

2017 TERM THREE – “FIRE”

Welcome to Term 3, 2017.

Our theme for this term is **FIRE**

During this term we are look at Fire based activities.

Each night – including the Duty Patrol clean up needs to be done by the finish time (Parents don't like waiting around 5 minutes after flag down for Duty Patrol to clean up).

With any Fire that is started make sure a fire Extinguisher is present. Make sure any Fire permit is obtained as required.

Does your Troop give each section at least \$50 per term to help run their programme?

If possible the game in the middle of the night should be played outside.

Aiming for a camp 26-27/8. See details on page 16.

The duty patrol will need to come up with the games for each night – it is suggest that the duty patrol do this the week before.

Use the resources in the Scout web site - <http://members.Scouts.org.nz/Resources> - Knowledge base - Activities and games (Scout race and Romp games)

A good resource to use during this term is – “Camp Kitchens Fires Stove.pdf” under resources on the Scout web site – Knowledge base – Common How To

Also see

<https://www.dropbox.com/s/3ufimrvbg57sq6r/Knives%20-%20care%20and%20use.pdf?dl=0>

This term the Patrol Leaders should be going to the Cubs and over a few week cover what is required for the SCOUT badge.

What needs to be covered:

- Prepare a personal first aid kit
- Describe the NZ flag
- Explain flag Ceremony
- Understand the Scout Law and Promise
- Describe BP life
- Scout Sign
- Handshake
- Take part in a Scout Activity

Master List

All of these items must be done for each trip / Camp

- Venue
- Notice to Parents
- Activity Intention from
- Parent Consent from
- RAMS
- Programme
- Transport
- Menu
- Food list
- Budget
- Gear list

Reminder: That no one can pick up a programme and run with it on the night, you must be looking at the week about 4-5 weeks ahead of time.

Your feedback is valuable to us and if you would like to contact the National Scout Section Team to provide us with programme feedback or if you have any questions you can email callum@scouts.org.nz.



Have Respect

- For yourself and others
- For the environment



Do What is Right

- Be trustworthy and tolerant
- Have integrity



Be Positive

- Accept challenges with courage
- Be a friend to all

At the start of next term is JOTA / JOTI so notices for this event need to be put out at the end of the term.

The programme this term was written by Brendon Millard – Zone Scout Leader Rimutaka, With input from National and Assistant Scout Leaders

28th New Zealand Scout Regatta! Don't Miss out!



Every three years the National Scout Regatta brings hundreds of scouts from around the country together for a national regatta competition that includes both sea and land activities.

This year it is being held in Onepoto in Porirua from the 29th December 2017 until the 6th of January 2017.

For more information visit the official website <http://nr28.scouts.org.nz/>

Kind Regards,

Callum Clark
National Scout Leader

Murray Brown
Assistant National Scout Leader

Steve MacManus
Assistant National Scout Leader

TERM 3 2017 Overview

"FIRE"

Week	Date	Activity	Elements	Special Requirements
1	24/7	Fire Safety	• Personal Development	
Weekend	29/7	Bike ride		Weekend activity
2	31/7	Fire Triangle	• New Experiences	
	4/8	National scarf day		National Activity
3	7/8	Feather Stick	• Outdoors	
4	14/8	Fire holder	• Outdoors	
5	21/8	Cooking on fire	• Outdoors	
Weekend	26-27/8	Weekend camp on fire	Weekend camp all cooking on Fire	Weekend Activity
6	28/8	Light a match	• New Experiences	
7	4/9	Conservation	• Community	
Week event	4-8/9	Conservation week		Weeklong event
8	11-9	Fire light race	• Outdoors	
9	18-9	Visit	• Community • Outdoors	
10	25-9	Camp Fire	• Outdoor	
End of Term	29/9	End of Term		
Weekend	20-23/10	JOTA/JOTI		Weekend activity

Weekend and other Activities

29/7 Bike Ride
4/8 National scarf day
26-27/8 Weekend camp on fire
4-8/9 Conservation week
20-23/10 JOTA/JOTI

