
8.30	Flag Break/Announcements. ALL to attend.
9.00	Land Events. <i>See pages 25 to 27</i>
	The A Team Holy Pancakes Batman Look up in the Sky Iron Man Rescue Spiderman Walk Godzilla Stomp Flash Gordon Thunderbirds are GO Kryptonite Launch - Shot Put Ballista — Restricted - Shot Put Ballista — Open
12.00	**LUNCH**
13.00	Land Events continue
14.30	Finish of Land Events. Dismantle campsites
	Please Note: All to assist with packing up of land equipment
16.00	CLOSING CEREMONY — Presentation of Awards

**** Land Events may not run in the exact order above ****

****Campsites will be inspected for final points up until midday****

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

NO SWIMMING DURING EVENTS

**CONDUCT OF ALL WATER EVENTS
SUBJECT TO WEATHER CONDITIONS**



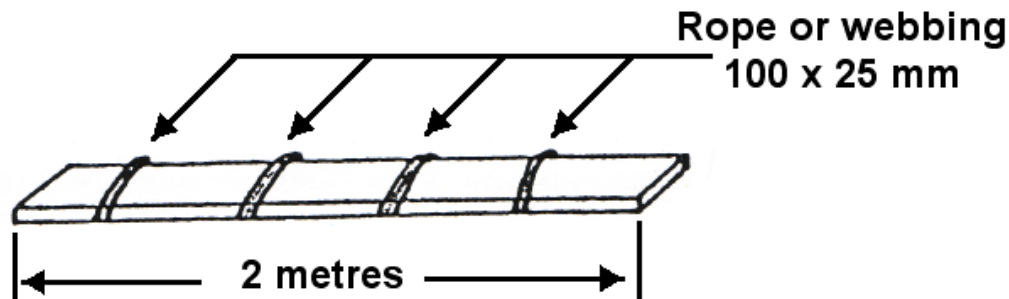
BOREE — Land Events

GUIDES & SCOUTS ACTIVITIES for TEAMS

THE A TEAM: (Unit/Troop 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.



HOLY PANCAKES BATMAN: (Unit/Troop 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.

LOOK UP IN THE SKY: (Unit/Troop 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) — Jolly Roger.

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.

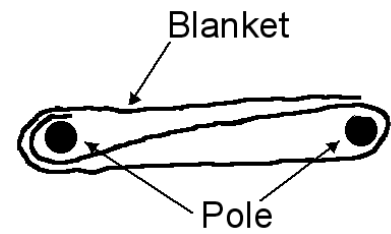
IRON MAN RESCUE: (Unit/Troop to supply equipment)

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 pirate 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.



GODZILLA STOMP: *Team:* 6 persons

Method: 3 members of each team at opposite ends of field. First team member walks on *equipment provided* to other end and changes over. The next team member returns the same way and so on until all team members have raced. The first team to complete course wins. *Equipment supplied*



SPIDERMAN WALK: *Team:* 6 persons

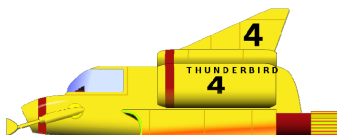
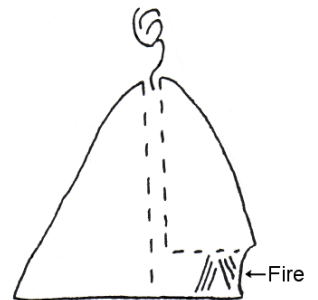
Method: All team members must stand on the first plank, and then pass the next plank along and place it on the ground in front of the first plank. All team members then walk onto the second plank, without touching the ground, pick up the first plank, pass it along, and place it in front of the second plank. Team progresses along each plank until they reach the finish line. The first team to complete course wins. *Equipment supplied*

FLASH GORDON: (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.



THUNDERBIRDS ARE GO: *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.*

KRYPTONITE LAUNCH (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.

