



MY BEST

JAMBOREE EXPERIENCE

PARTICIPANT & ADULT

GUIDEBOOK



SCOUTS
Creating a Better World



“I want you all to preserve this badge of the Jamboree which is on your uniform.

... keep it and treasure it.

... It will be a reminder of the happy times you have had in camp.

... It will remind you of the many friends to whom you have held out the hand of friendship.”

**— Lord Baden-Powell,
5th World Scout Jamboree, 1937**

Personal Contact Information

My Name: _____

My Patrol's Name: _____

My Country: _____

My Jamboree Address: _____

My Unit's Contact Phone Number: _____

Credits

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1325 West Walnut Hill Lane
Irving, Texas 75038, USA

Without the dedicated volunteers of the Executive Committee and Jamboree Planning Team, this World Scout Jamboree would not have been possible. Special thanks to Grecia A. Bárcena Calderón and Phillip M. Zabriskie who have co-authored this Jamboree guidebook. Appreciation also to our volunteer guidebook translators Jay Eidson, Hector Uranga, and Daniel Héту.



Critical Emergency Information

As Scouts, we must be prepared for every situation. Please read this important emergency guide in order to know how to react.

JAMBOREE EMERGENCY CONTACT NUMBERS:

Jamboree Emergency Line:
(+1) 304-465-2900

Secondary and Off-Site Emergency Line:
911

Jamboree Headquarters:
(+1) 304-465-2789

Having trouble making a phone call?
Have a staff member use the emergency radio channel.

SITE-WIDE EMERGENCIES:

In the event of a site-wide emergency, an announcement with directions will be made on our public address system, through the Jamboree app, and over staff radios. If you experience any of the following, do not wait for the announcement. Act immediately.



Severe Weather, High Wind, and/or Lightning Alert—Seek shelter in buildings, shower houses, and large white venue tents, or under base camp pavilions.



Tornado—Seek shelter in permanent buildings, shower houses, or low-level areas.



Red or Black Flag Heat Advisory—Follow the water intake guide. Seek water and shade, rest, and, if needed, visit medical tents to cool off. (see page 24)



Site Evacuation—Avoid or move away from the area as quickly as possible and head toward the stadium. Watch and make way for emergency vehicles.



Base Camp Muster or Directed Headcount—If a mandatory check-in has been directed, everyone should notify their unit leader, IST work supervisor, or CMTs of their location and status. Return to your base camp and await further instructions.



Fire—Open fires of any kind are strictly prohibited. Only provided propane stoves are to be used for cooking. In case of fire, evacuate the area and call the Jamboree Emergency Line. If there is a fire alert, you will hear three one-second air horn blasts. (see page 44)

Once you have followed all official directions, stay in place until the “All Clear” message is provided.

INDIVIDUAL EMERGENCIES

Your health and wellness are the most important part of this Jamboree. Please speak with your unit leader, your IST work supervisor, or a member of the safety/medical staff if you ever feel that you need help or just want to talk about something important to you. Let us make sure we take care of each other and ourselves.



Illness or Injury—There are medical centers in every base camp, at activity centers, and across all major areas of the Jamboree. If you feel sick or unwell, or become injured, talk to a member of our medical staff or contact the Jamboree Emergency Line. In severe medical emergencies, do not move injured persons and provide as much information as possible when calling (location, number of people, injury types, ages, etc.). (see pages 17 and 33)



Feeling Unsafe or Unhappy—Listening Ear and your unit leaders are here to share the weight of your feelings, worries, and thoughts. Listening Ear will have stations in each base camp and across the Jamboree. Allow us to help you. (see page 30)



Safety and Security—See something, say something! Safety is everyone's responsibility. Call the Jamboree Emergency Line to report suspicious people, unattended bags, or anything else of concern. Jamboree Stewards (security volunteers) are happy to help you and can be found on patrol, in the Trading Shops, and staffing checkpoints across the Jamboree site.



Lost your way or your buddy? —If you feel unsafe or have become separated from others, call the Jamboree Emergency Line so that we can help you.

JAMBOREE HEADQUARTERS

Jamboree Headquarters (HQ) is located at the Pigott HQ building and is open 24 hours a day. It is the central point for all Jamboree communications. It serves as a critical resource, guiding you to the information, answers, and solutions you need. (+1) 304-465-2789

Before contacting Jamboree HQ, you may find the fastest and best answers by asking the experts around you. This includes unit leaders, program activity leaders, CMTs, or subcamp HQs. (page 17)

Using This Guidebook

We have worked hard to make this book a comprehensive guide to the 24th World Scout Jamboree and a helpful source of advice. This guidebook has been organized to cover the most general Jamboree subjects first and the most specific information last within each chapter. There are additional sections just for ISTs (page 81), CMTs and HOCs (page 89), and visitors (page 16). Of course, we expect that every page is helpful to adult leaders and volunteers.

Our mission is to ensure that everyone experiences the best Jamboree possible. We hope that this guidebook will be a continual resource and keepsake for you. Carry this guide with you as you travel across the Jamboree site and please use the Table of Contents or the Glossary and Index (page 91) to jump to sections of interest quickly.

Hope you enjoy reading through this special guidebook! We are excited to share in your adventures.



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WELCOME TO THE 24th WORLD SCOUT JAMBOREE

Welcome From the Dream Team

Hello! ¡Hola! Salut! Welcome to the 24th World Scout Jamboree in North America, where you will spend the next 12 days unlocking a new world of friendship, leadership, and adventure. It is time to dive in with your eyes, ears, and mind wide open as you experience Scouting in a way you never have before.

Seven years ago, we, the Dream Team, set out on a journey to make this the best World Scout Jamboree experience ever! Gathered as three youth from each of our host National Scout Organizations, we traveled the world, learning about what you wanted on this epic adventure and sharing with you what our three host countries had to offer. Now young Scouters ourselves, we are spread throughout the Jamboree Planning Team, joined by many other youth and young adult leaders to integrate your ideas into this event. At this Jamboree, we are extremely excited that you'll interact with friendly members of the Rover Brigade, enjoy more free time as an IST, and use innovative technology like Novus wristbands, just for starters!

Now, go and use this guidebook and the Jamboree app to maximize your experience. As you discover the diversity of Scouting styles, cultures, and languages right here on this incredible site, can you meet a new friend from a different country every day? Making Scouting friends from all over the world has been the most rewarding part of our experience so far, and for you, it can turn this 12-day experience into an adventure of a lifetime. So, where in the world will Scouting take you next?

Yours in Scouting,

The Dream Team





WELCOME TO THE 24TH WORLD SCOUT JAMBOREE

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Welcome From the Executive Team

Welcome From the Executive Team

Your Scouting friends from Canada, Mexico, and the United States are excited to welcome you to the Summit Bechtel Family National Scout Reserve for the 24th World Scout Jamboree! Experience the theme of this Jamboree, “Unlock a New World,” which speaks to the new adventures, cultures, and friendships you will share with Scouts from around the world.

Scouting’s founder, Robert Baden-Powell, challenged the Scouts of the world at the 1st World Scout Jamboree to “develop peace and happiness in the world and goodwill among men.” We accept that challenge. The World Scout Jamboree is, above all, an educational event that brings together the world’s young people to promote peace and mutual understanding and to develop leadership and life skills in a warmly embracing environment.

The 24th World Scout Jamboree will feature hallmarks of past World Scout Jamborees, such as the Global Development Village, massive stadium shows, and cultural exhibits. You will also live Scouting at the most advanced adventure camping base for youth in the world! There are more programs here than you could ever imagine, so go ahead and chart your course. Take advantage of your opportunity to make friends with Scouts from around the world in 12 unforgettable days, all without leaving the Summit Bechtel Reserve.

A special thanks to our International Service Team and contingent and unit leaders who have worked so hard to make this Jamboree possible by creating an adventure in an amazing place, allowing us to make new friends, learn new things, and most importantly have FUN.

Yours in Scouting,

The Executive Team

Mike Scott
(Co-Chair, Canada)



Omar Lugo
(Co-Chair, Mexico)



Scott Sorrels
(Co-Chair, United States of America)



Marty Walsh
(Jamboree Executive Director)



Keegan Eatmon
(Executive Team Youth Lead)



Willy Xiao
(Executive Team Youth Lead)





The 24th World Scout Jamboree

The 24th World Scout Jamboree

The World Scout Jamboree is the largest outdoor educational event organized by the World Organization of the Scout Movement (“WOSM”). This exciting event happens every four years, which means this Jamboree is the opportunity of a lifetime for you as a participant. We are thrilled to share these 12 days with you and to help you maximize your experience. Together we will build friendship, leadership, life skills, mutual understanding, peace, and cultural exchange.

This 24th World Scout Jamboree is particularly special because it is a team effort by Scouts Canada, Asociación de Scouts de México, and the Boy Scouts of America. The three co-hosts were selected by the 2011 World Scout Conference, which is the governing body of WOSM. Together, we are proud to represent the North American continent and its diverse ways of Scouting.

Here at the Summit Bechtel Reserve, we will have 33,600 Scouts and leaders from 130 National Scout Organizations, all supported by 10,250 International Service Team (IST) volunteers who will deliver a life-changing experience to each one of our Scouts. Amazing!

This Jamboree will include ground-breaking adventures, expositions, and special programs (see page 51). Spectacular shows will offer lifetime memories and excitement (see page 69), and you will have endless opportunities to make new friends and learn about other cultures (see page 28).

We are so excited you could join us. And we hope that you will share your experience with all of your friends back home by sharing our live broadcasts and social media (see page 73). This Jamboree should be shared with ALL Scouts!

UNLOCK A NEW WORLD

The theme for the 24th World Scout Jamboree is “Unlock a New World.” It represents the new adventures, cultures, and friendships that we will share during this amazing event.

Sometimes, Scouts meet obstacles that make them feel “locked” with no solution. However, during our time at the Summit Bechtel Reserve, we will join together and seek solutions to international challenges such as sustainability, poverty, hunger, and conflict. We want to “unlock” the potential within each of us, inspiring us to make global change, preparing us to return to our home countries as Messengers of Peace, and growing the power of Scouting in our hearts.

As our Jamboree is being hosted in North America, it is shaped by the cultures found in the “New World” countries of Mexico, Canada, and the United States of America. This Jamboree will provide a different and modern view on the Scouting Movement, while staying true to our shared traditions of conservation and outdoor fun.

