

WELCOME ABOARD! WE'RE SO GLAD YOU'RE JOINING US ON THIS JOURNEY!

all aboard for ADVENTURE!



CHILDREN'S SAFETY IN AN EMERGENCY

1. If you hear the Crew Alert Signal, which is THE CONTINOUS SOUNDING OF SHIP'S ALARM, and your children are in the Children's Centre or at a Youth activity, please proceed straight away to Children's Centre and collect them. If this signal is sounded while you are attending an organised youth event with your children, they will be handed back to your care. At this stage there is no further action required from yourself. Teenagers aged 13 and over will be sent back to their cabins if they are comfortable to leave. Otherwise, they will remain supervised by the Youth Staff.

2. If you hear the General Emergency Alarm, which is SEVEN OR MORE SHORT BLAST S FOLLOWED BY ONE LONG BLAST ON THE SHIP'S ALARMS, and you have not collected your children collected your children then please proceed to your allocated muster station and report to one of the Passenger Muster Personnel. They will then facilitate reuniting with your children.

3. In unlikely event that it is necessary to Abandon Ship and you have not yet reunited with your children they will be evacuated and looked after by the Youth Staff until you can be reunited.

YOUTH CENTRE OPEN HOUSE

12.30 - 3.30PM Come along and meet your friendly teen staff prior to the opening of the centres, this is a great opportunity for all parents and quardians to hear about all the exciting activities and events we have for our junior cruisers. Manual registration is available for those who have not vet

6PM **FUN GAMES**

Uno Flip, Spot It, Nintendo Switch Galore, Mindful Coloring

6.45PM ORIENTATION

Meet The Teen Staff & Expectations

7PM **TEAM GAME**

Put A Finger Down, Charades

8PM TOURNAMENT

Air Hockey, Skee-ball

9PM TEEN'S CHOICE

Foosball HQ vs HQ+, Boardgame and Card Games, Chill and Chat

10.15PM **MOVIE TIME**

Choose the movie to watch tonight

12.30AM **RELAX AND LISTEN TO MUSIC**

1AM **CLOSED FOR THE NIGHT**