WoidInfo May 2024 RARO



"Hey you magical creatures" it sounds from the ZauberWoid!

The approx. 350 RaRo and their accompanying leaders will make use of the abilities of various magical creatures in the 3 sub-camps at WoidLa24 to protect the Woid from various dangers. Sustainability will play a key role here, as will helping to shape the camp so that all ZauberWoid residents can have a fantastic Woid experience!

The sub-camp, i.e. the magical creatures you live with, will be your home at WoidLa24. You will cook, camp and spend time together there.

Speaking of cooking: At WoidLa24, the RaRo will prepare their own meals together with their accompanying leaders. We see cooking at a large camp as part of the program and have planned enough time for it. At the camp, we will cook exclusively with fresh and, if possible, regional ingredients.

There will also be a "WoidGenuss - evening of the long spoon". Here you will cook a dish together with the groups in your catering unit in the quantity corresponding to the number of people. You may/should/could then eat with all the other groups from GuSp to CaEx. You can choose the necessary ingredients from a predetermined list at the beginning of the camp.

More about this in the general part of the WoidInfo.

The Sub-Camps

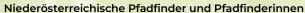
At the sub-camp, a sub-camp team will be on hand to answer all your questions and concerns. This is also your point of contact for organizational matters before the camp. With this newsletter, the eager wait for the sub-camp allocation has finally come to an end. With a big **drum roll**, we would now like to introduce you to your future friends:

Unicorns

Have you ever heard of the whispering of unicorns, whose mythical essence dates back to the dawn of antiquity?

These enchanting creatures appeared in the sacred writings of









ancient Greece and have been depicted throughout the woven tapestries of medieval European folklore. But oh, the stories they inspire! In the ethereal realms of medieval Europe, unicorn horns were believed to possess powers beyond human comprehension. Legends wove their magic, proclaiming that these horns could purify water and heal bodies. Here's another fascinating thought: the longest unicorn horn ever was measured at 1.58 meters!

	T
Hollabrunn	RARO-1-01
Telfs	RARO-1-01
Wiener Neudorf	RARO-1-01
St. Pölten	RARO-1-02
Trumau	RARO-1-02
Wien 64 – Don Bosco	RARO-1-02
Baden bei Wien	RARO-1-03
Wien 1 – St. Georg	RARO-1-03
Eschenau-Rotheau	RARO-1-04
Schwechat	RARO-1-04
Stockerau	RARO-1-04
Zwettl	RARO-1-04
Hinterbrühl	RARO-1-05
Horn	RARO-1-05
Bruck/Leitha	RARO-1-06
Wilhelmsburg	RARO-1-06





Dragons

In Western mythology, dragons are sometimes depicted as malevolent creatures that pose great dangers.

However, even though they can breathe fire, they are actually in fact majestic and wise beings who have an understanding of secrets hidden from mortal eyes. They often guard mystical



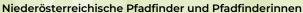
treasures or serve as guides for those brave enough to seek them out. Normally dragons inhabit high mountains and other remote places, but this time they have answered the call of the other creatures and are settling down together here in the ZauberWoid. The runway has already been laid out and the tower is already receiving the first radio messages.

Markersdorf-St.Martin	RARO-2-01
Neunkirchen	RARO-2-01
Lancashire Scouts	RARO-2-02
Langenlois	RARO-2-02
Maria Enzersdorf Südstadt	RARO-2-03
Ulmerfeld-Hausmening	RARO-2-03
Hainburg a. d. Donau - Viribus Unitis	RARO-2-04
Pfadfindergruppe Tulln	RARO-2-04
Aschbach	RARO-2-05
Biedermannsdorf	RARO-2-05
Salzburg 2 deZwoarer	RARO-2-05
Strasshof	RARO-2-05
Bad Vöslau	RARO-2-06
Gmünd	RARO-2-06
Wien 73 – Kaiserebersdorf	RARO-2-06

Leprechauns

Even if you know them best from your last vacation in Ireland, they actually live here in the ZauberWoid too. As the word leprechaun is derived from the Irish word lepreachán and actually means small





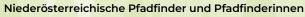




body, we are often said to be related to the hobbits. However, our feet are nowhere near as hairy. What's more, we are rarely seen without shoes. Our vocation as shoemakers and cobblers was already known in early Irish folklore. You can recognize us by our green clothes, our sometimes bearded faces and our mischievous grins as we get up to all kinds of mischief. But our favorite way to pass the time is to hide pots of gold at the end of rainbows. Maybe you can even find one of these pots in the ZauberWoid?

