



The focus of C2018 is to expose Scouts to Jamboree-like conditions to prepare them for the real thing in January and to achieve their 4 nights under canvas. As such, campsites will be allocated on a troop basis with Districts together where possible. All line Leaders will be allocated to activity bases over the weekend.

AMENITIES

There will be portable showers located centrally for Scouts and portable toilets located near the camping sites and activities. Leaders will use the permanent amenities near the admin centre.

CANTEEN

There will be canteen facilities available on Friday, Saturday and Sunday afternoon. The canteen will stock drinks, chips and confectionary. Families are encouraged to set appropriate spending money limits.

DEPARTURE ON MONDAY

Access to the site for vehicle on Monday will be after closing parade @ 11.30am.

DIRECTIONS

Directions on how to get to Caringal Scout camp are attached from Moe as it is not clear on Google maps. The address is 655 TELBIT Rd TYERS JUNCTION. There will be signs on the turn off to Telbit Road. The Corroboree campsite phone number is 0351653210.

ENTERTAINMENT

Night time entertainment will include:

- Scout Talent Quest on Sunday night, so you may want to bring along instruments, props or costumes for your act.
- There will also a paint party where Scouts will wear white/light-coloured clothes (which will get permanently stained) and a pair of swimming goggles. **6th Melbourne will provide white T-shirts.**

GEAR LIST

A gear list is attached. Please remember to label Scouts' belongings.

6th Melbourne will provide white T-shirts for paint party, pillowcases for screen printing and will organise an activity involving Easter eggs during the camp. All food will be provided. No energy drinks are allowed.

INSECTS

We've been warned that the site will have many mosquitos and possibly also leeches. Please pack personal insect repellent and, if you have any, salt sachets for day packs. NO open-toed footwear is to be worn on site (including Crocs). Leeches love toes and ankles and sticks can inflict painful toe/foot scratches.

MOBILE PHONES / INTERNET

There is no mobile phone or internet coverage at the campsite. The emergency number is 03 5165 3210. As usual, the 6th Melbourne rule is no technology (phones, ipads, game consoles etc).

OPEN FIRES / CAMPFIRES

We are not permitted to have any open fires. Gas cooking is the only cooking method allowed.

WATER

The water that is available on site is river water which needs to be boiled before drinking. There will be a few water stations set up around the camp that have treated water in them.

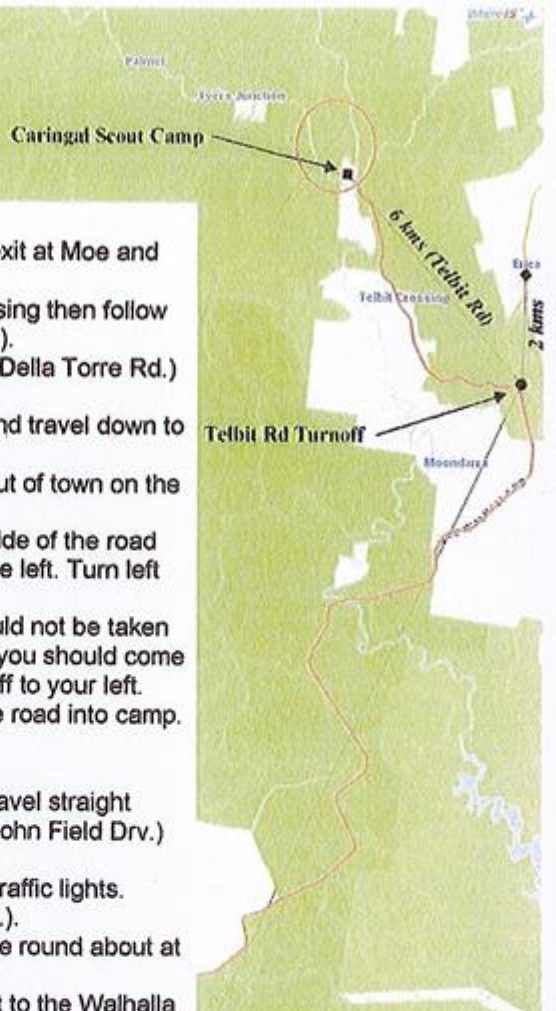
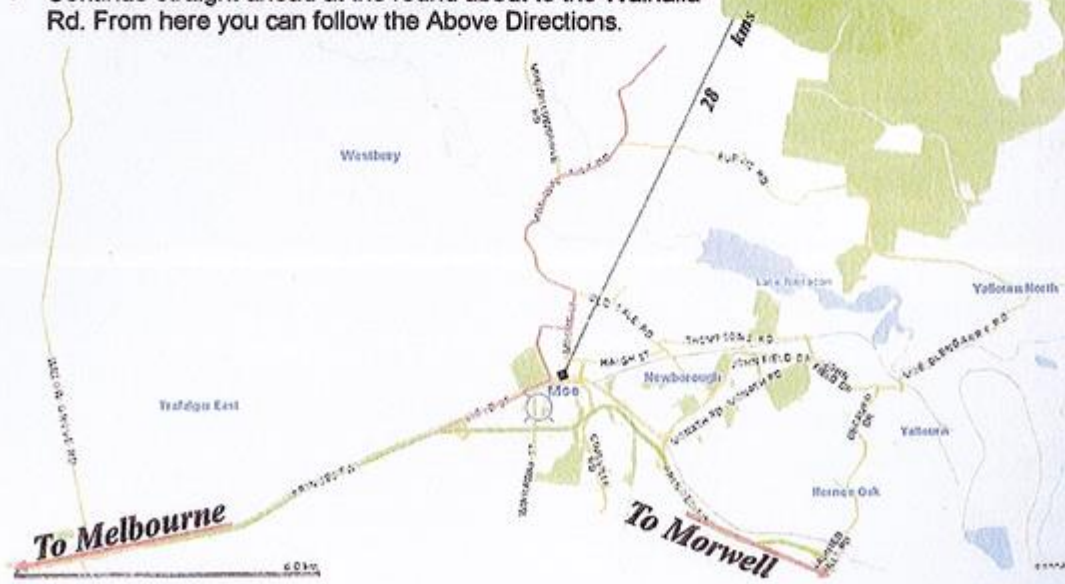
How To Get To Caringal Scout Camp Tyres Junction