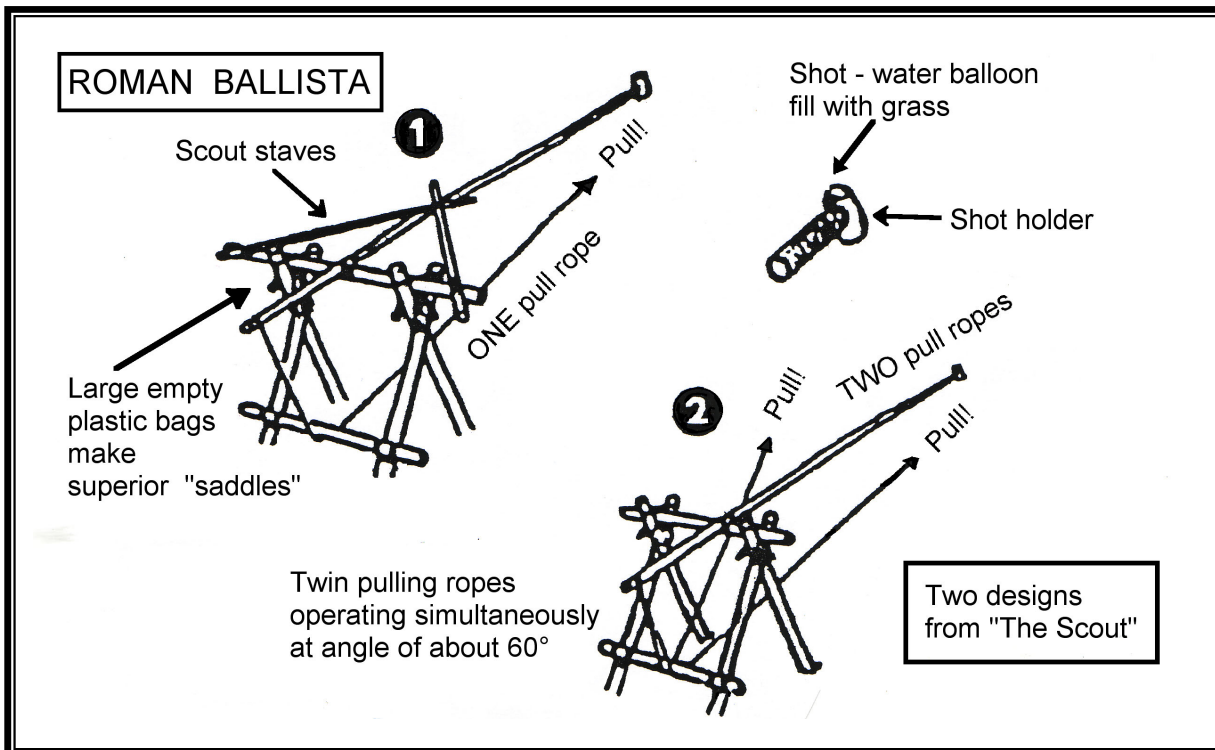
ROMAN BALLISTA — OPEN:

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 marshall.
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.



***Note:* To protect the public - definitely NO water fights.**

REGATTA

GUIDES & SCOUTS

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 – **“Super Heroes”**
- 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 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. P.F.D.s (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.

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



ENDEAVOUR BOREE REGATTA PROGRAM

SENIOR GUIDES & VENTURER SCOUTS

Time	Saturday 21st October
9.30	OFFICIAL OPENING. ALL to attend
10.00	Senior Guides/Venturer Scouts and Leaders meet and greet
10.45	The Great Super Hero Amazing Race - Bring a pen and your picnic lunch Bonus points will be awarded to teams that wear Super Hero themed outfits or costumes.
12.30	**LUNCH**
13.00	Water Programme – Get ready to test your super hero skills in the Super Keith Canoe Race
16.00	Happy Hour
17.00	Dinner
20.30	Super Challenge Board Games Bring along your favourite board game to play
23.30	Inside own campsite
23.59	LIGHTS OUT

ENDEAVOUR BOREE REGATTA PROGRAM

SENIOR GUIDES & VENTURER SCOUTS

Time	Sunday 22nd October
7.00	Breakfast
8.30	Flag Break/Announcements. ALL to attend. Aquaman Super Surf Carnival - Extra points will be awarded for units that compete in a unit surf cap! Units will need to create teams of 4-6 to compete Bring along your favourite inflatable pool toy.
12.00	**LUNCH** Activities continued
14.30	Dismantle campsites Super power pack up (Assist washing and loading canoes and kayaks)
16.00	CLOSING CEREMONY — Presentation of Awards



