



DAMPIER ACTIVITY REQUEST FORM

School /Group Name _____

Number of Students: _____ Number of Staff: _____

Arrival Date: _____ Time: _____ Departure Date: _____ Time: _____

- See activity descriptions page overleaf to learn more about the activities or contact us to discuss.
- Activities will be conducted by a Fairbridge qualified instructor and safety equipment required is supplied.
- Half Day activities run for 3 – 3.5hrs, suggested start times are 8.30am and 1.00pm
- Preferred day/time is not guaranteed as is dependant on other groups and staff availability.
- Minimum group size charges apply
- A suitable supervision strategy is required to manage student behaviour; **one** member of support staff is required to actively participate in each activity (this includes being in the water for water based activities), 2 additional staff are required for Sea Trek.

ACTIVITY	PRICE P/P	MIN GROUP	PROGRAM LENGTH	Activities Included	Selection	Preferred Day/Time
Sea Trek	\$125/student per day at sea	12, max 18	Custom	Boating & camping		
Sam's Island	\$35	12	Full Day	Snorkelling, Fishing, Island Tour		
Shipwreck Challenge	\$25	12	Half Day	Beach Games & Raft Building		
Discovery Paddle	\$30	12	Half Day	Kayaking		
Keep on Target	\$20	12	Half Day	Archery & Team Games		
The Dampier Challenge	\$25	12	Half Day	Amazing Race		
TEAM	\$25	12	Half Day	Team Building Games		
Fishing	\$20	12	Half Day	Equipment provided (can be Self-facilitated)		
Scavenger Hunt	Free		Half Day	At site		

Enclosed shoes i.e. joggers or sand shoes are required for all activities including all water-based activities.

Prices quoted are for activities for School and Community Groups from Monday – Friday, weekends and public holidays attract a surcharge of 15%

Camp Groups are welcome to organise their own activities provided by a third-party, however details of the third-party provider must be supplied to Camp Management prior to booking. Camp Management reserve the right to full discretion over the activities and providers admitted to the premises. We accept no responsibility for any injury, illness, loss of life, damage or loss of property that may occur during any group booked external activity. **Email:** camps@fairbridge.asn.au



DAMPIER ACTIVITY REQUEST FORM

Sea Trek North Expedition - This is our signature program. The northern expedition involves participants using 5m sailing dinghies to explore the Dampier Archipelago. The days will be spent boating and the evenings camping under the stars on a selection of the 42 islands. This program involves a high level of engagement where participants will be challenged to respond to the ever-changing environmental conditions. They will learn the importance of communication, teamwork, and leadership as they make decisions on where to sail and camp.

Sam's Island Tour – Located 1km from the Dampier foreshore. Participants travel by boat to Tidepool Island locally known as Sam's Island where they learn the history of Sam who transformed the rocky site into an oasis including building a castle. This is followed by a day of snorkeling and fishing.

Shipwreck challenge – Groups work together to complete various water themed tasks earning golden doubloons. They then discuss how best to spend their earning on raft building resources to construct a raft and retrieve the treasure.

Discovery Paddle – A combination of skill sessions and instructional games on either canoes or kayaks, followed by a paddle up the river or along the coast.

Keep on Target – Learn safe bow and arrow handling procedures, and how to hit targets in a controlled environment. Participants also learn orienteering skill, using a compass to navigate the site and find targets.

Dampier Challenge – An amazing race activity where participants work in teams to navigate around the camp school, completing challenges to earn credits and continue. Credits are then used to purchase materials to complete the final challenge.

TEAM – Together Everyone Achieves More. Complete a series of team challenges to develop problem solving, leadership and communication skills. Then implement these new skills by completing a final challenge.