Gars am Kamp Gumpoldskirchen Salzburg 5 Gnigl Zeiselmauer-Wolfpassing	RARO-3-01 RARO-3-01 RARO-3-01 RARO-3-01
Bad Vöslau / Gainfarn	RARO-3-02
Gföhl	RARO-3-02
Kirchschlag/Bucklige Welt	RARO-3-02
Leobersdorf	RARO-3-02
8th Maynooth Ventures	RARO-3-03
Kierling-Gugging	RARO-3-03
St. Pölten-Viehofen	RARO-3-03
Berndorf	RARO-3-04
Villach-Gegendtal	RARO-3-04
Ybbsitz	RARO-3-04
Kirchberg am Wechsel	RARO-3-05
Pöchlarn	RARO-3-05
Laxenburg	RARO-3-06
Wien 32 – Pax hill	RARO-3-06

Together, all the mythical creatures will help the wizard and the fairy to find each other and we will plant a forest together. But we don't want to tell you any more - be prepared!







Daily Schedule

Our daily schedule at the WoidLa 24 depends on the specific day but this is what it will look like most of the time:

Breakfast

09:00-11:30 Morning Activities

Lunch / Break

15:00-17:30 Afternoon Activities

Dinner / Break

17:45 Troop council

18:15 Meeting for Leaders

Evening: Time for Campfire / Evening Activities

24:00 Silent Hours

Program

The program is the core of the camp!

Monday and Tuesday are reserved for setting up camp and the opening ceremony.

After we got to know each other during a group game on Wednesday and helped the great wizard Gargamel on a secret mission, the Offsite Activities (OAs) followed on **Thursday** and **Friday**.

You will spend two to three nights in groups of up to 25 people away from the camp site and get to know the Waldviertel!

Saturday is the big magic ball for all RaRo at Ottenstein Castle, get ready for a glittering ball night and a magical evening!

At the Woidfest and WoidLa got Talent on **Sunday**, your customs and talents will be put to the test - preparation is recommended.

Monday and **Tuesday** are individual program days, here we have workshops, excursions, as well as the WoidSpüplotz (forest playground) and water playground.

The booking of excursions and OAs will take place in the first two weeks of June, for which you will receive detailed instructions.

Niederösterreichische Pfadfinder und Pfadfinderinnen





On **Wednesday**, we will once again devote ourselves to the ZauberWoid before heading towards the stage for the closing ceremony and packing our things!

Offsite Activities

As the name suggests, the offsite activities usually take place outside the camp. During these two days, you will deal intensively with a topic of your choice.

Sustainability as the overarching concept of the camp and the Waldviertel region determine the content.

The OAs range from classic scout activities, such as canoeing and raft building, to hikes with a specific theme, puzzles and scouting games. We don't have to reach a goal in record time, we have time to find ourselves!

The culinary delights of the Waldviertel are also a major theme. Learn as much as possible from the locals and make it ourselves.

Gospel and poetry slam provide ample opportunity for creative work.

During these days you will get to know the Waldviertel and experience the BP spirit in unforgettable camp days!

RaRo Magic Ball

The fairy Levana and the mighty wizard Gargamel have put their heart and soul into creating an unforgettable night for you. So pack some festive clothes or your uniform and slap some glitter on your face! Alternatively, you can dress up to match your sub-camp - there's even a ball goodie for that!

We will celebrate on various dance floors, in themed rooms, chill-out areas and outdoor areas in and around Ottenstein Castle. The highlight will be the midnight performance - stay tuned!

Workshops

Depending on your personal preferences, you can choose your favorites for the workshop days from an extensive range of workshops before the camp.

Poetry Slam

One of our OAs deals with creative writing & poetry slam performance - and since we were able to hire an award-winning poetry slammer, there will also be a poetry slam! If you are interested or already have experience, please get in touch at raro@WoidLa2424.at.

Niederösterreichische Pfadfinder und Pfadfinderinnen





Next Steps - Important Dates

- ☑ The WoidLa24-Preparational Scout Meeting (see details below) Please plan a preparatory scout meeting (duration approx. 90 min.) in the period 27.05.-14.06., during which you should consider the following points with your Rangers and Rovers:
 - Workshop Selection (Details follow in May)
 - o Offsite Activity Selection
 - o Excursion selection for free program days, if desired (details follow in May)

☑ See you at ZauberWoid from August 5.–15. 2024!

Call to all Leaders

In order to make the WoidLa24 an unforgettable experience for the Rangers and Rovers, we need your support in several areas:

Offsite-Activities

We are still urgently looking for leaders for the OAs. Please get in touch actively - the rest will be assigned!

