

Lincsfest Programme

Day	Time	Activity	Location
Friday	Any time	Self-led hike: Collect route information from Registration and head out for a walk.	Registration tent / self-led route
	Any time	Board games: Collect a game from the World Café and return it after use.	World Café
	18:00–20:00	Food available: Callum's fabulous pizza and Party Delights.	By Holme Building
	19:00–20:00	Campfire: Join in around the fire; contributions are welcome.	Campfire Circle
	20:15–21:15	Bonkers Bingo: Grab a drink, join the bingo and play for prizes.	Large Marquee
Saturday	9:30	Activities start	
		Archery: Taster sessions with a twist.	Archery range
		County Cave Trailer: Drop by to explore the trailer and see how it works.	County Cave Trailer
		Nordic rope making: Self-led activity to learn a simple rope-making technique.	Trees near assault course
		Leather stamping: Make personalised leather goods and learn how the activity works.	Event Shelter 3 area
		Self-led hike: Collect route information from Registration and head out for a walk.	Registration tent / self-led route
		Board games: Collect a game from the World Café and return it after use.	World Café
	TBC	Animal handling.	Near climbing tower
	09:30 - 10:30	Willow basket making: Weave an oval willow basket, with or without a handle.	Event Shelter 2
		The Good, the Bad and the Beaver: Share strong programme ideas and solve the bits that feel flat.	Saxilby Marquee
		County First Aid, Module 10B drop-in: Get CPR skills checked and complete Module 10B.	World Café floor space
		Sudbrooke Indoor Cave: Try the cave or learn how to use it with your section.	Sudbrooke Indoor Cave
		Whittle Away: Make a spatula and learn a new whittling skill.	Campfire Circle
		Water activities: Sup, Canoe & Kayak	Altham Terrace: Shuttle bus times will be posted on site.
	10:00–11:00	Making use of Makaton: Learn useful basic signs and ways to show what is happening now and next.	Large Marquee
		Air rifles: Have a go at air rifle shooting.	Near Archery
	10:00–11:30	Pyrography: Design a wooden item and burn your design into it.	Event Shelter 2
	10:00–12:00	Crossbows: Try a new target skill in a friendly taster session.	Near Archery area
	10:30–11:30	Scout programme session: Share activities that work and find fresh ideas for harder programme areas.	Saxilby Marquee
	10:30 -12:30	Paracord, Get Knotted: Create fancy knots, woggles, bracelets or key rings.	Event Shelter 3
	11:00–12:30	ADHD, how to make things make sense: Practical ways to make Scouting more accessible and supportive.	Large Marquee
		Awards and recognition: Learn how to write stronger award nominations and citations.	Event Shelter 1
		Leather carving: Use carving tools to create a design for a notebook cover or picture.	Event Shelter 2
	11:30–12:30	Explorer programme launch: Discover the new Explorer programme, badges and challenge awards.	Saxilby Marquee
	LUNCH TIME		
	13:00–14:00	Cub programme session: Share brilliant activities and find new ways to tackle tricky programme areas.	Saxilby Marquee
		Young Leaders, unlocking their superpowers: Get more from the Young Leader programme and build future leaders.	Large Marquee

		Individual Support Plans: Learn how to create an ISP for specific individual needs.	World Café
	13:00–14:25	Leather carving: Use carving tools to create a design for a notebook cover or picture.	Event Shelter 2
	13:00 - 13:30	Air rifles: Have a go at air rifle shooting.	Near Archery
	13:30- 16:00	Tomahawk throwing: Have a go at tomahawk throwing with the county team.	Near Archery range
	13:30	Whittle Away: Make a spatula and learn a new whittling skill.	Campfire Circle
	14:00	Crate stacking: A fun crate-stacking challenge.	Crate Stacking area
		Terrariums: Create your own mini garden in a jar.	Event Shelter 3
	14:00–15:00	Squirrel programme session: Share what works and find fresh ideas for difficult programme areas.	Saxilby Marquee
		Mental Health Matters: Practical ways to talk, listen and support young people's mental health.	Large Marquee
		Trusts and fundraising: Find potential funding sources for activities, people and facilities.	Event Shelter 1
	14:00 - 16:00	Abseiling for leaders: Have a go at abseiling.	Climbing tower
	14:00 - 14:30	Bushcraft: Make a natural rope cordage bracelet.	Campfire area
	14:00 - 15:30	Target fencing: Try target fencing or build on existing coaching skills.	Near Archery area
	14:35–16:00	Willow basket weaving: Weave an oval willow basket, with or without a handle.	Event Shelter 2
	15:00–16:00	Poacher team debrief: Share highlights, feedback and ideas to improve future Poacher events.	Saxilby Marquee
		What has county ever done for me?: Find out what county activities are available and how to access them.	Large Marquee
		Recruiting volunteers: Practical support for attracting more leaders and trustees.	Event Shelter 1
	16:00–17:00	County AGM.	Large Marquee
	18:00–20:00	Food vendors open	Near Holme Building
	17:00	Bar open. Fancy dress is welcome but not required.	Large Marquee
	19:00–20:00	Generation Game: Team quiz rounds, challenges and competitive fun.	Large Marquee
	20:00–22:00	Live music: Relax and enjoy live music.	Large Marquee
	22:00–23:00	Lincsfest's Got Talent: Songs, dance, magic and other talents are welcome.	Large Marquee
Sunday	08:30–09:30	Scouts 5K 'Park' Run: A steady social run where nobody is left behind; GPX available for faster runners.	Holme Building
Sunday	08:45–09:30	Scouts Own: A short time for reflection.	Campfire Circle
Sunday	09:30–12:00	New Strategy Launch: Find out about the new strategy and 'A Place to Belong'.	Large Marquee
Sunday	12:00–12:30	Closing ceremony.	Large Marquee