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Venturer Unit attends Dragon Skin

Dragon Skin is an annual NSW Branch Venturer Scout activity that was first run in 1984.

It is an initiative competition held over four days each Easter long weekend in a forest a few hours from the Sydney metropolitan area.

Teams of Venturer Scouts and Guides from NSW, the ACT and Qld participate in a variety of activities that allow them to test their initiative, leadership, teamwork and technical skills against members of other Units.

Current participation is around 200 teams comprising up to 1000 Venturer Scouts and Ranger Guides supported by 600 Rovers, Leaders and supporters.

Venturers who participate must hold the Venturer Skills Award and be registered members of the Association. Guides (15 - 18) should have the equivalent.

In addition, at least one member of each team must hold a current first aid qualification.

The morning of the 29th dawned bright and cool in the remote area of the shire for the Members of “Murph and the magic Tones”. The six young adventurers woke early to depart on their quest, the mighty Dragon Skin waits. Jacob, Priscilla, Gabriella, Lauren, Lachlan and of course the leader of their company Daniel the Murph of the patrol all met at Padstow Station at 7 am to start their journey. There they met the other group from their clan, the safari men, and together they caught a bus and then a train to Cambletown Station to register and be escorted to the venue.

We arrived at Belanglo state forest and after quickly getting our Bearings we immediately set off to complete the many interesting activities we were able to do. After each day of activities we would head to the VOC, Venturer overnight Camp, of our choice. Each VOC is filled with its own exciting set of activities, ranging from boxing to crate stacking and of course the VOC staple of a DJ and dance tent. Each night filled with fun and friend making none of us would make it to be before 12. This made the six am wake ups no easier.

Each day is filled with new and interesting activities all following the theme of “into the wild”. As a group we changed from Bear Grylls and his camera man to Lions on the Savanna and into Amazonians. We battled through mazes, electric fences and Savage Native tribes. All the while building our team work communication and problem solving skills. As a team there was no challenge we couldn’t beat, no obstacle we couldn’t hurdle, except knots... we suck at knots. Nonetheless we worked our way through the activities each day getting above the average in points and activities s completed.

At the end of the weekend when all the points had been counted it had been found that we, the Bangor Team had in fact...come 84th!!! Though not the winner we had done a pretty good job. Though at this point none of us really cared and all we wanted to do was sleep. So again we caught the bus which h this time lacked the lively atmosphere it had on the way in and instead was filled with the sleeping stinking bodies of 50 venturers who would like nothing more than a warm bed a and a hot meal.