SCOUTS NATIONAL PROGRAMMES

Term Theme: "FIRE"			
Overview :			
<ul style="list-style-type: none"> • Fire safety • Evacuation plans 			
Week: 1	Session theme: Fire Safety	Resources	Timing:
Coming in activity	Duty patrol to select an active game that Scouts can join in as they arrive		10 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
Activity	Fire Safety Working in patrols Patrol Leaders to go over fire safety <ul style="list-style-type: none"> • How a fire works • Parts of the fire that are hot • Not to touch objects that are in or near the fire • Using equipment around the fire • Get Down and get out • How to call for help if needed 		20 min
Game	Duty Patrol to select a patrol base game		20 min
Activity	Evacuation plans Working in patrols <ul style="list-style-type: none"> • Create an evacuation plan for the hall • Each Scout to draw up an evacuation plan for home • Any other place that may need an evacuation 	Blank Paper Copy of Evacuation plan	20 min
Patrol Corners	Latter in the term there is a camp planned where all cooking is done on a fire, this time can be used to do some of the items on the master list. Suggest that the menu and AI are sorted out this week		15 min
Bike Ride prep	As a troop go over where the bike ride is on the weekend		5 min
Closing	Closing Ceremony <ul style="list-style-type: none"> • Hand out any term notices. Notice of the bike ride to be given out • Prayer / reflection / thanks / taps/ flag down 		10 min
Duty Patrol Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 min

Fire Safety

The site <http://www.getfirewise.org.nz/> will help the Patrol leaders getting some ideas of what teach the patrols on fire safety. Look at the Year 7-8 resources

Also look at <http://www.fire.org.nz/Fire-Safety/Fire-Safety-Advice/Pages/Inside-your-home.html>

From the Bronze Skill sheet

Safety Requirements for Fires



Sitting around a camp fire, or around a cooking fire and warming yourself while your dinner cooks is a very satisfying activity.

However, if the fire gets out of control it can spread rapidly and cause a huge amount of very costly damage.

Lighting a fire that sets dry grass alight, that then spreads to a forest or to houses and farm buildings can cause millions of dollars of damage.

The families who own the houses and forests get very upset as none of us like having our possessions such as clothes, furnishing, books, toys and computers burned to ashes. Lastly there is the risk of severe burn

injuries and even death that can be caused by such events.

So here are a few rules for lighting fires.

1. Never play with matches or lighters. They are not toys. Their sole purpose is to light fires.
2. Always check to see if the Fire Service has banned fires in your neighbourhood. Most parts of NZ have fire bans in force during summer to try and protect houses, forests and farmland from out of control fires.
3. Check which way the wind is blowing when choosing a site for the fire. Make sure sparks and burning embers will not blow into long dry grass, a forest, tents or buildings and set them alight.
4. Always light your fire on a concrete pad, gravel or an area cleared of grass and sticks for at least a meter beyond the edge of the fire.
5. Always have at least two buckets of water, a shovel, or fire extinguisher within a few meters of the fire to help stop the fire spreading



Evacuation plans

See http://stayingalive1.com/kids_escapeplan.html and <http://getthru.govt.nz/how-to-get-ready/household-emergency-plan/>

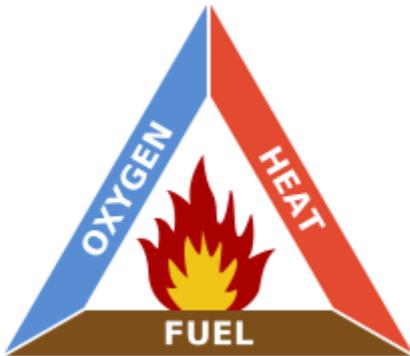
Suggest printing out the following for each member and get them to fill it in (with parents help) <http://getthru.govt.nz/assets/Uploads/GRG-Checklist.pdf>