This theme was developed by the original 2010 Dream Team (four young adult Scouts from each host country) that helped North America win the bid to host the 24th World Scout Jamboree. Today, a new generation of young adults, Dream Team 2 (consisting of three young adult Scouts from each host country), continues their work, providing a youth perspective into all aspects of Jamboree planning, promoting the Jamboree at major world events, and leading areas during the Jamboree itself.





WELCOME TO THE 24TH WORLD SCOUT JAMBOREE

The 24th World Scout Jamboree

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OUR LOGO



The logo for the 24th World Scout Jamboree represents the friendship and unity of world Scouting. The globe-shaped design consists of multicolored

ribbons featuring the official colors of the national flags of the three host countries and the purple of the World Scouting Movement. The logo symbolizes North America reaching out to welcome the world community of Scouting to the 24th World Scout Jamboree.

As the Jamboree is an official event of the WOSM, the World Crest is featured prominently.

OUR MASCOT YONA



The mascot of the Jamboree is also a special symbol of our time together. YONA is a massive black bear, but far friendlier than its wild relatives that live in the mountains of North America. Make sure to say “Hi” and take a photo!

Official Jamboree Schedule



24th World Scout Jamboree General Program							
Thu–Sun 18–21 July	Sun 21 July	Mon 22 July	Tue 23 July	Wed 24 July	Thurs 25 July	Fri 26 July	Sat 27 July
IST Arrival and Training	Arrival of Host National Scout Organizations	Contingents Arrival Day	Mt. Jack Campfire Closed	Mt. Jack Campfire (Agra Fort)	Mt. Jack Campfire (Fort Jesus)	Mt. Jack Campfire Closed	Mt. Jack Campfire (Blenheim Palace)
			Program Open 08:00–17:00	Program Open 08:00–17:00	Program Open 08:00–17:00	Cultural Celebration Day Subcamp Food and Cultural Festival 09:00–13:00 A Taste of North America 13:00–16:00	Program Open 08:00–17:00
	Program Closed; No Visitors Day	Program Closed; No Visitors Day	No Visitors Day	Visitors Day 09:00–17:00	Visitors Day 09:00–17:00	Program Closed; No Visitors Day	Visitors Day 09:00–17:00
	IST Welcome Event	Welcome Event and Orientation in Base Camps	Opening Ceremony 19:30–22:00	Base Camp Bash (F) 20:00–22:00	Base Camp Bash (A-B) 20:00–22:00	Unity Show 20:00–22:00	Base Camp Bash (C-D) 20:00–22:00
	Sun 28 July	Mon 29 July	Tue 30 July	Wed 31 July	Thurs 1 Aug	Fri 2 Aug	Sat 3 Aug
	Mt. Jack Campfire Closed	Mt. Jack Campfire (Canadian Rockies)	Mt. Jack Campfire (Durham Castle)	Mt. Jack Campfire (Open)	Mt. Jack Campfire Closed	Contingent Departure Day	IST Departure Day
	Scouts' Own 08:30–09:30	Program Open 08:00–17:00	Program Open 08:00–7:00	Program Open 08:00–17:00	Program Open 08:00–15:00		
	Visitors Day 12:00–17:00	Visitors Day 09:00–17:00	Visitors Day 09:00–17:00	Visitors Day 09:00–17:00	No Visitors Day		
	Program Open 10:00–17:00	Base Camp Bash (F) 20:00–22:00	Base Camp Bash (A-B) 20:00–22:00	Base Camp Bash (C-D) 20:00–22:00	Closing Ceremony 20:00–22:00		



WELCOME TO THE 24TH WORLD SCOUT JAMBOREE

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Jamboree Rules

Jamboree Rules

As Scouts, we follow a Scout Promise and Law. It is our responsibility to keep these commitments, but the Jamboree is also a special place with special rules. Please review these important reminders below.

THE 24TH WORLD SCOUT JAMBOREE CODE OF CONDUCT

As a participant and a Scout at the 24th World Scout Jamboree, I agree to obey all U.S., state, and local laws, as well as the following Code of Conduct:



I am aware that I am a representative of the Scout Movement and will follow the Scout Law at all times during my travel and Jamboree participation.



I will be respectful, tolerant, and considerate of other cultures, including dressing appropriately for a multicultural environment.



I will obey safety rules, signs, and instructions by unit leaders and other adults.



I will follow the Jamboree sleep schedule, unless otherwise directed by the Jamboree program, by remaining in my campsite and respecting quiet times.



I understand that during the Jamboree the purchase, possession, or consumption of alcoholic beverages or illegal drugs is prohibited.



I understand smoking is only permitted in marked areas and not allowed in tents. (Legal age is 18 years or older.)



I understand that gambling of any form is prohibited.



I will avoid serious behavior issues including dishonesty, fighting, and bad language.



I will respect other participants' property and refrain from "trophy hunting."



I will keep the Jamboree and my personal site clean and follow recycling policies.



I will wear my Jamboree neckerchief and Jamboree ID at all times unless to remove them for safety.



I will comply with all elements of the Safe From Harm program to prevent abuse and harassment.



I will only trade patches and souvenirs with my peers and will refrain from selling any items.



I will comply with all access restrictions and will not enter private tents or sites unless invited.

Violation of this Code of Conduct, and any other conduct deemed to be inconsistent with the values of Scouting, may result in expulsion from the Jamboree at the participant's own expense.

In addition to the Code of Conduct, please remember that there are other restricted items and Jamboree policies that must be followed. This includes the prohibition of drones, bikes, fireworks, and knives longer than 3 inches (7.6 centimeters). Other than daily visitors, no children under the age of 14 may attend the Jamboree. There is no childcare available on-site.

Please continue to stay updated with Jamboree announcements, communications, and on-site instructions from Jamboree leadership and safety personnel.

SAFE FROM HARM



Scouting must always be a safe space. It is everyone's responsibility to look out for one another and prevent harmful actions, behaviors, or words. Each individual has the right to say NO to things that make them feel uncomfortable.

It is mandatory that all adults attending the Jamboree complete detailed training (Safe From Harm) on how to keep young

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Scouting for All!



people safe. If you have any concern, you should feel safe talking to your unit leader or another adult. Additionally, there will be Listening Ear IST, Medical, Safe From Harm staff, Scouts First teams, and Stewards who are trained to help resolve issues. YOU are the most important part of the Jamboree!

Scouting for All!



The World Scout Jamboree should be a place for all Scouts, regardless of physical ability, language, or other special need. The Jamboree Planning Team has worked tirelessly to provide every reasonable accommodation to ensure opportunities are available to the most Scouts possible. Please see the services below that are available to assist those in need. The Jamboree Headquarters, your subcamp HQ, and the full Listening Ear Team is also available to assist with any concerns you have.

INTERPRETATION

To make sure everyone is involved, the Interpreting Team is here to help work through any language challenges. The official languages of the Jamboree are English, French, and Spanish. We are happy to offer additional help over the phone or in person, including in languages such as German, Arabic, Russian, Portuguese, Italian, and others.



Ask your local subcamp HQ to reach us. If you are organizing a special event during the Jamboree, please contact us by email (interpretation.wsj2019@gmail.com) or come and see our friendly team at the World Scout Center at World Point (Scott Summit Center).

SPECIAL NEEDS AND ACCESSIBILITY



The 24th World Scout Jamboree will have something for everyone! The Jamboree Program, Transportation, and Event teams have gone to great lengths to ensure that everyone is able to enjoy the Jamboree, regardless of special need.

- Every program element and activity has been made as accessible as possible for those with different abilities and/or needs. If you have a concern about your ability to participate in any particular program activity, consult with your unit leader or the program liaison in your base camp, or speak with one of the IST at the particular program area.
- For arena shows, special needs areas will be set up. Ask any arena staff for more instructions.
- The Logistics Operations Center has accessible vehicles that are available to help with mobility. Ask your unit leader or subcamp support services for more details on how to connect with them. On-site transportation will be offered to the highest priority cases first.

It is so important that everyone has the chance to participate, in some manner, in all the World Scout Jamboree has to offer. For more assistance, please email special.needs24wsj@gmail.com.

Scouts interested in learning more about the importance of including all Scouts should visit the Transportation program area within Living in the 21st Century. Read more on page 55.



WELCOME TO THE 24TH WORLD SCOUT JAMBOREE

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“Who Is Who?” Guide

Jamboree Communications

To stay updated and connected to everything that is happening at the 24th World Scout Jamboree, you are invited to follow these communication sources:

- Download the Jamboree app! (see page 27)
- Follow us on social media! We are active on:



Facebook: @2019wsj



Instagram: @2019wsj



Twitter: @2019_wsj



YouTube: 24th World Scout Jamboree



Use #ScoutJamboree in all your posts.



Share the Jamboree Livestream Channel.



Check your email daily for newsletters, announcements, and alerts.



Find one of our many broadcast screens in high-traffic areas. These communicate general information like food menus, special programs, weather, and more.

“Who Is Who?” Guide

Your Jamboree Identification (ID) badge and Jamboree neckerchief are essential to Jamboree life. They display who you are and control access to the site, food, and activities.

You must display your Jamboree ID at all times and show it when asked to do so by appropriate staff. Losing your ID may pose a risk because someone else could use it for harm. If not worn around the neck for safety reasons (activities, showering, swimming, etc.), it should be somewhere secure and nearby.

If you lose your Jamboree ID, please tell your unit leader, visit your subcamp HQ, or contact the Jamboree HQ directly.

Jamboree ID Colors and Novus Wristbands

- Youth Participants—Red
- Adult Leaders—Blue
- CMT, IST, and JPT—Purple



All contractors, vendors, and visitors on-site during the Jamboree must wear a Jamboree ID too. We all can help make the Jamboree safer by ensuring that we always wear our official Jamboree ID and neckerchief and by asking others to do the same. Please report suspicious persons and remember that visitor access at the Jamboree site is restricted to Scott Summit Center.

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“Who Is Who?” Guide



Necker Colors



Youth Participants—Red

You are one of more than 29,000 youth members at the Jamboree! Everything happening at the Jamboree is for you to enjoy.



International Service Team (IST) —Gray

From each NSO, thousands of adult IST members are providing their support as Jamboree volunteers. Together we are ~10,000 and make the Jamboree possible.



Adult leaders and Contingent Management Team (CMT) —Light Blue

Your units each have four adult leaders. Each National Scout Organization (NSO) has provided a number of CMTs to help support these unit leaders and overall Jamboree preparation.



Jamboree Planning Team (JPT)—Purple

For the past seven years, a few select volunteers have helped prepare the logistics, programs, operations, administration, physical site, and other details. They lead the ISTs, CMTs, and our external partners. Thank you to these dedicated and experienced Scouters from around the world!



