



HIGHLIGHTS

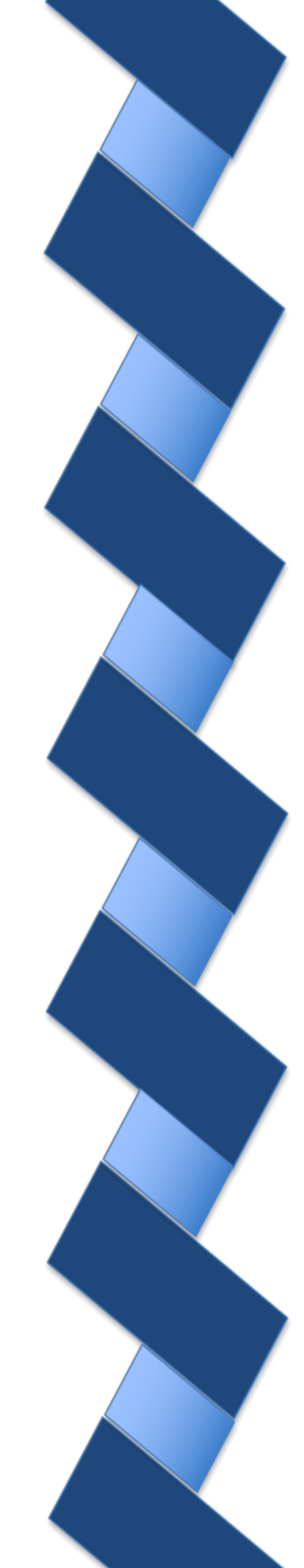
- ◆ OVER 50 SESSIONS TO CHOOSE FROM
- ◆ ARTS & CRAFTS, STEM, CAMPING, LEADERSHIP AND MORE!
- ◆ OPEN TO ALL ADULTS AND RANGERS
- ◆ CHILDCARE AVAILABLE FOR KIDS AGE 5-10

ENRICHMENT DAY

**SATURDAY
NOVEMBER 7, 2026**

8:00 AM – 4:30 PM

**SIR WILLIAM MULOCK HIGH
SCHOOL, NEWMARKET ON**



REGISTRATION DETAILS

Registration must be completed online at
<https://girlguides.doubleknot.com/event/newmarket-enrichment-day-2026-go-on-and-try/3150879>

Sessions fill up fast so register early to avoid disappointment!

Early Bird Pricing Ends **October 9th**

Last Day to Register **October 29th**

CHECK-IN:

On-site Registration begins at 8:00 a.m.
Activities begin promptly at 9:00 a.m.

COST:

includes morning refreshments and a light lunch
\$30 (HST incl.) – If paid by October 9, 2026
\$35 (HST incl.) – For registration **after** October 9, 2026.
\$20 (HST incl.) – Special pricing for Rangers

DRESS:

Casual uniform
Please bring your nametag (*none will be provided*)
Non-marking rubber soled shoes for gym activities

PLEASE BRING:

LUG-A-MUG and a refillable water bottle
(*only coffee, tea, and water will be provided*)
Pen, pencil, and paper
Recorder device for music sessions (*optional*)
A completed H.2 form (*to be carried with you*)

LUNCH:

Please note, we can only cater to the following:

- Peanut/tree nut allergies
- Gluten-friendly options
- Vegetarian

We cannot cater to cross contamination or airborne allergens, including for those allergies listed above.
If you have any concerns, please contact us at
guiderenrichmentday@gmail.com two weeks before the event and we will provide you with our menu. If our menu does not meet your dietary needs, please bring your own nut-free bagged lunch.

CHILD CARE:

\$10.00 per child. For kids aged 5 to 10 years old.
Limited spaces are available.

PRE-REGISTRATION REQUIRED and additional information available by contacting guiderenrichmentday@gmail.com

QUESTIONS?

