

Kids Camp

PAINTBALL ACTION & ADVENTURE



Itinerary



Old North Road, Riverhead Forest, Auckland

DAY ONE

9:00	<ul style="list-style-type: none"> • New WCT Kids Camp Cadets and Parents/Caregivers arrive between 8:45 and 9am • Camp Permission Forms are collected from the Parents / Caregivers. • Parents/Caregivers shown where to complete and sign the daily Waiver (indemnity).
9:15	<ul style="list-style-type: none"> • Introduction to World Challenge Tag • Explain what it is to be a WCT Cadet and what is expected from them in their behaviour: <ul style="list-style-type: none"> ○ Responsibility, Trust, Care and Honour. • Encourage themselves & each other; to have a go, meet challenges, strive to achieve personal bests.
10:00	<ul style="list-style-type: none"> • Organising the group into Squads. • Choose Squad Leaders for Day 1 and have then help them choose their 2iCs (Second in Commands). • Squad leaders are tasked to display authority, care and helpfulness to each member of their Squad. • Collect equipment.
10:15	<p><u>A-Squad – Laser Tag</u></p> <ul style="list-style-type: none"> • March to Laser Tag fields for battles in the Laser Tag Arena. • Learn, play in skirmishes and battles, stalking through the forest using infra-red Laser Gaming simulator guns. Laser battle continues until break for Lunch. <p><u>B-Squad – Assault Course</u></p> <ul style="list-style-type: none"> • Receive Briefing on Goggles and Paintgun. • Mustering and issue of Paintguns. • March to the WCT Assault Course challenge. <ul style="list-style-type: none"> ○ Experience the fun and challenge of Milsim (Military Simulation) style confidence training over multiple activities and obstacles.
11:30	<p><u>B-Squad – Target Range</u></p> <p>Move on to the Target Range for Paintgun shooting practice.</p>
12:00	<p>LUNCH</p> <p>All Squads form up for Lunch.</p>
12:30	<p><u>Squads reform into ranks:</u></p> <p><u>B-Squad – Laser Tag</u></p> <ul style="list-style-type: none"> • March to Laser Tag fields for battles in the Laser Tag Arena. • Learn, play in skirmishes and battles, stalking through the forest using infra-red Laser Gaming simulator guns. Laser battle continues until break for Snack. <p><u>A-Squad – Assault Course</u></p> <ul style="list-style-type: none"> • Receive Briefing on Goggles and Paintgun. • Mustering and issue of Paintguns. • March to the WCT Assault Course challenge. <ul style="list-style-type: none"> ○ Experience the fun and challenge of Milsim (Military Simulation) style confidence training over multiple activities and obstacles.
1:45	<p><u>B-Squad – Target Range</u></p> <p>Move on to the Target Range for Paintgun shooting practice.</p>
2:15	<p>SNACK</p> <p>All Squads form up for Snack Break.</p>
2:30	<p><u>All Squads participate in exercises and battles on the Paintball fields.</u></p> <ul style="list-style-type: none"> • How to crawl and move through thick bush as a squad, keeping concealed whilst working as a Team with Squad leaders in charge, backed up by their 2iC's. • Demonstrate and instruct on method of movement through a field while encountering enemy contact. • Squads re-enact. Exercise starts and finishes with a whistle. • Exercise is finished when the squad is in correct formation to be in a strong position for defence. Paintgun Safety devices will be on when not active. • If instructors are satisfied with performance and Cadets have shown a responsible attitude, they go to 'live' exercises with the Paintguns. A-Squad go first with B-Squad acting as the enemy, then the squads are reversed with A-Squad acting as the Enemy. • At end of exercise, all squads march back to Field HQ and rack the guns.
3:45	<p>END OF DAY DE-BRIEF</p> <ul style="list-style-type: none"> • Talk with all WCT Cadets about their day: how they rose to the challenges they were presented with, overcame personal obstacles, solved problems, achieved personal bests, learned new skills. • Talk with the Day1Squad Leaders about their role, their performance and expectations. • Choose Squad Leaders for Day2 and their 2ic's and discuss with them their Role and expectations.
4:00	<ul style="list-style-type: none"> • Parents/Caregivers sign-out and collect their children.