Visitors—Green

Scouts and non-Scouts from around the world will be coming to visit and experience a piece of our Jamboree for one or two days. The green necker will be available to purchase in the Jamboree Trading Shops.

THE SUMMIT BECHTEL FAMILY NATIONAL SCOUT RESERVE



The site for the 24th World Scout Jamboree is unlike anything our Scouts have seen before. The Summit Bechtel Reserve (“the Summit”) is larger than some entire countries and will be your home for an adventure of a lifetime. We are so excited to share this special place with you. Here is a bit about our site and what you can expect from it.

Our World Scout Jamboree Site

Situated in the wilds of West Virginia, the Summit Bechtel Reserve sits at the heart of the Appalachian Mountains. This rocky chain of hills is approximately 460 million years old and is home to the oldest mountains in the world. The range stretches from Newfoundland, Canada, to Alabama, USA.

The Summit is the home of the national Jamboree of the Boy Scouts of America every four years. Year-round, it is also a site for high-adventure and leadership programs (see page 97) The Summit is one of four national high-adventure Scout bases in the United States, including the aquatic adventures of Florida Sea Base, the canoeing or winter camping challenge of Northern Tier, and the backpacking expeditions at Philmont Scout Ranch.



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Our World Scout Jamboree Site



Scout adventure camps in North America include Tamaracouta Scout Reserve, Haliburton Scout Reserve, Camp Byng, Camp Woods, and Camp Opemikon in Canada (Scouts Canada) and the Meztitla Scout Center and Cuautli Scout School Center in Mexico (Asociación de Scouts de México).

SUMMIT BECHTEL RESERVE HISTORY

As wild as the Summit Bechtel Reserve is, once upon a time it was the site of heavy industry and the ground was dug up for extensive coal mining, a resource common to the region. Old surface mines left wide flat areas of ground and a network of roads that crisscrossed the hilly landscape. But when Scouts saw the site, they did not see the past—they saw the future.

Flat areas were covered with grass and are now our base camps. Old roads and trails now lead to new adventure and exploration. Scouts cleaned the streams and replanted marshes. New lakes and trees brought back animals that had long stayed away. New buildings used local resources, supported regional businesses, and improved communities that no longer could rely on the old mines.

Together, we left the space better than we found it. But we also created a space that allows Scouts like us to be inspired to seek bold solutions to hard problems in our own home communities. To learn much more about the sustainable projects at the Summit, please see page 77.

BECHTEL FAMILY GIFT

This amazing site was made possible by the landmark gift of Stephen Bechtel Jr., president of the largest civil engineering company in the United States and a fellow Scout. Mr. Bechtel credits his time as a Scout for building his strength of character and leadership. His gift was the largest charitable



donation ever made to the Boy Scouts of America. It is thanks to him and other donors who followed that we are able to share this magnificent space.

To learn more, please visit www.summitbsa.org/about-us/founding-philanthropists/.

SUMMIT BECHTEL RESERVE TODAY

With each year, the Summit grows to meet the dreams of new Scouts, setting records and becoming the home to true adventure:

- Longest combined zip lines in the world (5.45 miles/8.7 kilometers)
- Longest canopy course in the country (9.55 miles/15.3 kilometers)
- Largest man-made outdoor climbing facility in the country (218 stations)
- Second-largest outdoor skate park in the country (4.6 acres/1.7 hectares)
- Second-largest BMX facility in the country (13.7 acres/5.3 hectares)
- Third-largest combined rifle, shotgun, and pistol shooting venue in the country
- Third-largest archery range in the country (116 stations)
- Largest natural outdoor arena in West Virginia (80,000-person capacity)

When rough terrain and deep ravines made connecting base camps difficult, we found a way to build a bridge through the treetops. Today the CONSOL Energy Bridge, a triple-walkway pedestrian suspension bridge, spans 800 feet (240 meters) and allows Scouts to climb to the top of its towers and dip underneath the main walkway. Structures like this help reduce the need for vehicles, keeping the roads safer and the air cleaner.

From the bottom of the Summit Bechtel Reserve to the top, there is an elevation difference of approximately 1,300 feet/396 meters. That means exciting downhill



THE SUMMIT BECHTEL FAMILY NATIONAL SCOUT RESERVE

Our World Scout Jamboree Site

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mountain biking, zip line courses, and plenty of intense hiking trails. Gravity has never been so much fun!

All of this is only a stone's throw away from the New River Gorge National River, Bluestone National Scenic River, and the Gauley River National Recreation Area. This makes the Summit a destination for fishing, kayaking, and river rafting. And the same rivers that provide thrilling rafting have carved out some of the best rock climbing on the East Coast of the USA.

The Summit Bechtel Reserve today is 10,600 acres (4,290 hectares) surrounded by wilderness that expands our Jamboree program area to 70,000 acres (28,328 hectares). From Scott Summit Center to the New River Gorge National River, this Jamboree will be filled with wild fun. Are you ready?

MAIN JAMBOREE AREAS

The World Scout Jamboree site is divided into many different named sections. These areas are marked on your map to help you know where you are and identify where you want to go. Here are some of the key landmarks that Scouts will navigate.

Base Camps and Subcamps

The most important areas of the Jamboree are the base camps and subcamps. These are the places that you will eat, sleep, and play in each day. There are six base camps, each named for a different UNESCO World Heritage Site and each starting with one of the following letters: A/B/C/D/E/F. To learn more about base camps and subcamps, please see their main section on page 32.

Scott Summit Center

The heart of the Jamboree is Scott Summit Center, which includes the AT&T Summit Stadium, the Global Development Village, Action Point, the World Scout Center, International Food Houses, and so much more. This area is open to day visitors.

The Adventure Zone

This huge area includes most of your Jamboree adventure program. Thrasher Mountain, Adventure Ridge, Adventure Valley, and Leadership Ridge are all in this area. To learn more about the many other programs in this area, please see page 58.



THE SUMMIT BECHTEL FAMILY NATIONAL SCOUT RESERVE

Our World Scout Jamboree Site



Day of the Week	Date	Comment/Notes	Visitor Hours	Last Bus From Ruby Welcome Center to Scott Summit Center	Last Bus From Scott Summit Center to Ruby Welcome Center Parking
Wednesday	July 24	First Visitor Day	09:00–17:00	16:00	19:00
Thursday	July 25	Visitor Day	09:00–17:00	16:00	19:00
Friday	July 26	NO DAY VISITORS	Closed	N/A	N/A
Saturday	July 27	Visitor Day	09:00–17:00	16:00	19:00
Sunday	July 28	Visitor Day (Late open due to worship services)	12:00–17:00	16:00	19:00
Monday	July 29	Visitor Day	09:00–17:00	16:00	19:00
Tuesday	July 30	Visitor Day	09:00–17:00	16:00	19:00
Wednesday	July 31	Last Visitor Day	09:00–17:00	16:00	19:00

VISITORS TO THE JAMBOREE SITE

Day visitors are an important part of the Jamboree program and experience. Many visitors will have a connection to Scouting or the local community, and so they will be eager to see the Jamboree in action. Please welcome them! Ask them where they are from and whether they are involved in Scouting. Together, let us make them feel that they are part of the Jamboree experience.

Arrival Point

Day visitors arrive to and depart from the Jamboree on buses that operate continuously between Scott Summit Center and the J.W. and Hazel Ruby West Virginia Welcome Center. Normal day visitor hours are 09:00 to 17:00. Day visitors will join us on the following days:

What Can Visitors See?

Visitors are able to move freely through the 100 acres (40.5 hectares) of Scott Summit Center—stretching from the CONSOL Energy Bridge to the Goodrich Lake dam. This area is the heart of the Jamboree and includes rich programming, engaging exhibits, and opportunities for cultural exchanges.

Visitors have full access to the Global Development Village, the Sustainability Treehouse, World Scout Center, International Food Houses (food for purchase), and Centro Mundial. They will also be able to see the exciting adventure programs of Action Point, trade items with those of the same age group (see page 30), and participate in guided tours. Information booths can help make these opportunities clear and available.



Key Camp Services

While there will be plenty for day visitors to do, aerial sports, climbing walls, skate parks, biking, and other adventure programs are reserved for Jamboree participants. Guests will not be able to visit base camps, Scout living areas, or adventure zone areas. This is strictly enforced. Please follow the directions of security staff.

Key Camp Services

During our Jamboree, the Summit Bechtel Reserve will be the third largest city in the state of West Virginia. That means we need all of the services that a real city has. Here is your go-to guide on the key Jamboree services that make all our fun possible.

Safety and Emergency Planning: see page 87

Special Needs Services: see page 10

ServMart (Equipment Repair): see page 34

Food/Catering: see page 87

Transportation: see page 45

Medical: see pages 17 and 33

JAMBOREE HEADQUARTERS

Jamboree Headquarters (HQ) is the central point for all Jamboree communications and a critical resource to guide you to the information, answers, and solutions you need.

Before contacting Jamboree HQ, you may find the fastest and best answers by asking the experts around you.

- Participants should ask their unit leader, activity leader, or subcamp HQ.
- Unit leaders should contact their subcamp HQ or Contingent Management Team (CMT).
- IST should ask their Contingent Management Team (CMT) or worksite supervisor.



- CMT leaders should contact Contingent Support or Jamboree Headquarters.

Jamboree HQ is located at Pigott HQ Building and is open 24 hours a day.

The Host Tent in World Scout Center will have additional NSO services.

Call us at any time: (+1) 304-465-2789

MEDICAL CENTERS

Your health is very important. Medical centers can be found all over the Jamboree site and are ready to help you if you are injured or feel unwell. Each base camp includes a full medical facility that is able to handle medical emergencies, 24 hours a day. This is your primary medical facility.



Scouts should seek help from unit leaders for minor illnesses and injuries. The base camp medical facilities will have sick call daily from 08:00 to 10:00 and 16:00 to 17:00. "Sick call" is a type of open office hours, where doctors and nurses are able to talk with Scouts who have ongoing issues or start to feel sick.

Base camp medical facility services will include:

1. Treat and release
2. Short-term health observation
3. Transport to another medical facility

Should further services or a higher level of care be required, Scouts will be transported to the Jamboree Health Center (JHC). This is located at subcamp D1. Call (+1) 304-465-2900 for any urgent on-site emergencies.