Please contact Heather Walker by sending an e-mail to:
guiderenrichmentday@gmail.com

SCHEDULE OF EVENTS

8:00 am	Registration
9:00 am	Opening Ceremonies
9:30am	Session A
11:00 am	Session B
12:15 pm	Lunch & Lunchtime Activities
1:15 pm	Session C
2:45 pm	Session D
4:00 pm	Closing Ceremonies



RESOURCE RESCUE RE-STORE

*Do you have Guiding resources that you no longer need?
Are you looking for some great used Guiding resources?
Visit our Re-Store!*

- ✓ Donate any resources that you no longer require. Examples: books (program, craft, camping, activity), magazines related to Guiding, ceremonial items and craft supplies. PLEASE NO PAPER COPIES!
- ✓ We do not accept former Brownie Program identified materials, binders containing outdated training materials or song books that no longer meet our current Inclusion standards.
- ✓ All donations are to be dropped off at the Resource Rescue Re-Store located underneath the stairwell.
- ✓ The Re-Store will be open for your browsing and shopping pleasure during the breaks and lunch.
- ✓ Bring your own reusable bag. Fill a bag for \$5. Individual items will be \$1 each.
- ✓ All proceeds from Re-Store sales will go to CWFF.

Thanks in advance for your participation!!

MORNING TRAINING SESSIONS



EARLY MORNING SINGLE SESSION ~ 9:30 a.m. – 10:45 a.m.

A01 	1ST TIME OVERNIGHT <i>Candis Ellis</i> Branch: All  Level: Beginner What are the basics of planning an overnight adventure. No matter if its in tents, or an indoor facility here's your opportunity to ask questions and learn how to get campers and families ready. Are you getting ready to Go On and Try it? Ask your questions. "What to do I do", "what should I bring" and "what is a kit list"!!
A02 	OUTRAGEOUS SWAPS – GOES GREEN <i>Rose Hardie</i> Branch: All  Level: All Swaps are small tokens of friendship youth exchange with one another, and each SWAP uniquely reflects a fellow Girl Guide, their unit, or a memory of a special event. In this session participants will create several outrageous, interactive and useful SWAPS made with recycled items to take back to their units. We will be promoting REDUCE, REUSE RECYCLE. Go On and Try it!
A03 	INTRODUCTION TO SCRAPBOOKING <i>Julie Horne</i> Branch: Guides/Pathfinders/Rangers  Level: Beginner Don't let your loved ones grow up to be *jpegs. Your photos and memories are precious - put them on paper! Participants will learn the basics of scrapbooking, including how to preserve memories creatively using photos, paper, embellishments, and journaling. Learn about essential tools and materials, simple layout ideas, and techniques for organizing and decorating pages. This session is perfect for anyone looking to start a fun and personal hobby that celebrates special moments and tells their unique story. No prior experience needed—just bring your creativity and a few favorite photos! This session provides the basics and can be adapted by Guiders for their Guides, Pathfinders or Rangers. ADDITIONAL \$6.00 FEE PAYABLE TO TRAINER.
A04 	COME AND TRY SOME MUSICAL FUN <i>Grace Ferguson</i> Branch: All  Level: All Come on out and be prepared to add a little more singing fun into your unit activities! Try some new songs and singing games that you can bring back to your youth and liven up your meetings. Learn about the Provincial Sing ON challenge and work towards earning a fun crest with your unit. No experience or singing voice necessary! Just come and have some fun! Bring a recording device if you wish
A05 	GO AHEAD AND TRY – SAFE GUIDE FORMS <i>Marion Lougheed</i> Branch: All  Level: Beginner Go ahead, give Safe Guide Forms a try. Learn straight from a Safe Guide Assessor! Sometimes on-line just doesn't give you the answers you want. I will help demystify the process and give you some tips and suggestions to make filling out these forms a whole lot easier.

EARLY MORNING SINGLE SESSION ~ 9:30 a.m. – 10:45 a.m.

