

ACTIVITY TIMINGS...

All Onsite Zones: Morning session: 9:30am to 12:30pm & Afternoon session: 2:00pm to 5:00pm

Out & About (offsite activities) EVAC Activities – arrive at the Transport Depot 15 minutes prior to departure:

Session 1: 8:30am to 11:30am / Session 2: 10:30am to 1:30pm / Session 3: 12:30pm to 3:30pm / Session 4: 2:30pm to 5:30pm

Out & About (offsite activities) Gravity Trampolines – arrive at the Transport Depot 15 minutes prior to departure:

Session 1: 9:00am to 12:00pm / Session 2: 11:00am to 2:00pm / Session 3: 1:00pm to 4:00pm / Session 4: 3:00pm to 6:00pm

Out & About (14+ offsite) Norwich Hare Trail – arrive at the Transport Depot 15 minutes prior to departure: 9:30am to 4:30pm

Break Out (days out) timings are as follows – arrive at the Transport Depot 30 minutes prior to departure:

Pleasurewood Hills Theme Park: Depart: 9:00am & Return 5:00pm

Colchester Zoo & Duxford Air Museum: Depart: 8:30am & Return 5:30pm

ACTIVITY GUIDANCE NOTES:

PLEASE READ ALL GUIDANCE NOTES CAREFULLY & ENSURE YOUR SCOUTS & GUIDES ARE PREPARED TO ENJOY THE FULLEST ACTIVITY EXPERIENCE – INCORRECT CLOTHING & FOOTWEAR MAY MEAN AN ACTIVITY HAS TO BE MISSED FOR SAFETY REASONS.

ADVENTUROUS ACTIVITY FIELDS

21 activities will be spread across three adventurous activity fields that will challenge participants while they have fun.

The 1st activity will be ticketed, but after that everyone will “Q to Play”. A few activities are for 14+ only.

ABSEILING – ENDEAVOUR FIELD
Description of Activity: Visit the BATS Team & abseil down the mega BAT tower.
Special Notes: Participants must wear closed shoes (no sandals or thick soled shoes/boots) & long hair must be tied back.
AIR RIFLES – VELOCITY FIELD
Description of Activity: Target practice with the Norfolk 1.77 Ranger Team.
Special Notes: Permission MUST be completed as per the instructions in the 2 nd stage of booking & form brought to camp.
ARCHERY – VELOCITY FIELD
Description of Activity: The expert instructors will guide you through the techniques required to score highly with your arrows.
Special Notes: Participants must wear closed shoes (no sandals) & long hair must be tied back.
CATAPULTS – MOMENTUM FIELD
Description of Activity: Learn to fire a catapult with accuracy to hit your target.
Special Notes: It is advised to not emulate this activity at home.
CAVING – MOMENTUM FIELD
Description of Activity: Explore a series of caves in the dark to overcome a number of obstacles.
Special Notes: Clothes & shoes that can get wet or dirty are essential.
CLAY SHOOTING – ENDEAVOUR FIELD
Description of Activity: Clay shooting with the BASC Team
Special Notes: Permission MUST be completed as per the instructions in the 2 nd stage of booking & form brought to camp.
CRATE STACKING – ENDEAVOUR FIELD
Description of Activity: Try your skill at Crate Stacking – How high can you go?
Special Notes: Participants must wear closed shoes (no sandals or thick soled shoes/boots) & long hair must be tied back.
CLIMBING WALL – ENDEAVOUR FIELD
Description of Activity: Visit the BATS team & climb the mega BAT tower.
Special Notes: Participants must wear closed shoes (no sandals or thick soled shoes/boots) & long hair must be tied back.
FIRE BY FRICTION – MOMENTUM FIELD
Description of Activity: Fire lighting practice with an expert Scout team.
Special Notes: Old clothing advised (you will smell of smoke) & long hair must be tied back.
FLYING TRAPEZE – MOMENTUM FIELD (14+ Scouts & Guides only)
Description of Activity: Fly High on the Trapeze with the world class Red Hands flyers from around the globe.
Special Notes: Participants must be confident at height & long hair must be tied back.
GO KARTS – VELOCITY FIELD (2 tracks - 14+ course & under 14 course)
Description of Activity: Have a ride in petrol powered Go Karts around the NORJAM course.
Special Notes: Safety head wear provided & must be worn.