Adult leaders and CMTs will be contacted as soon as possible if one of their Scouts requires major care. Remember, it is very important to upload your health history information before arriving to the Jamboree. (Your HOCs have these and other medical information manuals.)



Key Camp Services

BANKING (ATMS/CREDIT CARDS/CURRENCY/CASH)

All of the high-adventure activities and program exhibits are free. But perhaps you would like to buy a Jamboree souvenir or some food from an International Food House. Please review these payment options to know what does and does not work at the Jamboree.

-  All transactions on-site will be in United States dollars (\$USD).
-  There will be NO currency exchange on-site! Please complete all currency exchanges prior to arriving.
-  Jamboree Trading Shops, snack bars, and food houses will all accept cash (\$USD), as well as all major credit and debit cards: Visa, Mastercard, Discover, Plus, Cirrus, and others.
-  ATMs will be available at all Jamboree Trading Shops. They will accept all debit and ATM cards. Report any issues to the Trading Shop directly.

For additional help, please see Banking Services personnel.

WI-FI AND ELECTRICITY

Wi-Fi

Free Wi-Fi internet access is provided across much of the Summit Bechtel Reserve property. Coverage areas include base camps, participant tent locations, program areas, and administrative centers. Wi-Fi coverage is also available throughout Scott Summit Center, Action Point, AT&T Stadium, World Point, and other activity sites. To connect, simply join the “attwifi” network and accept the terms displayed.

Cellular Data and Mobile Phones

Cellular 4G LTE service provided by AT&T is available across the Jamboree site. This service fills in the gaps when Wi-Fi is not available. Verizon Wireless also provides coverage in the Scott Summit Center area. If you are not from the United States, consult your home

cellular provider to determine the cost and availability of international cellular roaming. Phone sales kiosks, where less expensive cell phones and SIM cards can be purchased, may be available. Please look for further communications on these opportunities.

Charging Stations and Electrical Outlets



We want to keep your adventure powered! Charging stations for cell phones, tablets, and portable computers are located across the Jamboree site. Near subcamps and your favorite activities, 48 AT&T charging stations will be available to charge your various devices. These stand-alone stations can charge dozens of devices at once!

Standard plug outlets are available at orange power stations near your unit campsites, program areas, and other Jamboree facilities. The centers of these power stations are HIGH VOLTAGE boxes and are NOT for personal use. However, on the sides of these orange power stations are normal black/gray 120-volt 4-quadrant outlets that can be used by anyone. Feel free to plug in here.

Remember, extension cords are PROHIBITED unless being used for motorized wheelchair recharging or other special needs (see CPAP info on page 36). Misuse of extension cords will result in their confiscation. Also, shower house outlets should not be used because wet conditions may cause harm.

Important:



- The power plugs and sockets in North America are types A and B. The standard voltage is 120 V, and the standard frequency is 60 Hz.
- If you find a lost device, turn it in to any base camp/subcamp headquarters or a passing Steward.
- The Summit Bechtel Reserve uses solar power, but we also encourage you to consider bringing your own solar charger to the Jamboree!





THE SUMMIT BECHTEL FAMILY NATIONAL SCOUT RESERVE

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Key Camp Services

JAMBOREE TRADING SHOPS

There are three Jamboree Trading Shops—located in the Gateway Village, Legacy Village, and base camp Ephesus (IST/CMT only). They each sell a wide variety of Jamboree souvenirs, camping gear, and clothing. Keep an eye out for special items, only available during the Jamboree, from each of the three host countries (Gateway location). You will not want to miss the special assortment of Jamboree patches, accessories, World Scout Shop items, and gifts that will commemorate this once-in-a-lifetime event!



- Gateway Trading Shop
08:00-18:00 July 22 to August 1
- Legacy Trading Shop
08:00-18:00 July 22 to August 1
- Ephesus Trading Shop
08:00-13:00 July 22 to August 1
17:00-22:00

Items available include apparel, camping gear, souvenirs, flags, emblems, name plates, electronics, personal care, sleeping, lighting, knives, bags and packs, cooking equipment, and drinkware.

Note that IST activities that require a fee can also be purchased at Trading Posts.

During the Jamboree, the online store will be available in “browse” mode only. About one month after the Jamboree, the website will re-launch with those items that were not sold during the event. This will be your last chance to buy; selection may be limited! Please visit our online store here: <https://2019-world-jamboree.myshopify.com/>.

Youth and adults are not allowed to sell items at the Jamboree. All food and snack items will be sold in vendor food tents and International Food Houses.

MY JAMBOREE MAIL

Imagine how far you traveled to get here. Send a stamped letter home on the same adventurous journey! Family and friends will be excited to receive it. And if you are

expecting mail, ask your leader to check your subcamp HQ each afternoon.

ISTs will have mail distributed by NSOs. No mail or packages are delivered to any program areas.

My Campsite Address



The official 24th World Scout Jamboree mailing address is:

(youth participants and adult unit leaders)

First Name Last Name

WSJ 2019 – Site# **A223** – WSJ Unit# **SWE026**
92 SBR 2 Mount Hope, WV 25888

In the example above, the letter highlighted in orange is your **base camp**.

The green number is **your subcamp**. The blue numbers are your **unit campsite block**. Your WSJ Unit# has two parts, with your **country abbreviation** in pink and your **unit number** in yellow. Your unit leader can help you make sure your address is perfectly correct.

(ISTs/CMTs and all others)



First Name Last Name

WSJ 2019 – Site# **E** – WSJ NSO: **SWE**
92 SBR 2 Mount Hope, WV 25888

For staff, the yellow highlighted letter is again your **base camp**, and your **country abbreviation** appears in pink. Most ISTs will be in base camp Ephesus. Main Medical Hospital staff should use base camp D. Pigott Bunkhouse staff, off-site staff, and select others should use the Jamboree HQ as their address.

Mail with an identifiable NSO, but an insufficient or misleading address, will be delivered to the NSO HQ at the World Scout Center where your CMT will attempt delivery.

Outgoing Mail

Letters and packages that already have a stamp can simply be dropped off at any subcamp, base camp, or the Pigott Jamboree Headquarters. We will bring it to the official mail centers.



Arrival to the Jamboree

There are three official Jamboree mail centers, run by the United States Postal Service ("USPS"). At these locations, you can purchase any items you may need for postage. You also will find a number of souvenir postal items with the Jamboree logo for sale here in limited quantities, starting July 22. The mail centers are located at Scott Summit Center, in base camp Durham Castle across from The Pools and Medical Hospital, and at base camp Ephesus (for ISTs) throughout the week.

Please use your home address as your return address on any envelopes or parcels.

LOST AND FOUND

Participants should be careful with their belongings at the Jamboree. Remember that the excitement of the Jamboree will distract you from your regular routine, so make a habit of checking your daypack and pockets for your most important belongings, whenever you move from one location to another. You do not want to leave items behind at a camp, action center, Jamboree Trading Shop, arena show, exhibit area, or anywhere else.

Participants should label all their gear, clothing, and expensive personal items such as phones, cameras, and other digital devices with their name and Jamboree unit number. This will make it easier for items to be returned to their owners. Take particular care with items like eyeglasses, which may be difficult or impossible to mark with your name and unit. If possible, take a picture of your Jamboree ID with your phone, tablets, and/or camera. This may help us return your device if we are able to see this photo when turning on the device.

Each day, all lost items from across the Jamboree site will be delivered to the main Lost and Found Center in Pigott Jamboree HQ. If we can identify the owner, we will return the item to your local subcamp. Items that cannot be identified will be tracked and stored at Pigott Jamboree HQ. Participants looking for lost items may come to this center to look for their item. Due to high traffic,

there will also be a short-term Lost and Found near Scott Summit Center; nothing will be stored here for more than 12 hours.

Main Lost and Found will be open from 09:00 to 18:00 every day of the Jamboree.

Scott Summit Center Lost and Found will be open from 09:00 to 18:00 every day of the Jamboree.

Expensive items like electronics will require verification and a signature for release. Remember, a Scout is trustworthy.

Arrival to the Jamboree

Welcome to the 24th World Scout Jamboree! We have made every effort to ensure that your next 12 days will be the adventure of a lifetime and that your arrival will run as smoothly as possible. Please review these important arrival instructions to ensure that your first day prepares you for a fun-filled Jamboree.

Please see page 89 for detailed information regarding IST arrivals.





THE SUMMIT BECHTEL FAMILY NATIONAL SCOUT RESERVE

Arrival to the Jamboree

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TRANSPORTATION



Check-In

All arrivals must stop at the Ruby Welcome Center where registrations will be verified, adults will present their Safe From Harm training certificates (see page 88), and everyone will be issued their Jamboree IDs.

J.W. and Hazel Ruby West Virginia
Welcome Center
55 Hazel Ruby Lane
Mt. Hope, WV 25880

A quick health screening form and other documents will be completed before heading onto the site. Participants should stay on their buses during the registration process and will be taken to the site on the same bus by which they arrived at Ruby. Separate transportation to the Jamboree site will be provided for ISTs. See page 89 for more information about IST arrival.

Access to the Jamboree site is strictly controlled and is fully closed to personal vehicles.

UNIT CAMPSITE SETUP



A young adult IST will board each participant bus and serve as a welcoming guide. These young ISTs are part of the Rover Brigade and will be facilitating social and cultural experiences throughout your Jamboree experience. Learn more about them on page 30.

As you travel through the Jamboree site, your guide will help point out important locations around camp. They will do their best to answer any questions you may have and will become your first Jamboree friend!

Once you have arrived at your campsite, you can unload your bags and begin setting up camp. Markers will border your campsite location and there will be even more helpful staff to assist you with setting up camp. Each unit will construct their campsite following the layout provided.



Upon arriving, there will be large containers with heavy plastic covers in each campsite. This is your official Jamboree Unit Kit equipment. Save these covers until the end of the event, as you will need them to repack your equipment at the end of the Jamboree. A full list of what is in your unit equipment can be found on pages 34 and 35, but it includes your two-person tents and your in-tent cots. Both are ready for assembly. These tents should be the first priority of the unit so that you can store your personal equipment. Be careful not to damage the tent fabric with the tent poles.

A separate container will have your kitchen equipment, complete with a dining tent and dining tarp for the kitchen area. At the end of the Jamboree, you will be asked to repack all of this equipment back into the pallets/containers neatly. The tents are yours to take home.

UNIT ARRIVAL FOOD INSTRUCTIONS



Each unit has an assigned Unit Food Market in their base camp. Consult the Jamboree site map for each location. Arrival day food shopping can occur at any time between 09:00 and 19:00. The first meal that units will shop for is dinner. To learn more about regular Jamboree Unit Food Market hours and how to shop, see page 40.