A06  	TRADE YOUR WAY – CHALLENGE YOUR NEGOTIATION SKILLS <i>Barb Pepin</i> Branch: Guides/Pathfinders/Rangers    Level: All Every patrol wants to make hot chocolate. Every patrol has supplies. What could possibly go wrong? In this fast-moving, active session you will step into the game yourself — no explanation needed, just jump in and play. After the activity we will unpack what happened, why it happened, and hand you a complete lesson plan so you can bring this experience straight back to your Guides, Pathfinders, or Rangers. Come ready to negotiate, think on your feet, and maybe — just maybe — question your strategy along the way. Note: In this session, we will play the game, not actually make hot chocolate.
A07 	SO YOU'D LIKE TO BUILD A CAMP GADGET <i>Suzanne Brownbill</i> Branch: Guides/Pathfinders/Rangers    Level: Beginner Camp gadgets, what are they and how do you build them. We will learn the basic knots and some classic structures. Come and give it a Try!
A08 	UNDERSTANDING CHALLENGING BEHAVIOURS <i>Shannon Callaghan</i> Branch: All      Level: All Looking for some tips and tricks for dealing with Challenging Behaviours? Written from a volunteer perspective, we will discuss some ideas how to help you understand our members who need a bit of extra care. We will look at and discuss what challenging behaviours are, where they come from and leave with some strategies on how to manage. This session is not about changing children, but how to change how we control ourselves when faced with challenging behaviours.
A09 	IMPROV AND DRAMA GAMES <i>Janice Monahan</i> Branch: All      Level: All Get moving and be creative! You don't have to know how to act, just relax, re-act and be prepared to laugh a lot! This lively session will help you get your girls' brains working and their bodies hopping! (Soft slippers or sock feet, please).
A10  	TEAM BUILDING COMMUNICATION ACTIVITIES <i>Jan Gibson</i> Branch: All      Level: All Let's get together for games and activities that are designed to be fun, interactive and aim to build communication and a sense of working together as a team. Have a small unit or a larger unit? Not a problem, as we will cover activities suitable for any size unit.
A11 	GLASS MOSAIC ON WOOD <i>Elisha Hardwick</i> Branch: Pathfinders/Rangers   Level: All Create a glass mosaic butterfly or dragonfly with flowers on a piece of wood. You will be cutting the glass using glass cutters and grinders to complete your project. ADDITIONAL \$10.00 FEE PAYABLE TO TRAINER.
A12 	GAMES FOR SMALL UNITS <i>Les and Nina Stubbs</i> Branch: All      Level: All Come Out and Try some games that can be played with a small group but are still fun and active.

MID MORNING SINGLE SESSION ~ 11:00 a.m. – 12:15 p.m.

B01		BASIC OUTDOOR SKILLS <i>Candis Ellis</i> Branch: All      Level: Beginner Is it old school? Let's get back to a few basics. Basic Mapping, Compasses, Menus, Kit lists, Games. Let's Go Out and Try It!
B02		GAME OF LIFE SKILLS – MYTHBUSTER EDITION <i>Rose Hardie</i> Branch: All      Level: Intermediate Put your everyday know how to the test! In this fast paced challenge, participants examine common myths about life skills - money, safety, communication, problem solving, friendships and more. Each round presents a statement, and teams must decide: is it fact...or a myth? Work together, think critically, and bust the myths wide open as you discover real world skills that will help you make smart, confident choices, Fun, surprising and full of "AHA!" moments, this game turns learning into an adventure.
B03	 	PLANNING DAY OUTINGS & SLEEPOVERS <i>Heather Perigoe</i> Branch: All      Level: Beginner Learn how to plan a day outing or a sleepover where you plan the program activities yourself. The full Outings & Sleepover pin consists of the three sessions titled “Planning Day Outings & Sleepovers”, “Managing Food for Day Outings & Sleepovers”, and “Running Day Outings & Sleepovers”. Complete all three modules to earn the green pin. All three modules are available today
B04		SPACE FOR EVERYONE <i>Astronomy in Action</i> Branch: All      Level: All Astronomy in Action has been bringing amazing planetarium experiences to Girl Guides of Canada units in Ontario since 2011. Come into one of our domes and see the amazing visuals we can provide to give your unit a spectacular space experience! Explore how we cover badge topics, generate interest in STEM and astronomy, and answer all the best questions the kids (and leaders) can ask in our programs that visit your unit at your usual meeting space! For all ages and levels! Join us and Give it a Try!
B05	 	FUN WITH CAMP GADGET SKILLS <i>Lesley Drummond</i> Branch: Guides / Pathfinders / Rangers    Level: Beginner Have fun creating structures and camp gadgets using ropes and wood. Learn a couple of basic techniques and use them to make a miniature tripod for artwork ...and who knows what else? Come On and Try It!
B06		GO ON AND TRY – MAKING HOT CHOCOLATE <i>Barb Pepin</i> Branch: Guides / Pathfinders / Rangers    Level: All Your patrol has one job: make hot chocolate. First you have to earn the supplies — and then figure out in what order to buy them. The patrol that plans ahead gets their water boiling early. The patrol that forgets the mugs? They have a great story to tell. In this active, girl-led session patrols design their own community scavenger hunt — choosing their own theme, writing their own clues, and assigning point values. Then they head out, earn points, and spend them strategically at the Supply Station to collect everything they need. Do you spend fewer points on a flint and struggle to light it, or save up for the lighter? Did anyone remember the spoons? At the end, everyone makes hot chocolate together — and the debrief practically runs itself.