- Offer your own workshops: Do you have an idea for a workshop and want to offer it at WoidLa24 for RaRo? Contact katrin.fuerst@me.com with your idea to discuss further details.
- Workshop support while your RaRo are busy: No idea for your own workshop or no time for preparation? We still need helping hands to supervise our workshops. No previous experience required.
- You have **ideas for an activity** (game, theme night,...) and would like to offer it as part of an evening program, the loud or quiet night? Please contact raro@woidla24.at.

Contact raro@woidla24.at for any questions

Greetings from the forest,

Your WoidLa24-RaRo-Team

Dear Leaders!

Niederösterreichische Pfadfinder und Pfadfinderinnen Lenaugasse 13, A-3400 Kierling Tel: 02243/83 756 Fax: 02243/83756-9 E-Mail: office@noe-pfadfinder.at ZVR: 000663749





Preparational Scout Meeting

Please allocate one Scout Meeting (at least 90 minutes) in the near future for some camp preparations.

We put together a program for a whole scout meeting. Per small group there should be at least one leader present.

Scout Meeting Procedure:

1. Start the Scout Meeting with an introductory game.

2. Read out the following invitation to the WoidLa24:

Dear Magic Forest WoidLa24 residents! You are cordially invited to come to the legendary forest kingdom in August to experience adventures with the wizard Gargamel and the fairy Levana, to explore the beautiful Waldviertel, have fun and make new friends! But a wise man once said: "You also have to chill a bit..."

The three sub-camps Unicorns, Goblins and Dragons will host around 360 Ranger and Rover. We have a lot planned, and in order to be able to experience everything in a relaxed way, you need to pre-select your activities, get to know - and learn - the camp song as well as prepare for WoidLa24 got Talent and the WoidFest Fair.

Have fun getting a glimpse of the activities in the Magic Forest!

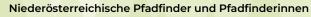
3. Learn the Camp Song

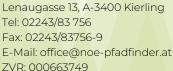
Under Camp Song Release Party - WoidLa2424 on the website https://www.woidla24.at/lagersong/ you will find all the information, guitar chords, playback version and of course the song performed by the camp band Pink Woid. Practice the song with your scouts so that we can sing it loudly with all camp participants at the opening.

4. Apply for WoidLa Got Talent!

Introduce the event to your Rangers and Rovers, discuss the possibility of participating, and motivate your Rangers and Rovers!

Background information: on Woidfest Sunday there will be a talent show called "WoidLa24 Got Talent". Scouts can showcase their talents on the main stage. Each contribution may last a maximum of 5 minutes. Registration will take place via MS Forms, the link can be found here: https://forms.office.com/e/QFnYv3Y6Fp We have one hour for this talent show and can therefore only accept a limited number of entries. This will be on a first come first served basis. Once enough entries have been received,









registration will no longer be possible. A jury will then select the winner of WoidLa24 Got Talent.

5. Plan your contribution for the WoidFest Fair

Present the concept of the Woidfest-Fair to your Scouts (see background information) and collect ideas together methodically (e.g. brainstorming) about what you would like to offer.

Background information: The fair will take place during our Woidfest on Sunday. As part of the fair, your scouts should offer an hour's program for other scouts. In the times from 10:00 to 11:00, 11:00 to 12:00 and 14:00 to 15:00 one third of all scouts will offer a program. In the other 2 time slots, they can participate in the program of others. This can either be a walk-in program that runs for one hour or a program or game that is played several times during this hour. Together with your scouts please think about which program you would like to offer in this one hour at the camp. You will find out in which of the 3 time slots you will offer your program in the course of the camp.

It is important that this program is feasible for all 3 age groups. During the times in which the scouts consume the program, they can do so throughout the camp. This also applies to other age groups.

This should be a program that your scouts can carry out themselves. It is not intended that you as leaders carry out the program with your scouts, but that you get to know new people.

6. Select your Offsite-Activities as well as any excursions.

The Scouts should indicate their preferences on the basis of the offer catalog (also sent in this newsletter).

Ranger and Rover:

- Selection of the Offsite-Activities à individually, 3 preferences. There will be a maximum of three people per scout group per Offsite-Activity.
- Excursion requests (if desired) à in small groups (one leader per small group necessary), 3 preferences

Also consider Scouts who are not present at the Scout Meeting.

7. **Optional:** Make your cell phone charging box according to the instructions. Materials must be organized beforehand. You can talk to your partner group to provide a mobile phone charging box for you too if needed or for help in preparation.





Background information: Charging cell phones in the enchanted forest will work best with power banks, so bring enough with you! You can also make your own cell phone charging boxes in advance and take them with you. These will probably be plugged in at the Ranger and Rover camp center or sub-camp centers - but unfortunately this is still open due to the somewhat challenging electricity infrastructure.