Departure From the Jamboree

Departure From the Jamboree

Leaving our campsite and new friends will be hard, but it also marks the next chapter of our new adventure. Make sure you are prepared and ready to head off by following these instructions.

DEPARTURE TRANSPORTATION

The official departure day for participants is Friday, August 2. Depending on travel plans and connections, departures may need to take place on August 1. All arrivals and departures at the Jamboree will occur through TMS (Transportation Management Services). Contingents must coordinate in advance.

The official IST departure period is 24 hours long, between Friday, August 2 at 13:00 and Saturday, August 3 at 13:00. For more about IST transportation, see page 89.

PACKING UP MY UNIT CAMPSITE

When you arrived, your campsite included large pallets/containers with heavy plastic covers that contained all of your Jamboree Unit Kit equipment (see page 35). Neatly inside of these containers were your beds, kitchen equipment, and other important camp items. The tents are yours to take home. Shipping these tents is your contingent's responsibility.



We must now neatly repack these items into the same boxes, ensuring that they are clean and in good working order. Please clean tents and shake out any dirt (keeping the poles attached for this helps). As Scouts, we must take care of our equipment and help make sure that others will find it as nice as you did.

Instructions:

1. Take out the plastic cover from the inside of the containers, which you folded when you arrived.
2. Pack into your container all the original equipment that you were issued.

3. Place inside your container any bottles (used or unused) that were originally issued to you. Close caps and tops securely to avoid spilling.
4. Place your container on the edge of your campsite and cover it with the thick plastic cover.
5. If you have good and usable personal items that you do not wish to take home, please place these in baskets located in the shower houses. These items will be cleaned and made available to benefit the local community. The items mentioned above could be:
 - Unwanted clothing
 - Shoes and boots
 - Camping equipment and supplies
 - Partial or full containers of cleaning supplies
 - Partial or full containers of toiletries

UNIT DEPARTURE FOOD INSTRUCTIONS

Departure breakfast will be served between 05:00 and 07:00. Units will not shop on this day. Unit representatives will pass through a line at their Unit Food Market and select the items they wish to pick up for their unit. This is more like a buffet and the normal Grubmaster app points system will not apply. To learn more about regular Unit Food Market hours and how to shop, see page 40.



MY BEST JAMBOREE EXPERIENCE

We want to help you maximize your Jamboree experience. There is so much to do and so many ways that you can prepare for a fun-filled time.

Follow these helpful suggestions to ensure your patrol and unit makes decisions together and gets ready to have the best Jamboree experience possible!



24 MY BEST JAMBOREE EXPERIENCE

Taking Care of Myself

Taking Care of Myself

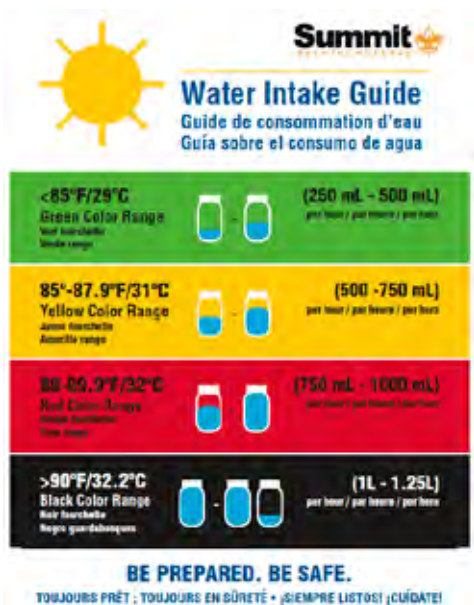
It is so important to take care of ourselves at the Jamboree. Make sure to care for yourself and carry the right gear. But also look out for your friends and remember to start each day with careful planning for the adventure ahead. Please read these sections carefully to get the most out of your Jamboree experience.

WATER! ¡AGUA! L'EAU!

Water is the most important health and safety tool you have. It may be warm at the Jamboree, and you will be active every day.

Two water bottles are on the required pack list for everyone—participants and ISTs alike. Replacement bottles can be purchased in the Jamboree Trading Shops.

Across the Summit Bechtel Reserve, there are plenty of water filling stations. Look for this symbol, which will appear on tall poles. There will also be a water faucet at the back of each shower house, where you can fill up your water bottle.



To help you know how much water you need, follow the Water Intake Guide card that each participant and staff member

has received. Even if you are not thirsty, your body needs the water to replace body fluids.

Sometimes water is not enough. Your body may also need electrolytes, which are found in Gatorade® or PowerAde® products. The Jamboree Food Team will provide Scouts and IST members the opportunity to include powdered drink sticks with their lunch. Simply add this powder to your water bottle and create a flavored beverage that is great for lunches or throughout your active days.

Drinks with caffeine or large amounts of sugar such as soft drinks can reduce how much water your body holds.

Severe Heat

The Summit Bechtel Reserve uses a system of flags to warn Scouts of dangerous heat:

GREEN FLAG: Temperature 82–85 F (27–29 C) → drink 1/4 to 1/2 quart/liter of water per hour

YELLOW FLAG: Temperature 85–88 F (29–31 C) → drink 1/2 to 3/4 quart/liter of water per hour

RED FLAG: Temperature 88–90 F (31–32 C) → drink 3/4 to 1 quart/liter of water per hour

BLACK FLAG: Temperature greater than 90 F (>32 C) → drink 1 to 1 1/4 quart/liter per hour

Announcements will be made when Red or Black flag temperatures are reached, and some programs may be delayed or stopped. Also follow the Urine Color Chart to know your level of hydration.

Sun Protection

the start of each day. Serious sunburn can make you very sick and cause permanent skin damage, which can result in skin cancer. Remember that you will be exposed to the sun for 10 or more hours each day. Waterproof sports-type silicone-based sunscreen with SPF 30 is the best. Cover all sensitive areas





Taking Care of Myself

such as your nose, lips, face, ears, neck, backs of knees, arms, and any other areas not protected by your clothing.

Take care of your patrol and friends; make sure you stay safe from the sun. Hats and sunglasses are good, but are not enough alone.

PERSONAL HYGIENE

Scouting is also about exploring, which means you may not stay clean for long. However, good hygiene is more than just looking neat and clean. Good hygiene practices can reduce the spread of disease.

Hand-Washing



Wash your hands often. Most diseases are spread by touching dirty hands to food, cuts, eyes, nose, and/or mouth. This is especially important if you are cooking for your patrol or unit.

Hands should be washed:

- Before food preparation and meals
- After using the toilet
- After contact with a person who is not feeling well
- When hands are obviously dirty
- Before and after changing a bandage on yourself or someone else

Hand sanitizer is a great short-term option but is not a replacement for soap and water. Keeping your hands clean will help keep you and those around you healthy!

Bathing



Shower often! Take a shower at least once each day and change into clean, dry clothes. Remember, cotton clothing dries very slowly in humid climates like the Jamboree site. Non-cotton fabrics are preferable. Showers also give you a chance to examine yourself for signs of injury, rash, or insect bites. Use plenty of soap!

Foot Care

Because walking is the main means of transportation at the Jamboree site, it is important to take care of your feet. Here are some pieces of advice to prevent foot problems:



Make sure that you have the proper footwear. New shoes that are not broken in should not be worn.



Do not wear socks that are too tight, have holes, are dirty, or are wrinkled.



At the first sign of a blister or cut, your unit leader should be consulted.



Clean your feet daily, dry them thoroughly between the toes, and keep toenails trimmed straight across. Cover tender spots with adhesive or other dressings, and use foot powder.



Shoes should be worn at all times, except when in tents or swimming.

REST



It is very important that you sleep well to stay healthy and energized. Short naps of 60 to 90 minutes during late afternoon may also help. Missed hours of sleep become worse over time, causing your mood and health to change. Naps while on buses and flights also are a good idea to keep up on sleep. Be your best self, and get good rest!

EATING WELL AND EATING SAFE

You will have lots of healthy food to choose from, which will keep you healthy and active. Minimize snack foods, candy, and fast food. Eat fresh fruits and vegetables each day. Fibrous foods will help maintain a regular digestive flow. Be careful not to eat old or unrefrigerated foods that may cause food poisoning. If in doubt, do not eat it—throw it out!

Read more about unit food safety on page 42.

26 MY BEST JAMBOREE EXPERIENCE

Taking Care of Myself



WILD ANIMALS AND PLANTS



The Jamboree really is in the wild! Do not approach or feed snakes, bears, raccoons, or bats. They are not pets and may carry diseases or defend themselves. Leaving food in your campsite might attract these animals. Any bites from animals must immediately be reported to medical staff.

We also have plants that will cause rashes. Poison ivy, oak, and sumac are all around. Mountain laurel is especially dangerous. Do not touch any part of this plant.

Bugs! Black widow spiders, brown recluse spiders, and ticks are of serious concern. Plan to check for ticks daily (at a minimum) and anytime you are in tall grass or the woods. Speak with medical staff if you have concerns about bites. Bees, hornets, wasps, and mosquitoes are other bugs that might bother you. You should apply insect repellent on exposed skin and wear pants plus long-sleeve shirts (weather permitting) while hiking in wooded areas or in the evening.

Like any camping trip, it helps to be aware of the potential dangers in the area, so you know what to watch for and what to do if you have an issue.

IMPORTANT: No food is allowed in sleeping tents!



Planning My Day

Can you believe that we only have 12 days at the Jamboree? To make the most of it, you and your patrol need to plan how to best use every hour of the day.

WHERE IS MY BUDDY?

The Summit Bechtel Reserve is a huge area of 10,000 acres (4,050 hectares), consisting of water, land, forests, and mountains. To keep everyone safe, using the “buddy system” at the 24th World Scout Jamboree is an official policy for all youth. Leaders and adults also benefit from a buddy system.

How does it work? Each time you leave the campsite, whether for an activity, a show, or a trip to another base camp, you will pair up with another Scout. Together, you become “buddies” and will stay together until you return to your campsite. Each time you return to your campsite, you can change buddies. Outside of camp, do not leave your buddy without both of you joining new buddy groups.

Why? Having a buddy will often prevent you from getting lost, forgetting items, or leaving the path. It is a great way to make sure you are safe but also it is there to ensure you have a wonderful time.

You will not need a buddy in your unit’s camping area, when in stores, or when walking from one local campsite to another. But activities can be far away and the paths can be confusing at first. Therefore, having a buddy with you at all other times is a requirement at this Jamboree.