MID MORNING SINGLE SESSION ~ 11:00 a.m. – 12:15 p.m.

B07		WORKING WITH THEMES <i>Suzanne Brownbill</i> Branch: All  Level: All Themes can make your camp, meeting or ceremony more memorable and easier to plan. We'll talk about how to pick a theme and integrate it into your event. We'll work through some examples as a group so you will have ideas to take back to your unit with you.
B08		DEMYSTIFYING SPECIALTY COMMUNITIES <i>Marcia Powers-Dunlop</i> Branch: All  Level: All Want to help create memorable Guiding experiences beyond the unit level? Join us to learn about the Specialty Community and the important role it plays in supporting girls and Guiders across the community. From planning training events, camps, and special activities to coordinating recruitment initiatives, awards, community gatherings, and Ontario Council projects, the Specialty Community helps bring Guiding to life. Come explore how your skills, interests, and ideas can make a difference and find out how you can get involved.
B09		DIVING INTO THE PROGRAM PLATFORM <i>Janice Monahan</i> Branch: All  Level: All Have you "Gone Out and Tried" the Program Platform? Find out how to find what you need, what you might want, and what you never knew was there on the program platform, and what to do with it. Bring your list of "how do I find" or "how do I do" questions and we'll customize the session for you!
B10		CAMP HAT CRAFTS <i>Jan Gibson</i> Branch: All  Level: All Camp Hats are a reflection and collection of memories from various activities, camps, adventures and friendships had over the years. Together we will explore a variety of camp hat crafts for different themes and activities and make some of them for our own camp hats.
B11		BADGE CREATION STATION <i>Elisha Hardwick</i> Branch: All  Level: All This session uses sublimation to create custom badges for yourself or your unit. Ever wanted to create a fun badge? Or perhaps you want to learn the process and get an event crest approved and then created. Submit your designs to the session leader ahead of Enrichment Day and spend the session prepping and pressing your creations. Cost is \$2.00/badge payable to presenter
B12		ACTIVE GAMES <i>Les and Nina Stubbs</i> Branch: All  Level: All Do your girls have the "antsies". Come learn some active games that will help them burn off that energy.
B13		COME AND TRY SOME MUSICAL FUN <i>Grace Ferguson</i> Branch: All  Level: All Come on out and be prepared to add a little more singing fun into your unit activities! Try some new songs and singing games that you can bring back to your youth and liven up your meetings. Learn about the Provincial Sing ON Challenge and work towards earning a fun crest with your unit. No experience or singing voice necessary! Just come and have some fun! Bring a recording device if you wish.

LUNCHTIME ACTIVITIES

LUNCH

A light lunch is provided as part of your registration.

