

#### **INFO GUIDE**

)	
2	OUR CENTRE

- 3 ACCOMMODATION TALL TIMBERS
- 4 ACCOMMODATION CAMPSITE CABINS
- 5 ACCOMMODATION MANSION HOUSE
- 6 ACCOMMODATION CAMPSITE
- 7 RESTAURANT
- 8 GIFT SHOP
- 9 WHO YOU WILL MEET
- 10 DAILY TIMETABLE
- 11 ACTIVITIES
- 12 WHAT YOU MIGHT NEED
- 13 USEFUL VIDEOS





LODGES



MANSION HOUSE



**BUNK BEDS** 



**RESTAURANT** 



SHOP



**ACTIVITY BARN** 



**COMMUNAL AREAS** 



**ACTIVITIES** 



### LODGES

#### **TALL TIMBERS**



- Contains 12 lodges
- Named after birds starting letters C-N.

Each cabin has:

4 X 6 pupil rooms

2 X 4 pupil rooms

2 X 2 leader rooms





Rooms 1-4 along one side

Rooms 5-8 along the other

Rooms 1 & 5 are for leaders.



### LODGES

#### **CAMPSITE CABINS**



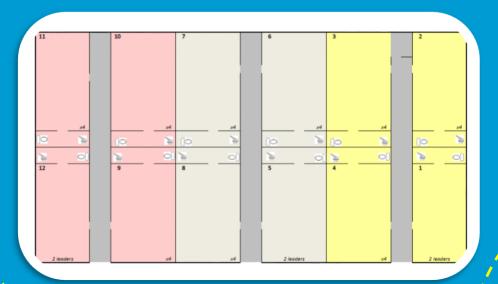
Three separate lodges attached in a horseshoe shape – O, P & Q (also named after birds).

Each cabin has 3 internal corridors which include:

1 X 2 leader room

3 X 4 pupil rooms

Each corridor contains one room that includes an accessible bathroom





### MANSION HOUSE



- Mansion House Accommodation is split up over two floors
- Each floor has toilet/shower blocks for pupils to use

Each pupil room is slightly different – the pictures show the rooms have differing amounts of bunkbeds.





Each section of corridor contains at least one leaders room



### **CAMPSITE**

- Each leader tent is a wooden cabin with 2 beds and electricity
- Each guest tent contains 4 single beds
- Close by there are separate toilet/shower blocks for both guests and leaders see plan at the bottom

#### **TENTLAND 1**

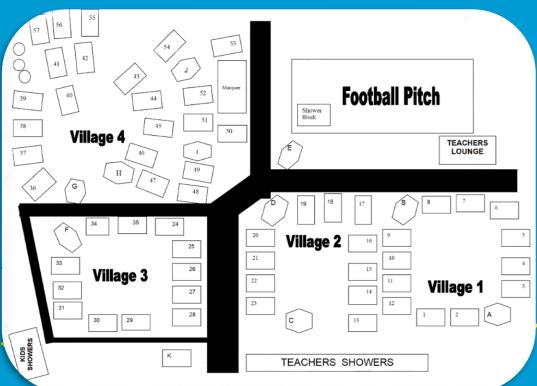


#### **TENTLAND 2**



### TENTLAND 3 WITH 4 BEHIND





AS OF 2024 TENTLAND 4 BECOMES SPLIT INTO 4 & 5 AND ALL WOODEN CABINS



### RESTAURANT

- One way system
- Each table is numbered you may change each meal time
- Water/squash available
- All trays removed and put in racks by the exit

### COUNTERS



ENTRANCE

**EXIT** 

### **SEATING AREA**





### GIFT SHOP

- One way system following the pawprints on the floor
- Picture 1 entrance to far end
- Picture 2 walk back to the counters
- Picture 3 counters

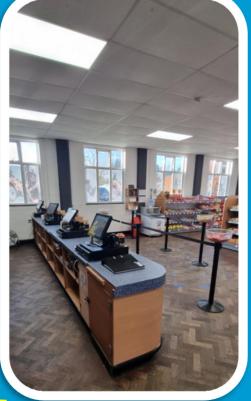
1

2



3







# WHO YOU WILL MEET

### DURING YOUR STAY YOU WILL MEET LOTS OF DIFFERENT PEOPLE ON CENTRE. YOU CAN RECOGNISE US BY OUR COLOURED UNIFORM.



GROUP LEADERS/ACTIVITY
INSTRUCTORS &
HOUSEKEEPING TEAM

**CATERING TEAM** 





MANAGEMENT/LEADERSHIP
TEAM & FACILITIES TEAM

AS WELL AS UNIFORM WE ALL WEAR PGL LANYARDS WITH OUR NAMES AND PICTURES ON SHOW



# DAILY TIMETABLE









9:00 AM









2:10 PM























### **ACTIVITIES**



**ABSEILING** 



**AEROBALL** 



**ARCHERY** 



**ARCHERY TAG** 



**AXE THROWING** 



**BUGGY BUILD** 



**CANDEING** 



CHALLENGE COURSE



**CLIMBING** 



**FENCING** 



**GIANT SWING** 



**HIGH ROPES** 



**JACOBS LADDER** 



**KAYAKING** 





MICRO SCOOTER



**ORIENTEERING** 



PROBLEM SOLVING



**RAFT BUILD** 



**SENSORY TRAIL** 







**ZIP WIRE** 



# WHAT YOU MIGHT NEED

#### **CLOTHING**



**UNDERWEAR** 



**JUMPER** 



**TROUSERS** 



SHORTS



WATERPROOF



T-SHIRT



**ZAMALY9** 



COAT



SWIMWEAR

#### **FOOTWEAR**



BOOTS



**TRAINERS** 



WELLIES

### **EXTRA THINGS**



**SUNCREAM** 



RUCKSACK



WATERBOTTLE



**WASH KIT** 



TOWEL



CAP



HAT



**GLOVES** 



**HAIR TIE** 



TEDDY



### **USEFUL VIDEOS**

PGL GROUP LEADER

**ACCOMMODATION** 

**RESTAURANT** 

SHOP

**HARNESS** 

**HELMET** 

PRE-AGREED ADAPTATIONS

**KITE HARNESS** 

AQUABAC

**PARATREKER**