Your buddy can change every day and does not need to be from your home unit. However, you should check with your unit leaders to make sure that you are following the rules of your contingent.

But what about my Scout patrol? If you choose, you can plan to do all activities with your whole patrol together as a buddy group. Just make sure that everyone is together before leaving an area. Whether you are with one buddy or in a group of 10, the most important part is to plan together, divide responsibilities, make decisions that support everyone, and have fun!



Planning My Day

JAMBOREE APP

To find out what is happening around you and across the Jamboree, make sure to download and use the official 24th World Scout Jamboree app. This app is the most important tool you have to ensure your best jamboree experience (other than this wonderful guidebook, of course).

The Jamboree app will include the latest updates, maps, schedules, and more! But it also will help you make decisions about your own day by giving you wait time estimates, distances, and activity options.

The primary mode of transportation is by foot. You will need to walk long distances between activities, often uphill. Be prepared and account for the extra time it will take you to get places. For more information to plan your walking distances, please see page 50.

Also, every morning at 06:30 an email newsletter will be sent out with key information and schedule changes for youth, unit leaders, IST, and HOC. You may want to keep an eye out for this information for daily planning.

MY EQUIPMENT AND GEAR

Bring the right tools to make sure your adventure is amazing! Double-check your shoes, clothing, and bag. Ensure that these things are exactly as you need them BEFORE you and your group head out.

Footwear



Few things on your Jamboree packing list are more important than SHOES! Sturdy shoes are a requirement for crossing the huge Jamboree site. Shoes should have laces, be closed-toe, and be light enough for program areas like biking, climbing, or skateboarding.

Tennis/track/athletic shoes will be good for most activities but may not offer you

the all-day support that your feet need. In rain or during trail activities, will your shoes hold up?

We recommend “trail walking shoes,” which meet all of the recommendations above. Any shoes you bring should be well broken-in before you arrive. Open-toe shoes and sandals are NOT appropriate for Jamboree activities outside of the unit campsites and shower houses. Open-toe shoes are not permitted at ANY activity centers.

See page 25 for information about taking care of your feet.

See pages 46 and 50 for a list of common paths and important time estimates between locations.

My Backpack for the Day



As you start your day, there are a number of items that you and your patrol should carry in your daypack. These are called the “10 Safety Essentials.” These items are:

1. World Jamboree ID
2. World Jamboree site map
3. Water bottle(s)
4. Sunscreen
5. Hat
6. Hand sanitizer
7. Lip balm with sunscreen
8. Rain gear or poncho
9. Personal first-aid kit
10. Flashlight

Depending on your plans for the day, you may want to carry other items such as insect repellent and extra snacks. Packing all the items you need in your daypack will keep you prepared for a fun-filled day.

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New Friends and Adventures

Remember, there are some items that can be shared between your patrol members, such as sunscreen or hand sanitizer. Make sure to discuss with your buddy or patrol who is bringing what before leaving.

My Medical First-Aid Kit



As Scouts, we should be ready to care for our injuries and help others in need. It is a requirement to carry a personal medical kit with you each day. Make sure to discuss with your buddy or patrol who is bringing what before leaving. It is important to pack the following items:

- Moleskin or blister pads
- A small tube of antibiotic ointment
- Tweezers
- Scissors
- Adhesive bandages
- Two or three gauze pads
- Tape
- Aloe vera lotion
- Sunscreen
- Hand sanitizer
- Pain relievers

Remember, your unit also has a large medical kit! Caring for your own minor injuries or asking for help from unit leaders allows for Jamboree medical staff to spend more time on serious injuries and illnesses.

New Friends and Adventures

When deciding where to go, make sure to explore all of the different program areas that the Jamboree has! There are adventure activities, exhibit tents, interactive expositions, and exciting multicultural communities to explore. See and enjoy them all!

Why is it important to try new things and visit diverse activities? Because a World Scout Jamboree offers a special occasion to develop new abilities, make new friends, and go higher in your personal Scouting progression. Where is a better place to engage with Better World Framework initiatives such as Messengers of Peace, Scouts of the World Award, World Scout Environment Programme, and others?

We want you to have an adventure, learn new things, and be recognized for your growth, all at once!

NOVUS WRISTBANDS

Every Jamboree attendee will receive a Novus wristband when they arrive to the Jamboree. This device, which is worn like a watch, is unique to each individual. It will allow you to interact with exhibits, activities, and each other. As you interact, a timeline of your experience will be compiled that you then can take home at the end of the event—your personal Jamboree story.



If you meet a new friend that you want to keep in touch with after the Jamboree, you are able to swap your basic contact information by putting your Novus wristbands together and then both pressing the button at the same time. The amount and type of information shared is determined by you. Participation is completely voluntary and no data is shared outside of the Jamboree.





MY BEST JAMBOREE EXPERIENCE

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New Friends and Adventures

The Novus wristbands are also part of the Novus: Jamboree Wide Game, with participants receiving points for certain interactions. Points are scored by visiting Jamboree activities, interacting with other participants, and completing special challenges across the Summit Bechtel Reserve. Read more about the Novus: Jamboree Wide Game on page 75.

CULTURAL DIVERSITY

The world is wonderfully diverse—in language, customs, religion, culture, and so much more. We all have many of the same values, notwithstanding our gender, race, or personal preferences. We must treat everyone with the same values and attitudes that we wish to be treated with. We have come to the Jamboree to enjoy and share in this richness. What makes us different makes us special.

But differences can also cause confusion, misunderstandings, and even discomfort. What is normal for you may not be acceptable in another culture and you too may be surprised by the practices of other Scouts. It is important to remember that we share this space and that we all must treat our neighbors with both respect and forgiveness. As Scouts, we do not mean to offend others. Accidents and mistakes happen, but sometimes people just do things differently than you. That is OK and is a learning opportunity for everyone.

Feeling Uncomfortable or Threatened

If you feel uncomfortable, we hope you will say something. Perhaps your unit leader or a Listening Ear IST could help. Perhaps you are able to tell the person how their actions make you feel.

Being placed in an uncomfortable situation will likely be the result of an accident or misunderstanding. It may also

represent something that is unique to the cultural practices or personal identity of another Scout. These practices may be different than your own experience.

No matter what, you should always feel safe. You should never feel targeted, harassed, or threatened. Speak to an adult if you feel that your discomfort was intentional. We are here to help you have a safe and rewarding Jamboree experience. Moreover, always remember that younger Scouts are looking up to you and we must set a good example for all.

What About Relationships?

When many people gather from all over the world, it sometimes happens that you find a person that you like very much. Please remember that we are from many cultures and not every culture has the same approach to relationships. It is important that we work hard not to make others feel uncomfortable and to always talk things out. If you feel concerned about these matters, speak to the Listening Ear IST or your adult leaders. We are here to help.

My International Neighbors

Cultural differences are a constant opportunity to learn, practice tolerance, and share mutual respect and understanding. How lucky we are to have the chance to meet new people and engage with new ideas. These interactions are exciting and it is the best part of the Jamboree!

At home, our neighbors often speak the same language, eat the same types of food, and enjoy similar traditions. At the World Scout Jamboree, you do not have to travel far to experience new adventures—wonderful new experiences are right in your own campsite!

Invite others to dine with you. Make new friends. Exchange information. Take a photo together!

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New Friends and Adventures

Listening Ear



Friendly and trained Listening Ear IST will be throughout the Jamboree, clearly uniformed. There will also be Listening Ears who will be walking around. If you would like to speak to a chaplain or faith advisor, there is already one assigned to your unit, or another advisor from your own faith can be provided to you. Just ask any Listening Ear IST member for more help. If you or a friend would like additional help or more privacy, simply visit the medical tent in your base camp where other friendly staff can help and guide you.

Other Uniforms at the Jamboree



We as Scouts wear uniforms as a symbol of service and as a member of our group. You will see many uniforms at the Jamboree site.

But do not fear uniforms that may seem more formal, such as those worn by doctors, police, and military. These people are all here to help.

We are proud of those who serve others, many of whom were Scouts and still are Scouters! Say “hello,” wave, or say “thank you” on your way by. They make the Jamboree possible!

SWAPPING BADGES AND SOUVENIRS



Many people bring things to Jamborees to trade and swap: patches, badges, woggles, neckerchiefs, and other keepsakes. If you would like to sit down

and trade with others, please make sure you are not blocking people or vehicles. Find a safe location, maybe in the shade. Swapping in the IST Dining Halls is not allowed. Be fair and honest, trade items with the same value, and remember that friendship is more important than any object you can hold in your hands.

Please note that adults and youth participants are not allowed to trade with each other. This is a Safe From Harm rule to ensure no young person owes something to an adult.

Selling or buying any items outside of Jamboree Trading Shops is not allowed.

ROVER BRIGADE

You will see many young adult ISTs (ages 18-25) facilitating social experiences and providing quick-reaction support across the Jamboree site. These young ISTs are members of the Rover Brigade.

The Rover Brigade is comprised of the Puma Patrol and Baden-Powell Corps. You will see these special ISTs at Stadium Shows, welcoming units on arrival day, leading evening games, and so much more. They are the face, spirit, and heartbeat of the Jamboree!

Puma Patrol

Members of the Puma Patrol will serve as the social and cultural hosts for the 24th World Scout Jamboree. They will be in the subcamps teaching games, leading evening reflections, participating in the Base Camp Bashes, and generally making sure everyone is having a great experience. Look for them across the Jamboree and see how they can support your experience!

Baden-Powell Corps

The Baden-Powell Corps (BP Corps) is the helping hand and logistical support team to the program areas and major Jamboree events. They will help facilitate a smooth and safe Jamboree by providing extra support, wherever it is needed.



MY CAMPING EXPERIENCE

The 24th World Scout Jamboree is not just a group of Scouts and special activities; it is an entire camping experience! Together we will live and eat together, building for just 12 days the third largest city in West Virginia.

Learn more about this new city, the shared facilities, your campsite, and special activities happening right outside your own gateway!



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Base Camps and Subcamps



Base Camps and Subcamps

When not exploring the Summit or its many activities, you will be in your subcamp with other people from around the world. It is in your subcamp that you will eat your daily meals, hold meetings, get to know other Scouts, and sleep in your tent.

Working together to build and design your campsite will foster a greater understanding of the Scouting values. The subcamp will also serve as a home where you can reflect on all that you did that day and a place to share your thoughts and feelings about the next day's activities.