We are able to cater to the following:

- Peanut/tree nut allergies
- Gluten-friendly options
- Vegetarian



We cannot cater to cross contamination or airborne allergens, including for those allergies listed above.



If you have any concerns, please contact us at guiderenrichmentday@gmail.com two weeks before the event and we will provide you with our menu. If our menu does not meet your dietary needs, please bring your own nut-free bagged lunch.

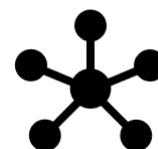
FUNDRAISING



Units that are planning independent trips will have tables set-up with unique merchandise that they are selling to raise funds. Bring some cash. Be sure to drop by and support their endeavours!

BRANCH IDEA SHARING

Have you run a program that you love or have a favourite day trip or camping spot?
Post it on our idea sharing boards!
Then take a read through all the ideas that others have posted.
You might just find your next favourite activity.



VISIT THE RESOURCE RESCUE RE-STORE



Are you looking for some great used Guiding resources? Visit our Re-Store!
Bring your own reusable bag. Fill a bag for \$5. Individual items will be \$1 each.
All proceeds go to CWFF.

AFTERNOON TRAINING SESSIONS



AFTERNOON DOUBLE SESSION ~ 1:15 p.m. – 4:00 p.m.

CD01		SELF-LEADERSHIP <i>Suzanne Brownbill</i> Branch: All Level: All Self-Leadership is one of four courses that comprise the Leadership Learning Path. This course is part of a series of four leadership courses for participants looking to develop or refresh their leadership skills. Participants could include senior volunteers, Unit Guiders, staff, board members and girls. Great leadership begins with self-leadership. Grow self-awareness by identifying the skills and leadership style you bring and how you apply them to your leadership role. Consider how you influence your emotions, thoughts, and behaviour for a positive impact on your leadership goals. You'll have the opportunity to identify areas of growth and apply strategies to help you lead yourself as a more effective and responsive leader. This course utilizes the WAGGGS Reflective mindset and Creative and Critical Thinking mindset.
CD02		ELEVATE YOUR SCRAPBOOKS <i>Julie Horne</i> Branch: Guides/Pathfinders/Rangers Level: Intermediate Need some fresh ideas for your scrapbook or junk journal? This session is tailored for scrapbookers who are comfortable with the basics and ready to expand their skills. Focus will be on enhancing pages, using coordinated color schemes and incorporating more advanced embellishments and layering techniques. Participants will also explore creative journaling ideas and tips for developing a personal scrapbooking style. Supplies will be provided to complete 4 pages and this is a great opportunity to build on your foundation, try new tools, and gain fresh inspiration in a supportive, hands-on setting. Participants are asked to bring their preferred tape adhesive and a 12-inch trimmer if they have one. ADDITIONAL \$16.00 FEE PAYABLE TO TRAINER.

EARLY AFTERNOON SINGLE SESSION ~ 1:15 p.m. – 2:30 p.m.

C01		DISCOVERING PHOTOGRAPHY <i>Rose Hardie</i> Branch: All Level: All In this session participants will dive into photography through fun, hands-on activities! Learning a few basics while experimenting with creative challenges and simple camera techniques. Learn in a playful, interactive way to explore storytelling through pictures and spark a love for capturing the world around you and how you can pass it along to the youth in your units. Dress appropriately to go outdoors for a portion of the session (weather dependant).
C02		STORY CANISTER – OUR STORY GUIDING PROGRAM <i>Kitty Furlotte</i> Branch: All Level: All Join our hands-on session creating a story canister that reveals the History of Guiding in a new way. A hat craft that contains it all. Older Guides can use it to teach younger ones about our foundation & open their eyes to the wonders of Guiding history.

EARLY AFTERNOON SINGLE SESSION ~ 1:15 p.m. – 2:30 p.m.