SCOUTS NATIONAL PROGRAMMES

Term Theme: "FIRE"			
Overview : <ul style="list-style-type: none"> • Fire Triangle • Design Fire holder 			
Week: 2	Session theme: Fire creating	Resources	Timing:
Coming in activity	Duty patrol to select an active game that Scouts can join in as they arrive Use the resources in the Scout web site - http://members.Scouts.org.nz/Resources - Knowledge base - Activities and games (Scout race and Romp games)		10 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
Activity	Fire Triangle Patrol Leader to talk about what makes up the Fire Triangle 		10 min
Simple Quiz	Under take this simple quiz to test knowledge of the Fire Triangle	Blank page per person	5 min
Game	Duty Patrol to select a patrol base game		15 min
Activity	Design a fire holder as patrol The fire holder is to be created for each patrol as it will be used in latter weeks. Make sure the parts and tools required (it may need operator to do some tasks) and all brought along for week 4		20 min
Quick Game	Duty patrol to select a quick game		10 min
Patrol Corners	Work in patrols Work on the next part of the master list for the camp for cooking on fire, reminded that everything on the master list has be done		20 min
Closing	Closing Ceremony <ul style="list-style-type: none"> • Notice of Camp to be given out • Prayer / reflection / thanks / taps/ flag down 		10 min
Duty Patrol Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 min
Note	Next week is Whittling – if Scouts don't have a good Knife that can be used suggest asking aviation security or police (make sure you ask nicely)		

Fire Triangle

The Fire Triangle is made up of the follow



More Information can be found at https://en.wikipedia.org/wiki/Fire_triangle or <https://smokeybear.com/en/about-wildland-fire/fire-science/elements-of-fire> and <http://www.firesafekids.org/science.html#S2>

Simple quiz

Here is a simple quiz about the fire Triangle

1. True or False
A fire can start if only 2 of 3 elements are present
2. Fill in the missing words – from Fuel, Heat, Oxygen
 - Just like people a fire can't survive without _____
 - A lit match would be an example of a _____ source
 - Wood is an example of the element _____

Answers: False, Heat, Oxygen, Fuel

Fire Holder

Each patrol is to design a fire holder, the parts required are to be brought to Scouts in week 4 so the patrol can make the fire holder

Some tasks may need some outside help (e.g. welding will need someone with the skills and the equipment)

Some examples of fire holders can be seen on the next page

A simple fire holder can just be a ½ a 44 gal drum on legs or Metal buckets, old pots, corrugated iron, old BBQ.

SCOUTS NATIONAL PROGRAMMES



**ADVENTURE
PLUS!**

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SCOUTS NATIONAL PROGRAMMES

Term Theme: "FIRE"			
Overview :			
<ul style="list-style-type: none"> Making a Feather Stick 			
Week: 3	Session theme: Feather Sticks Tonight we learn about whittling to make a fire stick	Resources	Timing:
Coming in activity	Duty patrol to select an active game that Scouts can join in as they arrive Use the resources in the Scout web site - http://members.Scouts.org.nz/Resources - Knowledge base - Activities and games (Scout race and Romp games)		10 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		5 mins
Activity	Teaching the Scouts how to sharpen knives	Sharpening Stones	25 min
Game	Duty Patrol to select a patrol base game Use the resources in the Scout web site - http://members.Scouts.org.nz/Resources - Knowledge base - Activities and games (Scout race and Romp games)		15 min
Activity	Each person is to build their own Feather stick	Box of Kindling from the Super Market	30 min
Patrol Corners	Patrol to spend some more time working on the master list for the Fire camp		15 min
Closing	Closing Ceremony <ul style="list-style-type: none"> National Scarf day is 4/8 Find the people that are coming to the Fire Camp Prayer / reflection / thanks / taps/ flag down 		10 min
Duty Patrol Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 min

Sharpening a knife

See

<https://www.dropbox.com/s/3ufimrvbg57sq6r/Knives%20-%20care%20and%20use.pdf?dl=0>

- Make sure that a sharpening stone is always in the Troop tool box and that people know how to use it.
- Make sure the knife blade is held at a 20 degree angle to the carborundum stone.
- Use water (spit) or oil on the stone and then grind the blade in a circular motion, moving the blade back and forwards along the stone so as not to wear the stone in one place.
- When finished, run the knife once across a small piece of wood to remove any steel burrs from the edge of the blade. Do not use your fingers unless you enjoy having splinters of steel in them.

