

**OPENING OF THE 15<sup>TH</sup> AUSTRALIAN VENTURE BY THE  
HONOURABLE PETER UNDERWOOD AC, GOVERNOR OF  
TASMANIA, QUERCUS PARK, CARRICK, TUESDAY 3<sup>RD</sup>  
JANUARY 2012**

First of all as the Chief Scout for Tasmania and as Governor of the State it is a great pleasure to be with you this evening and I extend a big welcome to you all to this, the 15<sup>th</sup> Australian Venture. It is 21 years since this event was held in Tasmania and we have venture scouts from all parts of Australia here. I understand in addition to the Australians there are contingents from New Zealand, from PNG, Saudi Arabia, Timor Leste. All up there are something like 1,300 Venturers, Rovers and Scout Leaders here for 10 days and very likely they will be - as this Venture is named - "10 Wild Dayz". To every one of you I say you are very welcome and I express the hope that over the course of this Venture each of you will grow in stature, increase your self-confidence, develop your skills and make new friendships and at the same time have a great deal of fun.

I had a good look at your programme and it is clear that there is a fantastic range of things to do both on and off the camp site. Quite different from the Jamborees (as they were then called) that I attended as, what used to be called a senior scout, now many years ago. I see that there is scuba diving and abseiling on offer. If that's too wild for you what about tall ship sailing or caving? For the ultimate thrill I advise you to try white water rafting or the Hollybank Tree Top Adventures. This last event is run by Forestry Tasmania. They took me there not so long ago and invited me to don

the harness, climb up a tree and launch myself into the air on a flying fox and swoop like a bird to another platform high up in the trees. I took one look at all that and said no way are you going to get me to do that, but I'll bet that there are a lot of people here will have tried it at least once before they go home. If there is still enough time after the off-site adventures there is plenty to do here on camp with such activities as the Laser Skirmish, crate stacking and Circus School to name but a few.

All of this requires very considerable innovation, immaculate detailed planning and a lot of hard work. In this context I would just like to thank all of those who have taken part in the preparation for 10 Wild Dayz especially our Venture Director, Dot McCullagh, Deputy Director Donna McDermott and the members of the organising committee who have been working on this project for the last 3 years. In addition thanks go to the sponsors who include Tas Alkaloids, that hugely energetic organisation Rural Youth, the Meander Valley Council, IGA (Independent Retailers) and the State Government.

Although this Venture is different from, and much more exciting than the Jamborees that I attended when I was your age, the overall aims of both them, and the overall aims of scouting have remained constant over the years, and I quote, "The Aim of Scouting is to encourage the physical, intellectual, emotional, social and spiritual development of young people so that they take a

constructive place in society as a member of their local, national and international community.”<sup>1</sup> Ever since the days of the founder of the Scouting movement, Lord Baden-Powell, scouts have been urged to “act in consideration of the needs of others and develop and use their abilities to the betterment of themselves, their families and the community in which they live.”

As Venturers you are now young adults and these Ventures are designed to be a “do-it-yourself mix of adventure, fun, personal development and friendship.”<sup>2</sup> The next 10 days will challenge your initiative and stamina. They will encourage you to think about your ideals, mental pursuits and lifestyle. During the next 10 days your interpersonal skills will improve and your independence increase. You will learn the importance of respect and tolerance for the words and actions of others. All of this while having fun. It doesn't get better than this but never forget that with the fun comes an obligation to respect and help other Venturers and the leaders.

So now it is a pleasure for me to declare open the 15<sup>th</sup> Australian Venture, “10 Wild Dayz.” Let the fun begin.

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<sup>1</sup><http://www.scouts.com.au/main.asp?iMenuID=17874978>

<sup>2</sup><http://www.scouts.com.au/main.asp?iStoryID=16495424>