From Meblourne

- Turn off of the freeway at the McDonalds exit at Moe and travel into town (Lloyd St.).
- At the level crossing turn left over the crossing then follow the road around to the right (Warterloo Rd.).
- At the round about turn left (Savages Rd - Della Torre Rd.) and follow this road to the end.
- At the T intersection turn left (Moore St.) and travel down to the round about.
- At the round about turn left and continue out of town on the Walhalla Rd. for about 28kms.
- You will see a signpost on the right hand side of the road "Caringal Scout Camp 6kms" pointing to the left. Turn left here (Telbit Rd.).
- This road is quite windy in places and should not be taken for granted. Follow this road for 6kms and you should come to a T intersection with a concrete bridge off to your left.
- Turn right at this intersection and follow the road into camp.

From Morwell

- Take the Moe exit off of the freeway and travel straight ahead through the 1st set of traffic lights (John Field Drv.) **Do not turn left or right!**
- Continue along this road to the 2nd set of traffic lights.
- Turn left at these traffic lights (Old Sale Rd.).
- Follow this road through Newborough to the round about at the bottom of Moe.
- Continue straight ahead at the round about to the Walhalla Rd. From here you can follow the Above Directions.



6th Melbourne Packing Guide

Please pack a minimum of three changes of clothes plus clothes that can be used for mud activity and paint party. Warm clothes for the evening and light clothes for day but NO sleeveless tops. Sunhat, sunscreen and insect repellent are compulsory.

Clothes

- Uniform for arrival, opening and closing parade
- Long pants or shorts x3
- T-Shirts x3 – NO sleeveless tops
- Long sleeve shirt, jumper or polo-fleece jacket x1
- Underwear x 6
- Socks x 6
- Raincoat
- Beanie
- Runners x1

Extra Clothes for Activities

- Clothes for mud activity (old clothes are suggested)
- Light-coloured pants for paint party (will be permanently stained)
- Bike helmet for adventurous activity
- Swimming goggles
- Bathers
- Dirty clothes bag x 3-4 (garbage bags are good)
- Extra pair of shoes for mud/water activity

Extras:

- Small torch x 1 and spare batteries
- Book or game for free time – NO TECHNOLOGY
- Personal medication if needed

Day pack:

- Drink bottle
- Wide brim sunhat
- Sunscreen
- Insect repellent (**will be vital for this camp**)
- Sun glasses (optional)
- Personal first aid kit including band-aids and antiseptic cream
- Green Scout book (if you have)
- Spending money for canteen – no more than \$6 per day.

Toiletries:

- Towel(s)
- Soap/tooth brush/toothpaste/hair brush
- deodorant (compulsory!)

Sleeping gear:

- mat and/or stretcher
- warm sleeping bag
- pyjamas/or warm clothes for sleeping in
- small pillow
- extra blanket (optional)