BASE CAMPS A/B/C/D/E*/F

*Base camp Ephesus is reserved for IST and CMT only. Some groups of ISTs will live in other base camps due to job-specific requirements.

As mentioned in the “Welcome” section, the theme of the 24th World Scout Jamboree is “Unlock a New World.” With this in mind, we have chosen to name our base camps and subcamps after World Heritage Sites.

A World Heritage Site is a landmark or area that is selected by the United Nations Educational, Scientific and Cultural Organization (UNESCO) as having cultural, historical, scientific, or other forms of significance. These special places are legally protected by international treaties. The sites are judged important to the collective interest of all humanity. More information on World Heritage Sites can be found at <https://whc.unesco.org/>.

To start, each base camp is assigned a letter—A, B, C, D, E, and F. We have matched each letter with a World Heritage Site that begins with those same letters.

Agra Fort

Subcamp A1—Acropolis
Subcamp A2—Angkor
Subcamp A3—Aksum
Subcamp A4—Anjar



Blenheim Palace

Subcamp B1—Brasilia
Subcamp B2—Butrint
Subcamp B3—Boyana Church
Subcamp B4—Byblos



Canadian Rockies

Subcamp C1—Canterbury Cathedral
Subcamp C2—Centennial Hall
Subcamp C3—Carlsbad Caverns
Subcamp C4—Castel del Monte



Durham Castle

Subcamp D1—Delos
Subcamp D2—Darrien National Park
Subcamp D3—Danube Delta
Subcamp D4—Dinosaur Provincial Park



Ephesus

Subcamp E1—Everglades
Subcamp E2—Ellora
Subcamp E3—Ennedi
Subcamp E4—El Tajin



Fort Jesus

Subcamp F1—Fraser Island
Subcamp F2—Fortress of Suomenlinna



Each participant subcamp will be home to between 25 and 55 units. Units are split into four patrols, each having nine youth and one unit leader. This means each unit has 40 members and a subcamp will have between 1,000 to 2,200 youth and adult unit leaders!



MY CAMPING EXPERIENCE 33

Shared Camp Facilities

LEADERSHIP

Each subcamp has a headquarters, which houses your local IST leadership. This group includes the subcamp chief, subcamp commissioner, head of administration, administrative duty officers, maintenance personnel, and other helpful individuals who can answer questions about available programs.

This group will be your number one resource for help. The staff here will have the contact numbers for all other sites and will have direct contact with the Special Needs Services Team, interpretation services, and lost and found. This is why it is important that we as Scouts pass our important questions on to our unit leaders.

Shared Camp Facilities

The Jamboree needs everything that a real city has, such as mail, electricity, and banking. (See page 17 for more information.) Your subcamp is like a neighborhood and needs lots of shared facilities too. See below for lots of helpful information about what facilities you will have around you.

MEDICAL CENTERS

Your base camp includes medical facilities to handle emergencies 24 hours a day. This is your primary medical facility, but you may visit any Jamboree medical facility for assistance (see page 17).



The base camp medical facilities will have sick call daily from 08:00 to 10:00 and 16:00 to 17:00. "Sick call" is a type of open office hours, where doctors and nurses are able to talk with Scouts who have ongoing issues or start to feel sick.

Please seek help from unit leaders for minor illnesses and injuries. Your unit has prepared a first-aid kit and we hope you will carry the 10 Safety Essentials in your daypack (see page 27).

For more information on Listening Ear stations, see page 30.

SHOWER HOUSES AND TOILETS

Each subcamp has a variety of facility types for participants and IST. This includes flush toilets, air-temperature showers, and cold-water sinks with mirrors. Each shower house will contain at least one squatting toilet. Personal bidet bottles will also be available.

Supplies for the showers and toilets will be resupplied daily and the facilities will be cleaned daily by an external company. If a drain or toilet is clogged or if you find other damage in the shower building, please notify the subcamp staff so that it can be fixed.

- For showers, use only the water that you need.
- Check carefully for all personal items before leaving.
- Please clean up all personal trash.
- The shower building should not be used as a charging station.
- For women, please place discarded feminine hygiene products in the small can provided in each bathroom stall. Do not flush them in the toilets as this causes problems for the wastewater system.

Safe From Harm Rules

Toilets and showers are clearly marked for separate use by males or females. Clear markings at shower house entrances will also note whether the bathroom is for youth (14-17 years old) or adults (18+ years old). You must use the appropriate shower house and toilet facilities for your age and gender.



If further accommodations need to be made for you or a member of your unit, to ensure that all are supported, please contact your subcamp or base camp HQ.



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Shared Camp Facilities

Sustainability



Shower buildings at the Summit Bechtel Reserve are built to be sustainable. The buildings are constructed from timber from this property that was milled locally. The buildings use a water recycling system that captures gray water (water from showers and hand-washing) and then uses that water to flush toilets.

The black water (water from the toilet) is then carried to a wastewater treatment plant on-site where the waste is separated from the water and the clean water is then used to irrigate a forest plot.

SERV MART EQUIPMENT ASSISTANCE



The ServMart is a large tent that will house non-food supplies to support units and participants. ServMarts are strategically located at each base camp and managed by the base camp team. Working hours will be from 06:30 to 13:00 and 16:00 to 19:00. The hours may change, depending on Jamboree participant usage.

Some of the items provided by the ServMart include cleaners, replacement items for unit equipment, and repair kits. Simply bring damaged items or specific needs to the ServMart tent for assistance. Please remember to keep your provided Jamboree Unit Kit equipment complete, which will be packed up at your campsite at the end of the Jamboree.

There will be containers located inside the ServMarts for recycling batteries and printer cartridges.

My Campsite

Welcome home! Your campsite is the best space to rest, eat, and catch up with friends. Here are a few notes on how to keep this space organized, safe, and enjoyable.

- 22 Participant Tents
- 40 Participant Cots
- 2 Unit Campsite Flag Poles
- 2 Dining Fly Canopies
- 2 Dining Fly Frames
- 2 Dining Fly Hardware Sets (Ropes/Spikes)
- 4 Tables – 4 Foot (1.2 Meter)
- 5 Picnic Tables
- 2 Garden Carts/Wagons
- 2 LED Lanterns
- 4 Cooking Stoves
- 2 Propane Splitters
- 2 Lighters
- 2 Water Carriers
- 2 Plastic Pitchers – 1 Gallon (3.8 Liter)
- 2 Orange Sports Drink Coolers – 5 Gallon (19 Liter)
- 2 Blue Water Coolers – 5 Gallon (19 Liter)
- 1 Cooler Chest – 100 Quart (95 Liter)
- 1 Plastic Tote Box with Lid – 30 Gallon (110 Liter)
- 2 Plastic Tote Boxes with Lids – 50 Gallon (190 Liter)
- 1 Box of Clear Trash Liners
- 4 Trash Bag Holder Frames
- 2 Plastic Mallets
- 1 Whisk Broom
- 6 Buckets – 5 Gallon (19 Liter)
- 1 Rope – 50 Feet (15 Meters)
- 1 Claw Hammer – 20 Ounce (600 Grams)
- 3 D-Cell Battery 4-Packs
- 1 Cable Tie 100-Pack – 11 Inch (28 Centimeters)



My Campsite

- 1 Roll of Duct Tape
- 4 Stock Pots – 24 Quart (23 Liter)
- 2 Stock Pots with Spigots
- 6 Stock Pot Lids
- 2 Frying Pans – 12 Inch (30 Centimeter)
- 2 Spillage Pans
- 4 Half Steam Pans
- 4 Half Steam Pan Lids
- 1 Package of Aluminum Foil
- 4 Oven Mitts
- 4 Trivets for Hot Pots
- 2 Tongs for Hot Pots
- 2 Mixing Bowl Sets
- 4 Spatulas
- 4 Tongs
- 2 Slotted Spoons
- 2 Solid Spoons
- 2 Tablespoons
- 3 Strainers
- 2 Ladles
- 2 Can Openers
- 2 Paring Knives
- 1 Butcher Knife
- 2 Cutting Boards – 11in x 15in (28cm x 38cm)
- 1 Dish Rag 12-Pack
- 1 Dish Soap
- 1 Disinfectant Wipe Pack
- 6 Plastic Bus Pans
- 6 Plastic Bus Pan Lids
- 1 Sanitizing Tablet Pack
- 2 Cleaning Scour Pads

PROVIDED JAMBOREE UNIT KIT EQUIPMENT

When you arrive at your campsite, you will be greeted by large containers with all of your unit equipment. A full list of this equipment can be found below, but it includes your two-person tents and your in-tent beds. Review this list carefully to ensure that it has everything you need. This equipment needs to be carefully unpacked at the start of the Jamboree and repacked at the end. Please see page 21 for arrival information.

This equipment does not include plates, cups, utensils, or other individual eating tools. Please ensure your unit brings these items. For more detailed information, check the list in the provided container.

GATEWAY INSTRUCTIONS

You and your unit are invited to design and build a gateway at the Jamboree using wooden poles and natural-fiber rope, both provided on-site. Gateways are usually used to give the unit site its own personality and to let everyone know where you are from.

- The gateway should be at least 7 feet (2 meters) above the ground and at least 36 inches (90 centimeters) wide to allow easy entrance and exit.
- Gateways shall be a maximum of 8 feet (2.5 meters) tall.
- Make sure your lashings and knots are tight. Safety stakes shall be the same size as your tent safety stakes.
- No digging or driving wood poles into the ground. No nails, bolts, or screws.
- Do not collect forest wood or cut down trees or branches.
- Banners and flags are welcomed, remembering that metal flagpoles are not allowed as they attract lightning.
- For safety reasons, do not use any decoration that needs electricity or is battery powered.

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My Campsite

Here are some examples of how your unit can build an amazing gateway. Have fun!

TAKING CARE OF MY CAMPSITE

It is important to keep your area and personal tent neat and organized. Doing so will make daily tasks easier and reduce time wasted looking for misplaced items. It also helps keep our shared Jamboree neighborhood looking in order.

For security, items such as electronics and valuables should not be left in tents, as they may be targeted for theft. When participating in a program, take good care of your items and do not leave valuable items unattended. Your unit leaders will have a plan or will make you aware of how to secure these items when you are unable to have them with you.

For safety, open fires are NOT allowed within the campsite. All cooking should be done using the Coleman stoves, powered by the gas canisters you will pick up from the Jamboree Unit Food Market.

QUIET HOURS



Quiet Hours are from 23:00 to 05:00. During that time, you are expected to be quiet and courteous to those living around you. You are expected to be back in your unit's campsite and preparing to go to sleep. This also applies to the shower houses, toilets, and phone charging areas.