DAY TWO

9:00	<ul style="list-style-type: none"> • WCT Cadets and Parents/Caregivers arrive between 8:45 and 9am • Camp Permission Forms are collected from the Parents / Caregivers (for any new Cadets) • Parents shown where to complete and sign the daily Waiver (indemnity).
9:15	<ul style="list-style-type: none"> • Introduction to World Challenge Tag for any new Cadets. • Re-iterate what it is to be a WCT Cadet and what is expected from them in their behaviour: <ul style="list-style-type: none"> ○ Responsibility, Trust, Care and Honour. • Encourage themselves & each other; to have a go, meet challenges, strive to achieve personal bests • Organising the group into Squads with their signed Waiver (indemnity) forms. • Choose Squad Leaders for Day 1 and have then help them choose their 2iCs (Second in Commands). • Squad leaders are tasked to display authority, care and helpfulness to each member of their squad. • Collect equipment.
9:30	<p><u>A-Squad – Archery Combat</u></p> <ul style="list-style-type: none"> • March to WCT Archery Combat fields for training, techniques and battles in the Archery Arena. • Break for Snacks and drink <p><u>B-Squad – Assault Course</u></p> <ul style="list-style-type: none"> • Receive Briefing on Goggles and Paintgun. • Mustering and issue of Paintguns. • March to the WCT Assault Course challenge. • Experience the fun and challenge of Milsim (Military Simulation) style confidence training over multiple activities and obstacles • Break for Snacks and Drink
10:30	<p>March all Squads to Minecraft Field for Covering Fire, Leap Frogging, other exercises. If instructors are satisfied with performance and Cadets have shown a responsible attitude, they go to a 'live' exercises with the Paintguns.</p>
12:00	<p>LUNCH All Squads form up for Lunch.</p>
12:30	<p><u>Squads reform into ranks:</u></p> <p><u>B-Squad – Archery Combat</u></p> <ul style="list-style-type: none"> • March to WCT Archery Combat fields for training, techniques and battles in the Archery Arena. <p><u>A-Squad – Assault Course</u></p> <ul style="list-style-type: none"> • Receive Briefing on Goggles and Paintgun. • Mustering and issue of Paintguns. • March to the WCT Assault Course challenge. • Experience the fun and challenge of Milsim (Military Simulation) style confidence training over multiple activities and obstacles
2:15	<ul style="list-style-type: none"> • Break for Snacks and drink
2:30	<p><u>All Squads participate in exercises and battles on the Paintball fields, including:</u></p> <ul style="list-style-type: none"> • Orienteering exercises. On the instructor's whistle, a Squad goes into the field to retrieve a weapons crate, whilst hidden enemy (an opposing Squad) are ready to attack and prevent the crate being found. Goal is achieved and whistle blows, once retrieving Squad finds the crate. • Squads take turns in being the defenders (retrievers) and attackers (enemy). • At end of exercise, all Squads March in columns of two back to Field HQ and rack the guns.
3:45	<p>END OF DAY DE-BRIEF</p> <ul style="list-style-type: none"> • Talk with all WCT Cadets about their day: how they rose to the challenges they were presented with, overcame personal obstacles, solved problems, achieved personal bests, learned new skills. • Talk with the Day1Squad Leaders about their role, their performance and expectations. • Choose Squad Leaders for Day3 and their 2ic's and discuss with them their Role and expectations.
4:00	<ul style="list-style-type: none"> • Parents/Caregivers sign-out and collect their children.