Most knives are sharpened in the same manner regardless of their size.



Whittling

Some tips

- Have a sharp knife
- Make sure that there is at least 1.5m between people
- Always whittle away from your self
- Make sure if the knife has a foldable blade it is lockable

See <http://beginnerwoodcarving.com/>
<http://www.instructables.com/id/Wood-Whittling-101/>
<https://coolofthewild.com/skills/whittling-how-to-whittle>

Feather Stick

A feather stick (or fire stick, or fuzz stick) is a length of wood which is shaved to produce a cluster of thin curls protruding from the wood. It is **used** for damp wood to start a fire (or campfire) when dry tinder is hard to find

See https://en.wikipedia.org/wiki/Feather_stick

SCOUTS NATIONAL PROGRAMMES



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New Zealand

Term Theme: "FIRE"			
Overview :			
<ul style="list-style-type: none"> • Fire Holder 			
Week: 4	Session theme: Fire holder	Resources	Timing:
Coming in activity	Duty patrol to select an active game that Scouts can join in as they arrive Use the resources in the Scout web site - http://members.Scouts.org.nz/Resources - Knowledge base - Activities and games (Scout race and Romp games)		10 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		5 mins
Activity	Build the fire holder Using the design that the patrol came up for the fire holder, the patrol is to build the fire holder This task may need skilled people from outside to help with some of the tasks		40 min
Game	Duty Patrol to select a patrol base game Use the resources in the Scout web site - http://members.Scouts.org.nz/Resources - Knowledge base - Activities and games (Scout race and Romp games)		15 min
Activity	Patrol leader to teach the patrol how to light a simple fire to test out the fire holders that they have built.	Fire lighting gear	20 min
Patrol Corners	Working as patrol do the next part of the master list for the camp in a few weeks		15 min
Closing	Closing Ceremony <ul style="list-style-type: none"> • Remind about the weekend fire camp • Prayer / reflection / thanks / taps/ flag down 		10 min
Duty Patrol Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 min

Lighting a Fire

How to light a simple fire (from the Bronze award skill sheet)

How To Lay And Light A Small Fire

STEP 1

Gather the 'tinder' and place it in the centre of the Fire holder

Tinder is strips of dry wood about the thickness of a match or thinner. Look under hedges and bushy trees.

You can make tinder by peeling thin strips of wood off a dead branch. You need about two handfuls. (Lint out of a clothes dryer filter works well) Feather sticks are also Tinder



STEP 2

Gather the firewood and then take sticks of firewood about the thickness of your finger and thinner from the pile and build a 'teepee' over the tinder.

Keep on adding the thinnest pieces until the tinder is all covered. Make sure that you can get a match through the sticks to light the tinder.



STEP 3

Check to see which way the wind is blowing or likely to blow.

Once you know that, place two of the biggest logs either side of the fire, so the wind will blow between them and help the fire burn.

Make sure the edges of the pot, pan or billy you are cooking the food in will just sit on top of the logs



Step 4

Now light the tinder with a match or a lighter and as the sticks start to burn, keep adding thicker pieces until you start to get a pile of embers. You can add some of the thinner pieces of the split logs as the fire gets hotter. Once the fire dies down and you have a good pile of embers, you can start cooking. Add a few of the remaining thin sticks from time to time to keep the fire drawing and the embers hot.



SCOUTS NATIONAL PROGRAMMES

Term Theme: "FIRE"			
Overview :			
<ul style="list-style-type: none"> Cooking on Fire 			
Week: 5	Session theme: Cooking	Resources	Timing:
Coming in activity	Duty patrol to select an active game that Scouts can join in as they arrive Use the resources in the Scout web site - http://members.Scouts.org.nz/Resources - Knowledge base - Activities and games (Scout race and Romp games)		10 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		5 mins
Activity	Each patrol to light a fire in their fire cooker (see week 4)		20 min
Activity	Each person to make damper on a stick		15 min
Activity	Cook the Damper over the fire that the Patrol has created		35 min
Load Trailer	As a group load up the trailer for the gear needed for the weekend camp, Don't forget the Fire Holders which are in use tonight		15 min
Closing	Closing Ceremony <ul style="list-style-type: none"> Remind about the weekend fire camp Prayer / reflection / thanks / taps/ flag down 		10 min
Duty Patrol Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 min

Damper on a stick

See <http://www.kidspot.com.au/kitchen/recipes/damper-on-a-stick-1825>

Make sure hands are washed before starting on this activity.