BOREE — CAMPCRAFT RULES and REGULATIONS

Camping Etiquette

1. Camping only allowed in designated areas (as advised to the Registrar)
2. Respect campsite boundaries (leave space between sites)
3. Report to the Leader if entering another Group's campsite and ask for permission to visit
4. **Under no circumstance are males to be in female tents or females in male tents**
5. All youth members to be in their own campsite by 9.30pm (Venturers & Senior Guides 11.00pm)
6. All noise to cease by 10.30pm
7. Scout and Guide Associations no alcohol policies to be complied with
8. Sutherland Shire Council has designated Bonna Point Reserve an alcohol free area
9. Campsite to be left clean and tidy at all times
10. Take home your rubbish and recycling



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:

This challenge is open to all sections. Each Girl Guide or Scout unit/troop, can enter only ONE (1) person per section. This challenge is also open to leaders!

The Objective:

Is to tie six (6) knots using individual ropes in the fastest time (ropes supplied).

Perpetual trophy will be awarded – one for the Junior Girl Guides/Cub Scouts
- one for Girl Guides/Scouts

The Boree Knotting Challenge will be held:

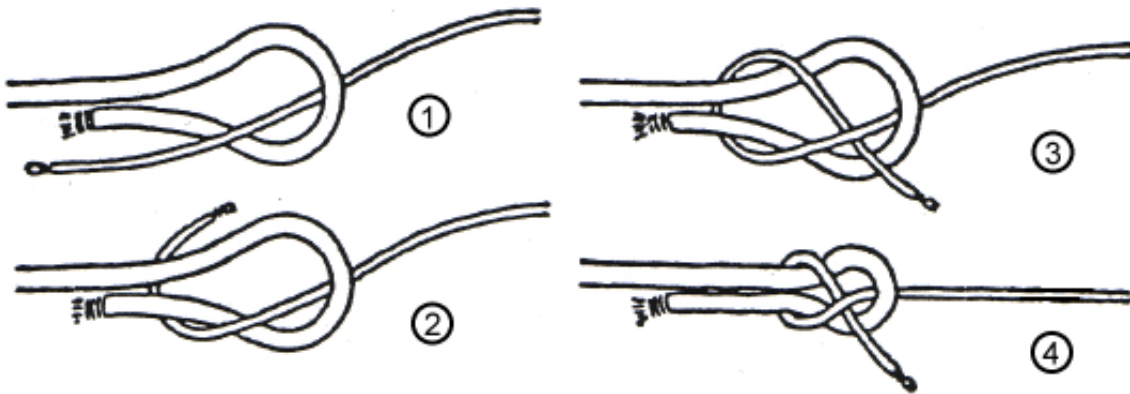
Saturday 21st at 16.00 near the hospitality tent.



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.