DAY THREE

9:00	<ul style="list-style-type: none"> • WCT Cadets and Parents/Caregivers arrive between 8:45 and 9am • Camp Permission Forms are collected from the Parents / Caregivers (for any new Cadets) • Parents shown where to complete and sign the daily Waiver (indemnity).
9:15	<ul style="list-style-type: none"> • Introduction to World Challenge Tag for any new Cadets. • Re-iterate what it is to be a WCT Cadet and what is expected from them in their behaviour: <ul style="list-style-type: none"> ○ Responsibility, Trust, Care and Honour. • Encourage themselves & each other; to have a go, meet challenges, strive to achieve personal bests • Organising the group into Squads with their signed Waiver (indemnity) forms. • Choose Squad Leaders for Day 1 and have then help them choose their 2iCs (Second in Commands). • Squad leaders are tasked to display authority, care and helpfulness to each member of their squad. • Collect equipment.
9:30	<ul style="list-style-type: none"> • Referee's Brief for Kids Camp Cadets entrance into <u>Star Wars -The Galactic Battle</u> game, combined all incoming public players for the game. • Issue of Paintball Guns & Gear.
	<ul style="list-style-type: none"> • All WCT Kids Camp Cadets receive issue of a large Charlie Foxtrot Game Pack (<u>700 Paintballs</u>) for the game – 200 in the gun with 500 in the Ammo Belt harness for speed reloading.
	<ul style="list-style-type: none"> • Depending on numbers of players, Referees decide on the <u>Star Wars -The Galactic Battle</u> Game Plan and fields, and march onto the first field of play (probably Bunkers).
10:00	<p>STAR WARS – THE GALACTIC BATTLE “MAY THE FORCE BE WITH YOU”</p> <p>Look out for Stormtroopers! Dress as favourite Star Wars Character Optional.</p>
1:00 approx	<ul style="list-style-type: none"> • Once the <i>Star Wars</i> game is concluded (game may extend depending on the state of play), the WCT Kids Camp Squads all march together to <u>Field Minecraft</u> for food & drink.
1:30 approx	<ul style="list-style-type: none"> • Reform the squads after lunch. Field exercises on enemy contact and leap frogging, plus playing Termination Game to show what to do when player numbers reduce. • If time permits, may cross to WCT Assault Course to enjoy another round of fun and challenges with Milsim (Military Simulation) style confidence training. The Cadets bring together their learned teamwork and problem solving skills to once again encourage & spur on each other - and themselves
3:00 approx	<ul style="list-style-type: none"> • Close of Day - Pack down. • March to Safe Room and Clean guns. • March back to Field HQ and return all equipment.
3:15	<p>END OF DAY DE-BRIEF</p> <ul style="list-style-type: none"> • Talk with all Cadets about Camp: how they rose to the challenges they were presented with, overcame personal obstacles, solved problems, achieved personal bests, learned new skills. • Talk with the Day3Squad Leaders about their role, their performance and expectations. • Present certificates to all attending WCT Kids Camp Cadets
3:30	<p>CONCLUSION OF CAMP and AWARDS - Parents encouraged to attend the awards</p> <p>All who were <u>Squad Leaders</u> & <u>Squad 2iC's</u> on each of the 3 days plus those who were the <u>10 Best Stars</u> of the Camp, are awarded a prize of one free <u>Terminator Game Pack</u>.</p> <p>Prize Packs to be used within 12 months within a group organised to play at World Challenge Tag for a social or birthday game. All packs are per person, and can be upgraded to larger packs on Game Day by paying the difference in pack cost. (Social games are best played with a group of 10 or more people, but slightly smaller groups (6-8) can often be accommodated)</p>
4:00	<ul style="list-style-type: none"> • Parents/Caregivers sign-out and collect their children.





CONFIDENCE ASSAULT COURSE

World Challenge Tag – Activity & Confidence Course

Purpose built in the Riverhead Forest to compliment specialised Paintball Activities

Experience the fun, challenge and adrenaline rush of Milsim (Military Simulation) style confidence training over multiple activities and obstacles, suitable for all ages and levels of skill & fitness.

Prepare for Paintball gaming by honing skills of teamwork and team Leadership. Forge new friendships and a shared camaraderie whilst problem solving and overcoming obstacles .

The WCT Kids Camp Cadets come together as Squads of participants to rise to the challenge and encourage themselves – and each other - to have a go and achieve their personal bests.

Features will include:

Climbing Rope, Balance Bars, Bar Hang, Ditch Climb, Triangle Rope Puzzle (Traverse & Climb), Climbing Wall, Climbing Fence, Uphill Tyre Run, Net Crawl & Climb