NINJA ASSAULT COURSE – MOMENTUM FIELD (14+ Scouts & Guides only)
Description of Activity: Compete to beat the Ninja course if you dare...
Special Notes: Participants must be confident at height & must wear closed shoes (no sandals or thick soled shoes/boots). 1.2m minimum height restrictions apply.
QUAD BIKES – VELOCITY FIELD (2 tracks - 14+ course & under 14 course)
Description of Activity: Have a go on our petrol driven Quad Bikes around the NORJAM course.
Special Notes: Safety head wear provided & must be worn.
SPIDER MOUNTAIN – MOMENTUM FIELD
Description of Activity: Experience the thrill of the climbing web.
Special Notes: Participants must wear closed shoes (no sandals or thick soled shoes/boots).
ZORBS – MOMENTUM FIELD (BODY ZORBS, LAND ZORBS, WATER TUNNELS & WATER ZORBS)
Description of Activity: A variety of activities in supersized Zorbing balls.
Special Notes: Clothes & shoes that can get wet are essential.
ZIP LINE – MOMENTUM FIELD
Description of Activity: High speed decent for a thrilling ride.
Special Notes: Participants must be confident at height. 120kg maximum weight & 1.4m minimum height restrictions apply.

BOARDWALK ARCADE

All the fun of the fair, in our “End of the Pier” barns, will keep Scouts & Guides entertained as if it were a day at the seaside!
Plus additional fun with the Zum-Drum Workshops (tickets will be allocated for both workshop sessions as spaces are limited).
The 1st activity will be ticketed, but after that everyone will “Q to Play”. A few activities are for 14+ only.

AEROBALL (14+ Scouts & Guides only)
Description of Activity: High speed team game – only for the brave hearted.
Special Notes: Lots of energy required.
BOCCIA
Description of Activity: New Olympic sport game.
Special Notes: None.
DRUM WORKSHOP
Description of Activity: Learn how to find your rhythm at our drum workshop – tickets only.
Special Notes: Loud noise drumming.
FACE TO FACE CLIMBING WALL
Description of Activity: Our glass climbing wall challenges you to get to the top first!
Special Notes: Participants must wear closed shoes (no thick soled shoes/boots). 110kg maximum weight restriction applies.
FAIRGROUND ATTRACTION
Description of Activity: High speed thrilling rides – visit our travelling fair.
Special Notes: Participants must be confident at height & like high speed rides.
FAIRGROUND STALLS
Description of Activity: Have a go to win the prize – all the fun of the fair.
Special Notes: None.
GAMES
Description of Activity: A variety of games big & small to play with your friends.
Special Notes: None.
KURLING
Description of Activity: Quiet floor based game.
Special Notes: None.
LOOPING BIKES (14+ Scouts & Guides only)
Description of Activity: High speed pedaling is required for a thrilling ride on your 360 degree bike!
Special Notes: Participants must be confident at height & have a lot of energy! 170kg maximum weight restriction applies.
MINI LANDI's (14+ Scouts & Guides only)
Description of Activity: Remote control cars are taken to a new level on our indoor course.
Special Notes: None.

PUNCH & JUDY SHOW
Description of Activity: Watch the traditional seaside show whilst relaxing in a deckchair!
Special Notes: None.
SILENT DISCO
Description of Activity: Dance away wearing headphones in your own private disco with the NORJAM DJ.
Special Notes: Loud music (but only in your personal headset).
STOP THE CLOCK GAME
Description of Activity: High speed team game – will you beat the clock?
Special Notes: None.
ZUMBA DANCE WORKSHOP
Description of Activity: A fun fast exercise dance class with Zumba Ana – to the latest tunes. Tickets only.
Special Notes: Comfortable footwear is essential (trainers are best).

BOUNCE & REBOUND

Everything you could want in a Bouncy World, spread across two fields as it wouldn't all fit onto just one! The 1st activity will be ticketed, but after that everyone will "Q to Play". A few activities are for 14+ only.

BUNGEE TRAMPOLINE – REBOUND
Description of Activity: Jump & Bounce on the fantastic trampoline rig.
Special Notes: Long sleeves & trousers an advantage & long hair must be tied back.
ICE SKATING EXPERIENCE - REBOUND
Description of Activity: Ice Skating on a synthetic rink.
Special Notes: Participants must wear socks & the safety equipment provided.
INFLATABLE ACTIVITIES - BOUNCE & REBOUND
Description of Activity: 16 inflatable activities to entertain everyone.
Special Notes: Socks, Long sleeves & trousers an advantage & long hair must be tied back.
TRAMPOLINE TRAILER - REBOUND
Description of Activity: Test your trampoline skills on our fixed bed trailer.
Special Notes: Socks, Long sleeves & trousers an advantage & long hair must be tied back. 63kg maximum weight restriction applies.

B. P. ADVENTURE

Join the highly skilled team from BUSHCRAFT UK to walk in the footprints of Baden Powell, learning life skills. Places are limited to 50 per day (application prior to jamboree) & is open to Scouts & Guides 14+ only.

B. P. ADVENTURE
Description of Activity: A range of traditional Scouting skills, including tarpology, knife skills, fire skills & wild game preparation. This is an ALL DAY activity – you will taste the food you prepare together, but participants need to bring a packed lunch.
Special Notes: This activity is for 14+ Scouts & Guides who have pre-booked & parental permission has been received. Old clothing advised (you will smell of smoke) & sturdy shoes to be worn (boots preferable). Bring rainwear.