This damper is cooked over the campfire on a stick and is great eaten hot with jam or vegemite.



Ingredients

- 1 cup self-raising flour
- 1 tsp sugar
- 1 tbsp butter
- 1/2 - 1 cup milk
- pinch of salt

Method

1. Rub the butter through the flour until it is all crumbly.
2. Mix the salt, sugar and a little milk at a time until it forms a dough.
3. Divide into two pieces and roll into a snake shape. Wind around a clean, dry stick. Hold over the campfire to cook.

Notes

- This recipe make enough for about 2 "snakes".
- These are great with jam and butter or vegemite spread on them when they are cooked. Eat them hot!

Weekend Camp 26-27/8

This Weekend we have a camp planned

All cooking for this weekend is to be done on fire (this is everything from toast for breakfast, to dinner)

During term 2 you have selected a location, notices to Parents will be out on week 2.

A location will have to be selected that allows fires.

The menu for the weekend will have to be designed around cooking everything on a fire. This camp will be a troop camp working in patrols for the cooking.

During the term Patrols would have worked from the master list to get everything ready for this camp.

This is a good chance to put the fire holder that each patrol as built to the test.

Master List

All of these items must be done for each trip / Camp

- Venue
- Notice to Parents
- Activity Intention from
- Parent Consent from
- RAMS
- Programme
- Transport
- Menu
- Food list
- Budget
- Gear List

Term Theme: "FIRE"			
Overview :			
<ul style="list-style-type: none"> Using Simple pioneering to light a match then a candle 			
Week: 6	Session theme: Candle lighting	Resources	Timing:
Coming in activity	Duty patrol to select an active game that Scouts can join in as they arrive Use the resources in the Scout web site - http://members.Scouts.org.nz/Resources - Knowledge base - Activities and games (Scout race and Romp games)		10 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		5 mins
Activity	Working in patrols to light a match then a candle		45 Min
Game	Duty patrol to select an active game that Scouts can join in as they arrive Use the resources in the Scout web site - http://members.Scouts.org.nz/Resources - Knowledge base - Activities and games (Scout race and Romp games)		15 Min
Activity	Patrol Leader or Scout Leader to show different methods of light a fire without matches		25 min
Closing	Closing Ceremony <ul style="list-style-type: none"> Remind about the weekend fire camp Prayer / reflection / thanks / taps/ flag down 		10 min
Duty Patrol Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 min

Light a Match

This a simple test to light a candle and a match
For each patrol the following needs to be done:

Setup

At one end of the hall

Have a Candle about 10cm from the wall

On the wall about 10cm above the candle have a match striker



About 5m back from the wall draw a line across the hall

Objective

Patrol is given 4 matches and allowed to use any gear in the hall to light the match then light the candle without crossing the line.

Patrols might make something that they can pull up from the rafters or something they can slide along the floor. It is up to the patrol how they light the Candle in the 45 min

Light a fire without matches

Here are different ways to start a fire without matches. It is suggested that each method is done before this night so Scouts can be show the different methods with ease

See <http://www.artofmanliness.com/2008/04/29/9-ways-to-start-a-fire-without-matches/>

<http://graywolfsurvival.com/3137/creative-ways-start-fire-without-lighter/>

<https://www.thebugoutbagguide.com/primitive-fire-making/>

<http://theprepperproject.com/best-ways-to-start-fire/>

- Flint and Steel
- Batteries and Steel wool
- Cell phone and steel wool
- Car Battery and Jumper Cables
- Magnifying Glass
- The Hand Drill
- Fire Plough

- Bow Drill
- Balloon
- Fire from Ice
- Coke can and Chocolate bar
- Batteries and gum wrapper
- Chemical reaction
- With water
- Lemon battery and steel wool
- Pump fire Drill
- Gas torch
- Flame thrower

There are lots of ways to start a fire without matches, show as many that are easy in the time that is allowed – Make sure to cover the Flint and steel as that is used in week 8.