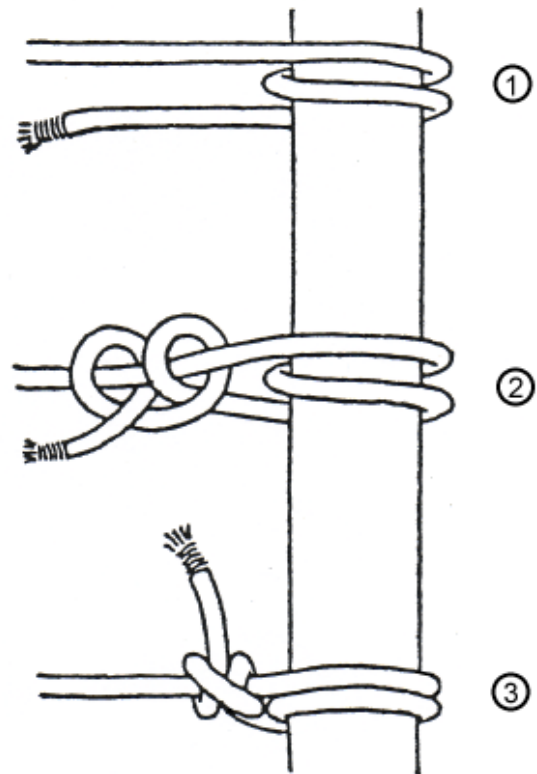
Round Turn and Two Half Hitches

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

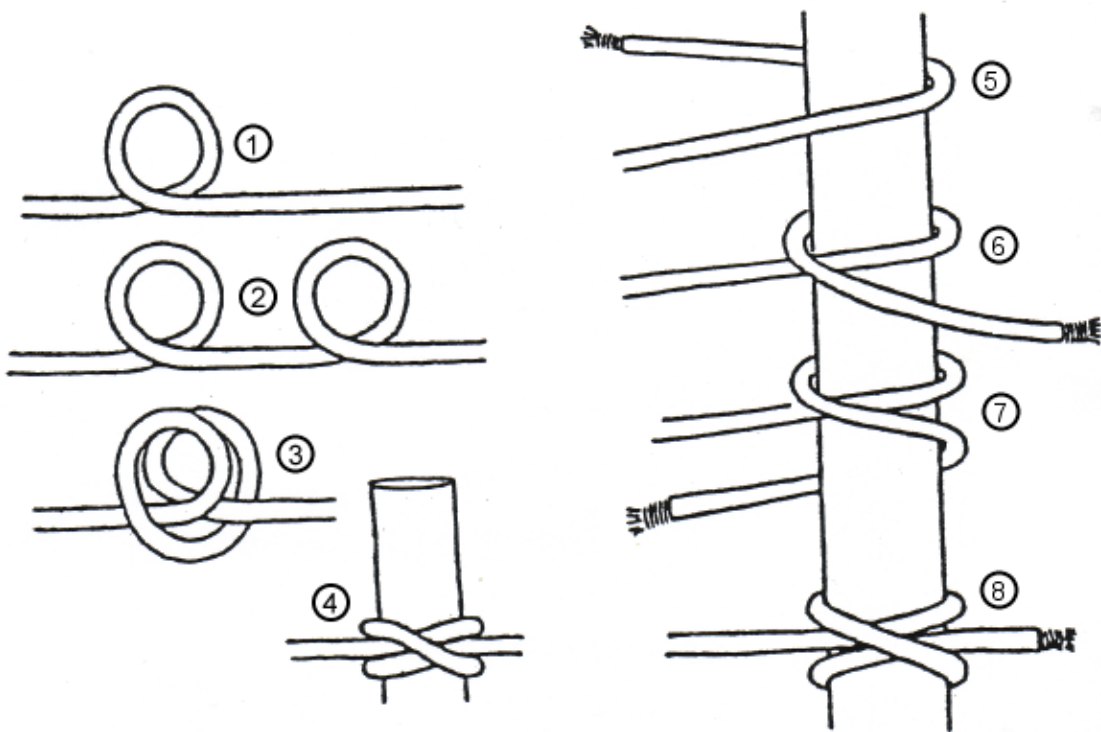
A most useful knot — for making a rope or cord fast to a spar or pole, for starting and finishing certain lashings, and for railing off kitchens, grease pits, etc, in a camp.

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.

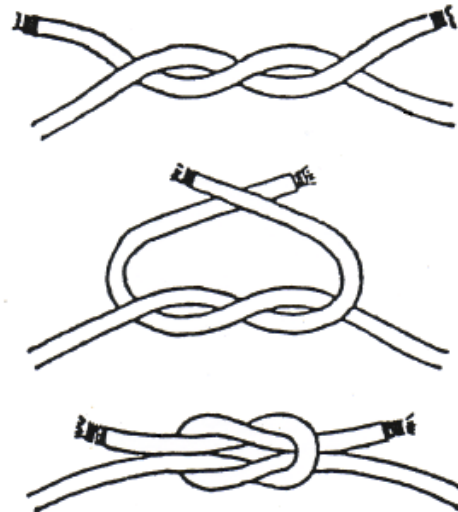
If you are using a smooth spar, like a tent pole, it is safer to make a half hitch with the end round the standing part.

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.

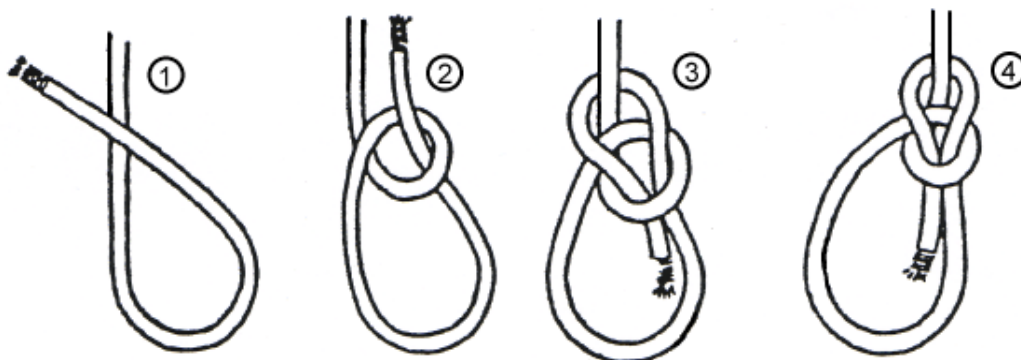


Bowline

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.