BREAK OUT - DAY OUT

Everyone (including leaders) will have a pre-selected day out to a local attraction, booked as part of the 2nd stage booking process. Note: Read the guidelines for Days Out & Offsite Activities carefully.

PLEASUREWOOD HILLS THEME PARK
Description of Activity: High thrill rides & other entertainment in an enclosed site.
Special Notes: This day out must be booked during 2 nd stage booking.
DUXFORD AIR MUSEUM
Description of Activity: Travel back in time to learn about the history of wartime aviation.
Special Notes: This day out must be booked during 2 nd stage booking.
COLCHESTER ZOO
Description of Activity: See animals from all over the world at one of the UK's leading wildlife parks.
Special Notes: This day out must be booked during 2 nd stage booking.

CIRCUS, CIRCUS

Your seat is booked in the Big Top, for a circus show that will amaze you & hone your own circus skills with the i.Circus team. Both attractions work on a timed ticket system – please ensure your Scouts & Guides arrive on time.

HAPPY CIRCUS SHOW
Description of Activity: The Circus Academy will amaze you with their skills – then a chance to meet the performers.
Special Notes: A seated show – limited leaders will be able to view the show too, tickets will be issued.
I CIRCUS – CIRCUS SKILLS WORKSHOP
Description of Activity: Doody the Clown & his team will teach you circus skills to amaze your friends.
Special Notes: Participants must wear closed shoes (no sandals thick soled shoes/boots).
STIFF & STILTED – STILT WALKING
Description of Activity: Try stilt walking with the Stiff & Stilted team.
Special Notes: Participants must wear closed shoes (no sandals thick soled shoes/boots) & be prepared to take a tumble or two.

CRAFT WAREHOUSE

Lots of crafts to try & make souvenirs to take home, all themed around the decades of NORJAM...

Thomas has prepared a fantastic range of crafts that travel through time, so everyone will have lots of mementos to take home.

From “make do & mend” crafts from the 1940’s to “Rubik Cube” of the 1980’s – there is something to suit every taste & skill ability.

The 1st activity will be ticketed, but after that everyone will “Q to Play”. A few activities are for 14+ only.

TRADITIONAL HANDICRAFTS
Description of Activity: A wide range of crafts & creative activities to amaze you !
Special Notes: If glasses are required for close work, please bring with you & please tie back long hair.
SCIENCE EXPERIMENTS
Description of Activity: The Cambridge Science Team are going to “wow” you with a range of scientific activities that will amaze !
Special Notes: Please do not try these experiments at home after the jamboree.
SPECIAL CRAFTS FOR 14+ SCOUTS & GUIDES
Description of Activity: Various crafts for the older participants will be available – these crafts are more challenging.
Special Notes: Some activities will require participants to travel offsite, it is advised to take rainwear & a snack.

OUT & ABOUT - OFFSITE ACTIVITIES

During the jamboree , Scouts & Guides will travel offsite to experience a wider range of activities.

Note: Read the guidelines for Days Out & Offsite Activities carefully.

All offsite activities work on a timed ticket system – please ensure your Scouts & Guides arrive on time.

EATON VALE ACTIVITY CENTRE (EVAC)
Description of Activities:
Canadian Canoes – Work in a team to paddle up the river. Clout Archery – Aim high with this variation of archery.
High Ropes – Navigate our high rise course. Jacob’s Ladder – Climb to reach the clouds.
Kayaks – Paddle up the river in your own Mountain Bikes – Cycle around the EVAC course.
Raft Building – Build your own rafts with a team & then launch it up the river.
Special Notes: A change of clothing, swimwear & towel essential – also old pumps or trainers to be worn for all water activities.
Participants must wear closed shoes (no thick soled shoes/boots) for all land based activities.
For Clout Archery long hair must be tied back.
For High Ropes & Jacob’s Ladder Participants must be confident at height & long hair must be tied back.
For Mountain Bikes participants must be able to ride a bicycle & wear the safety hat provided.
GRAVITY
Description of Activity: Mega trampoline center in the City of Norwich.
NOTE: There is a short walk from the coach drop-off point to the venue, guides will meet you to lead the way.
Special Notes: Participants must wear socks & be prepared to take a tumble or two.
HARE TRAIL (14+ registered units only)
Description of Activity: For Explorer Units & Senior Sections, a special offsite activity is arranged for you – The Hare Trail is an series of giant decorated Hares that are located all over the City of Norwich. Participants & their Leaders will be transported into Norwich to complete the challenge – a special NORJAM badge is the prize for finding the Hares.
Special Notes: Comfortable walking shoes & rainwear advisable – take a packed lunch or plan to dine out !