C03		MANAGING FOOD FOR DAY OUTINGS & SLEEPOVERS <i>Heather Perigoe</i> Branch: All      Level: Beginner Explore how to plan and prepare safe, inclusive, and satisfying dietary needs, estimate quantities, and practice safe food handling and clean- up. The full Outings & Sleepover pin consists of the three sessions titled “Planning Day Outings & Sleepovers”, “Managing Food for Day Outings & Sleepovers”, and “Running Day Outings & Sleepovers”. Complete all three modules to earn the green pin. All three modules are available today
C04		FUN AND EASY CAMP THEMES <i>Natalie Quinton</i> Branch: All      Level: Beginner Having a theme makes planning your camp so much easier. It saves time and energy and makes it fun for both campers and Leaders. Come to this conversation about different themes for all ages and any location.
C06		UNDERSTANDING AND USING ALL GGC AND BEYOND WEBSITES <i>Shannon Callaghan</i> Branch: All      Level: All Feeling overwhelmed by the number of websites and online resources available? This session will guide you through GGC's key digital platforms. Learn where to find information quickly and make the most of the tools available to help you succeed in in your Role.
C07		HELP, MY MAGIC WAND IS BROKEN! <i>Marcia Powers-Dunlop</i> Branch: All      Level: All Dealing with kids, parents, and co-guiders is never easy when we need to have a difficult conversation. This session will share ideas for handling conflict with confidence and dealing with issues before the grow and erupt like a volcano.
C08		SPACE FOR EVERYONE <i>Astronomy in Action</i> Branch: All      Level: All Astronomy in Action has been bringing amazing planetarium experiences to Girl Guides of Canada units in Ontario since 2011. Come into one of our domes and see the amazing visuals we can provide to give your unit a spectacular space experience! Explore how we cover badge topics, generate interest in STEM and astronomy, and answer all the best questions the kids (and leaders) can ask in our programs that visit your unit at your usual meeting space! For all ages and levels! Join us and Give it a Try!
C09		SCRAMBLED EGGS TEAM WORK <i>Danielle Thurgood</i> Branch: All      Level: All Can you and your team build the best ETD? Find out in this interactive and fun session focusing on teamwork and engineering.
EARLY AFTERNOON SINGLE SESSION ~ 1:15 p.m. – 2:30 p.m.		
C10		CREATE A MUG <i>Elisha Hardwick</i> Branch: All      Level: All

		In this session you will be creating a mug using a sublimation printer as well as markers. Participants will each choose a design to color (or make one completely on their own) and then using sublimation ink turn it into a permanent design on your very own ceramic mug. ADDITIONAL \$5.00 FEE PAYABLE TO TRAINER.	
C11		NO PROP GAMES Branch: All  Need games on the fly and have no equipment available? In this session you will learn some games that require no equipment.	Les and Nina Stubbs Level: All
C12		DEIA FOUNDATIONS: LEARNING TOGETHER Branch: All  This session offers a welcoming, foundational introduction to Diversity, Equity, Inclusion, and Accessibility (DEIA). Designed for Guiders at any stage of learning, it creates a supportive space to build shared understanding, ask questions, and reflect on everyday practices. Whether you are brand new to DEIA concepts or looking to strengthen and refresh your knowledge, this session will explore key ideas, common language, and practical considerations that can be applied in Guiding spaces. Participants are encouraged to engage at their own comfort level and leave with greater confidence to continue their DEIA learning journey.	Neva Ezzat Level: All

LATE AFTERNOON SINGLE SESSION ~ 2:45 p.m. – 4:00 p.m.