Doing a google search will bring up lots of different ways to start a fire without matches



Term Theme:

"FIRE"

Overview :

- Helping others in the community

Week: 7

Session theme: Conservation

This week is a chance for Scouts to help out around the community.

This could be

- Cleaning up a local stream
- Collecting rubbish from a park
- Plant trees
- Clear up an area
- Look after a track
- Trapping
- Clean up graffiti

Look at

<http://www.doc.govt.nz/get-involved/volunteer/> or your local council, make contract with them and offer your help

Term Theme: "FIRE"			
Overview :			
<ul style="list-style-type: none"> Patrol Race using skills gained during term 			
Week: 8	Session theme: Race to boil billy	Resources	Timing:
Coming in activity	Duty patrol to select an active game that Scouts can join in as they arrive Use the resources in the Scout web site - http://members.Scouts.org.nz/Resources - Knowledge base - Activities and games (Scout race and Romp games)		10 Min
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		5 Min
Activity	Each patrol is to use the skills they have learnt during the term to race to boil a billy without using matches		60 min
Activity	Once the billy is boiled use the fire to cook marshmallow for the patrol		30 min
Closing	Closing Ceremony <ul style="list-style-type: none"> Remind about the weekend fire camp Prayer / reflection / thanks / taps/ flag down 		10 min
Duty Patrol Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 min

Term Theme: "FIRE"	
Overview : <ul style="list-style-type: none"> • Fire Visit 	
Week: 9	Session theme: Visit
<p>This week is a visit to somewhere that deals with Fire Some suggestion are</p> <ul style="list-style-type: none"> • Fire Station • Rural fire • Airport fire station <p>You should be able to get them to work through what we have not covered this term for the for the Fire Fighting Personal Challenge</p> <ol style="list-style-type: none"> 1. Give a simple explanation of the theory of combustion, including the Fire Triangle. 2. Know the dangers and understand the fire precautions in your home relating to: <ul style="list-style-type: none"> • All domestic heating. • Airing and drying clothes. • Smoking materials. • Cleaning fluids. • Electrical appliances. • Multi-plug adaptors. • Chimneys. • Incinerators and bonfires. • Party decorations. 3. Know the dangers of fire at camp and the fire precautions to be taken at a Patrol camp. 4. After a visit to the local Fire Station: <ul style="list-style-type: none"> • Demonstrate how to call the Fire Brigade and what information to supply. • Explain what happens from the time the fire call is put in, until it is accepted by the Fire Brigade. • Explain the actions to be taken and why, on an outbreak of fire indoors and outdoors. • Know how smoke travels and how to travel in a smoke filled room. • Demonstrate rescue methods from a fire. • Know the different types of fire extinguisher, when and how to use them. 5. Describe how the local Fire Brigade is organised, where the water supply in the town comes from and how the Fire Brigade accesses and uses this water. 6. Discuss the advantages of installing smoke alarms in houses and list the maintenance they require. 	

Term Theme: "FIRE"	
Overview : • Campfire	
Week: 10	Session theme: Campfire
<p>The aim this week is to have a camp fire in a very public place This might be outside the town hall, in the centre of the town square, in an open car park</p> <p>Check with the local council about where they would like you to hold it and what they need under the fire (some places will let you it if there is something under the fire so as not to burn the road)</p> <p>It is suggest that all if other groups are close then it should be a Zone activity. Make sure to invite other sections in your group</p> <p>This is a formal Camp fire so you need to have all the camp fire rules followed</p>	
Note	Remind Scouts about JOTA / JOTI that is in the first week of next term, details to be given out if they have not already