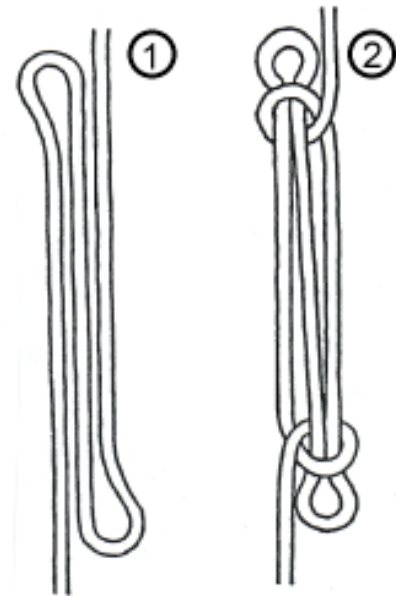
Make a loop, as in Figure 1, turn the end through this loop, **keeping the end straight** all the time — thus forming a smaller loop (Figure 2). The end is then taken round behind the standing part, down through the small loop (Figure 3) and is then tightened by pulling on the standing part (Figure 4).



Practise this knot frequently until you can do it very quickly. Then be sure you can do it with your eyes shut so you will be ready for any emergency.

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
Kurrannya 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

TROPHIES

2019 Winners

JUNIOR GUIDES/CUB SCOUTS

Diamond Jubilee Shield	Miranda Dolphin Guides
Ensign Shield	1st Lilli Pilli Cub Pack
Bundeena Shield	1st Woollahra Paddington Cub Pack
Billie Green Trophy	Charlie Liu
Kontiki Trophy	1st Lilli Pilli Cub Pack
Boree Regatta Gunnamatta Shield	Miranda Dolphin Guides
Queen Neptune Trophy	1st Caringbah Brownie Guides
Queen Neptune Trophy	2nd Mortdale Junior Guides
King Neptune Trophy	1st Lilli Pilli Cub Pack
Regatta Shield	Not Awarded

GUIDES / SCOUTS

Diamond Jubilee Shield	3rd Caringbah Guides
Boree Shield	1st Caringbah Scout Troop
Kurranulla Shield	2A Engadine Guides
Gunnamatta Trophy	2nd Enfield Scout Troop
Taren Point Shield	Sans Souci Guides
Wanda Shield	1st Grays Point Scouts
Burraneer Shield	1st Lilli Pilli Scout Troop
Port Hacking Trophy	Not Awarded
Darook Cup	1st Grays Point Scouts
Matthew Flinders Trophy	Not Awarded
Cook Shield	2nd Mortdale Guides
Kurnell Trophy	2nd Panania Scout Troop
Keith Holle Trophy	Kara Tattersall

SNR GUIDES / VENTURER SCOUT

Caringbah Trophy	Awarded to 1st Lilli Pilli Venturers
Caringbah Trophy	Sutherland Shire Rangers Guides
Endeavour Trophy	Georges River Unit
Woolooware Shield	1st Picnic Point Venturers
Cronulla Trophy	1st Lilli Pilli Venturers
Cronulla Trophy	1st Caringbah Venturers
Bass Trophy	1st Kingsford Smith Venturers
Captain Cook Trophy	Canterbury Vale Venturers

ALL AGE GROUPS

BP Trophy	Patrick McKay - JOTA
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THE SUPERHEROES 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.

* * * * *

Boree Regatta 2023



GIRL GUIDES
AUSTRALIA
NSW ACT NT



Scouts
NSW

Group/Unit _____

Mobile contact number for owner of this vehicle _____

Please leave this displayed on the dashboard against the Windscreen. It will help assist all owners of vehicles to be contacted if you are parked in the wrong area. Parking fines or towing costs are the responsibility of the car owner. Boree Committee take no responsibility.