D01		MEETING BASICS Branch: All  Starting up the new Guiding year can be overwhelming. Get help in structuring meetings, understanding the girls, and the parents. Lots of ideas on how to make this year less stressful!	Candis Ellis Level: Beginner
D02		INSTANT MEETINGS Branch: All  Join in for a practical, hands-on training session where Guiders learn ready to use "Instant Meetings" they can take directly back to their units. Each mini meeting is designed to help youth complete badge work with ease - covering fun activities, simple planning tips, and creative ways to keep youth engaged. Leave with a toolkit of badge focused meetings you can run anytime, anywhere! Here are a few examples: International Women's Day Circus, World Thinking Day Fun, Price is Right Money Sense and more!	Rose Hardie Level: All
D03	 	RUNNING DAY OUTINGS & SLEEPOVERS Branch: All  Explore the skills you need on the day of your special experience, including managing the group in a new setting, being flexible to changing needs and sharing leadership during a longer experience. The full Outings & Sleepover pin consists of the three sessions titled "Planning Day Outings & Sleepovers", "Managing Food for Day Outings & Sleepovers", and "Running Day Outings & Sleepovers". Complete all three modules to earn the green pin . All three modules are available today	Heather Perigoe Level: Beginner
D04		UNIQUE HANDMADE JEWELRY Branch: Guides/Pathfinders/Rangers  Create some fun, wearable jewellery pieces from hardware store items, old clothing parts and recyclable materials. Let's start a new fashion craze together! ADDITIONAL \$2.00 FEE PAYABLE TO THE TRAINER.	Lesley Drummond Level: All

D05		CRAFTS FOR GUIDERS WHO AREN'T CRAFTY <i>Natalie Quinton</i> Branch: All      Level: All Crafts can be a source of fun for the kids and a headache for the Guiders! This training will give Guiders many examples of crafts good for all Branches and a chance to do one or two of them. We will be discussing how to avoid those last minute dollar store runs and what to do with leftover craft supplies.
D07		EMPOWERING YOUR MENTAL HEALTH WITH YOUR EMERGENCY PREPAREDNESS TOOLBOX <i>Shannon Callaghan</i> Branch: All      Level: All A fun and interactive approach to thinking about what your emergency preparedness toolbox should contain. Learn how to find your inner power to empower yourself for everyday life and beyond. You got this!
D08		LOST AT SEA GROUP DYNAMICS <i>Danielle Thurgood</i> Branch: All      Level: All Join your fellow guiders on an adventure at sea! Will you survive? Find out in this interactive session where you'll use negotiation skills and teamwork to survive!
D09		WIDE GAMES FOR OPEN SPACES <i>Janice Monahan</i> Branch: All      Level: All Wide games are for the great outdoors! Take advantage of your natural surroundings at camp or on a hike. We'll share ideas for types of games and activities to get your girls out there learning about nature, getting exercise and having fun.
LATE AFTERNOON SINGLE SESSION ~ 2:45 p.m. – 4:00 p.m.		
D10		CRAFTING TOGETHER <i>Elisha Hardwick</i> Branch: All      Level: All Come let's gather together and craft. Choose one of 4 crafts options per session before Enrichment Day. Each craft will come with the instructions to complete, allowing for each participant to complete the craft of their choice. ADDITIONAL \$10.00 FEE PAYABLE TO TRAINER Note: You can only choose one craft for the session. Options for crafts: 1. Iris Folding with 3D Printed Frame and Ribbon 2. Faux Stained Glass Design 3. Glass Mosaic Coasters 4. Sublimation Marker Art

D11		GAMES IN SMALL SPACES <i>Les and Nina Stubbs</i> Branch: All      Space limited? Come learn some games that don't take up a lot of room when you play them.	Level: All
D12		LINE DANCING <i>Jan Gibson</i> Branch: All      Line dancing is a social and fun activity for everyone – suitable for those comfortable dancing and those who feel they have two left feet when dancing. Did you know that, contrary to popular belief, line dancing can be done to any type of music, not just country music? So join in and try it! Dance, laugh and have some fun while learning some dances that can be taken back to your unit to share with the girls. Bring water with you to keep hydrated. Wear any footwear you like - just not high heel shoes.	Level: All
D13		PAINT POURING – CREATIVE JUICES <i>Kitty Furlotte</i> Branch: Pathfinders/Rangers   Paint pouring is one of the surprising ways to create a beautiful painting - for those with a flair for art & those with absolutely no background. Leaders who are returning to Paint Pouring, a new technique will be taught. Come on out and give it a try! ADDITIONAL \$10.00 FEE PAYABLE TO TRAINER.	Level: All