CPAP/BIPAP MACHINES

Some youth and adults have difficulty breathing while sleeping and use a machine to help them at night. If a healthcare provider has prescribed a CPAP/BiPAP device for you, it should be used at the Jamboree. If you require a CPAP/BiPAP machine, it is your responsibility to obtain it, take care of it, and follow these directions:

- No electricity will be available in the participant campsites or IST tents. The use of an extension cord from an orange power panel or shower house to your tent for charging/powering any device is prohibited.
- All CPAP/BiPAP machines must be powered by APPROVED batteries. Approved batteries include OEM (Official Equipment from the Manufacturer) and 12-volt marine batteries within a case. All other types of batteries, for example, a car battery, are prohibited.
- Each base camp/subcamp will designate a central charging location at which CPAP/BiPAP users can recharge their battery. The user must bring their own charger. Your devices must have a U.S. outlet-compatible plug or plug adapter.
- WOSM, the Jamboree, the BSA, and the Summit Bechtel Reserve are not responsible for the misuse of a CPAP/BiPAP device.
- Please keep an eye out for additional instructions, announcements, and rental options for batteries and inverters.

See page 18 for charging other devices.

Special Base Camp Activities

The adventure continues even at your campsite! Your base camp will be filled with life and excitement. Take some time to learn about these fun activities happening in your own backyard.

BASE CAMP BASHES

On evenings where there is not a Stadium Show, the action comes to the base camps for a spectacular, high-energy experience. These Base Camp Bashes will be one part concert and one part dance party. Youth from all National





MY CAMPING EXPERIENCE

Special Base Camp Activities

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Schedule and Locations			
Day	Attendees	Time	Stage Location
Wednesday, July 24	Base Camp Bash F	20:00-22:00	Fort Jesus
Thursday, July 25	Base Camp Bash A and B	20:00-22:00	Agra Fort
Saturday, July 27	Base Camp Bash C and D	20:00-22:00	Canadian Rockies
Monday, July 29	Base Camp Bash F	20:00-22:00	Fort Jesus
Tuesday, July 30	Base Camp Bash A and B	20:00-22:00	Agra Fort
Wednesday, July 31	Base Camp Bash C and D	20:00-22:00	Canadian Rockies

Scout Organizations are invited to be a part of these new festival-like events as assigned for your base camp. Performers include DJs, the Jamboree Band, and even a Grammy winner! To learn more, visit www.jamboshows.org/www.

How to Prepare

- Dress for the weather.
- Bring your own water.
- No food will be available.
- See your subcamp bulletins for more detailed information.
- IST/contingent leaders Welcome!

IN-CAMP FREE TIME

In the subcamp area, youth can participate in various enjoyable activities during their free time. These will include activities such as soccer, volleyball, and tug-of-war (rope war). But not everything has to be an adventure; sometimes you will just want time to relax and prepare for new opportunities.

Sharing Meals

Cooking and trying new meals is a great opportunity to bond with your patrol and international friends. Since cooking involves a number of different tasks, cooperation is the key to success. And because each patrol gets to pick its own ingredients and recipes, sharing a meal with neighbors is a special way to show your culture. Invite a friend from another camp to have dinner with your patrol!



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Special Base Camp Activities

Self-Care

Twelve days of camping is a long time for many Scouts. Some may find it difficult to get enough sleep or make time for daily hygiene with so many fun activities to distract you. It is important to take care of yourself, eat right, and sleep well. This is the only way you will have the energy to enjoy all the challenging activities and adjust to this new environment.

Do not forget to drink lots of water and take time to talk with the right person if you feel overwhelmed. See more about how to take care of yourself see page 24.

Evening Activities

In addition to Base Camp Bashes and open free time, special evening social events will be hosted in the subcamps throughout the Jamboree. No evening will be the same, so come along and get involved, meet your neighbors, make new friends, and share what Scouting is to you. We will be offering a wide range of activities in the theme of “Scouting is _____.” For more information, please go to your subcamp HQ.



MY JAMBOREE FOOD

Food is the fuel that keeps the Jamboree going. Find some time to relax and recharge for a new, exciting day. This section will help you collect and prepare the food your patrol needs to stay energized. Remember: Take what you want; eat what you take!

For the latest information on dining services, see the Jamboree Food Team webpage at <http://jamboreefoodteam.org>. Answers to common questions and helpful updated guides are posted here often. Eat well and eat safe!

If you are a member of the International Service Team (IST), please see page 84 for more information about your food options.





International Food Houses

International Food Houses

The International Food Houses are a major attraction of every Jamboree. Ten countries from around the world will gather in Action Point to provide the tastes, aromas, culture, and camaraderie of their homelands with all of you. The hours of operation for these food houses are between 08:00 to 22:00 daily.

- Brazil
- Canada
- Chile
- Colombia
- Germany
- Italy
- Netherlands
- Portugal
- United Kingdom
- United States



Some International Food Houses also host special activities and events. Check with your favorite food house to find out more.

Jamboree Unit Food Market

What are we having for dinner? Well, that is for you to decide!

At this Jamboree, each unit gets to pick its own food, ingredients, recipes, sides, and snacks. Food is not presorted or assigned by day. Instead, you have open access to a full food market! This means you will have a wide variety of meats, grains, vegetables, and fruits to choose from. You decide your own daily breakfasts, lunches, and dinners. Get creative and plan your unit meals in advance.

LOCATION AND OPERATION HOURS

There is at least one Unit Food Market in each base camp. This central location will

be strategically located to reduce your travel time. Consult the Jamboree site map for each location.

The operation hours for breakfast and lunch pickup are from 05:30 to 08:30. Dinner pickup can occur anywhere between 15:00 to 19:00.

Special hours occur on the following days:

- Arrival Day: 09:00 to 19:00 because the first meal that units will shop for is dinner.
- Show Nights: 14:30 to 16:30 because of early dinnertime.
- Departure Breakfast: 05:00 to 07:00 because units will gather supplies from a line at their Food Market and select the items they wish to pick up. This is more like a buffet and the normal points system will not apply.

MY UNIT MEAL PLAN AND COOKBOOK

Every unit will have its own diverse tastes, food practices, and cultures. This is why our Food Markets offer so many choices. However, we do not want you to feel overwhelmed. This is why we have compiled a Jamboree Unit Cookbook that suggests healthy and delicious meals. Visit the Jamboree Food Team website (<http://jamboreefoodteam.org>) to download the cookbook and its 10 recipes each of breakfast, lunch, and dinner.

Do you need to follow this plan? Not at all. You get to decide what you want to eat, each and every day. But the cookbook does provide you with a full shopping list of ingredients and instructions to make healthy and delicious meals. These recipes are a great starting place and a chance to see what kinds of meals are possible! You have complete flexibility to develop your own meal plan that meets the needs of your unit.

Just take into account that the cooking equipment provided is intended to be used for unit cooking (all 40 people) and does not easily divide into four patrol



Jamboree Unit Food Market

cooking sets. Also, plan your shopping time carefully, especially in the mornings, since you may have to leave for activities and do not want to be late because of shopping or cooking breakfast.

UNIT FOOD MARKET POINTS SYSTEM



To purchase food, each unit will receive a set number of points each day of the Jamboree. These points will appear on the Jamboree Grubmaster app and are assigned per unit, NOT per person. Additional points will be given on the first day so that you are able to purchase condiments, spices, and other food staples. Each item stocked in the Jamboree Unit Food Markets will have a point value assigned to it. These points are deducted from your account as you purchase items. Points reset and are replenished each day after breakfast at 09:00.

SHOPPING PROCESS



Twice each day your unit will select Scouts to go shopping at the Unit Food Market. Scouts will need to bring specific items and a shopping plan. Scouts will line up at the entrance of their assigned Unit Food Market to shop. When allowed to enter, they will browse the shelves for the items the unit wishes to purchase. Refrigerated items will be grouped together in one part of the store for easy selection and storage. Like other stores, the market will have checkout lines before departing. Once checked out, Scouts should carefully return to their campsite and ensure that food is properly stored.

Shopping Pass



To enter the Unit Food Market, Scouts must first present an official shopping pass. This shopping pass is only valid at the one store indicated on the pass and proves that those Scouts are recognized as the official representatives of the unit and are authorized to shop for its groceries.

In addition to the pass, Scouts must bring their wagon and a smartphone. The wagon is used as a shopping cart in the

store and helps to safely transport the grocery items back to the unit site. The smartphone is the device that the Scouts should use to shop and check out.

Each unit will receive several official shopping passes. This is because we do not want a unit to be unable to shop because a pass has been lost. If you have issues with shopping passes or any other procedure, contact the Jamboree Food Services staff at your Unit Food Market Returns Tent.

Scanning Items



Scouts from each unit will shop and check out by using a free smartphone app called the Jamboree Grubmaster App. The app contains a built-in scanning device that will first check you into the assigned Jamboree Unit Food Market. Then the app can be used to self-scan the items you want to purchase. When scanning, the app will display the nutritional information and cost of each item. If you cannot bring a smartphone to shop for food, do not worry; the staff at the Unit Food Market will check out your food in a more traditional way.

Checkout

EXIT

After you have finished shopping and have scanned all items in your wagon, the Jamboree Grubmaster app will allow you to easily check out. Please line up in one of the Grubmaster checkout lines and a member of the Unit Food Market team will verify the count of items in your wagon.

Items in your wagon that were not properly scanned will cause delays. Please double-check your wagon before checking out and line up in the proper checkout line if you are not using the Jamboree Grubmaster app.

Once approved for checkout, the app will automatically send an email to your unit leader with a full list of items purchased, points used, remaining points balance, and the exact time of purchase. This ensures that Scouts are accountable for their purchases.

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Jamboree Unit Food Market

SUMMIT2GO LUNCH

In order to ensure that Scouts can enjoy their entire day at programs, the Unit Food Markets will have a full assortment of lunch items that Scouts can easily pack in their bags. These lunch items should be purchased each morning along with your breakfast. These nonperishable lunch items should be purchased for the whole unit so that everyone can stay well fed throughout the day.

Your unit can also choose to prepare a traditional lunch in your campsite each day. This is your choice but may be impractical due to long travel times. Nonperishable lunch items have specifically been chosen to last all day so that Scouts can enjoy as many activities as possible.

FOOD RETURN TENT

Your unit may wish to return extra unopened and nonperishable food. Many units choose to do this immediately after meals so that excess food does not need to be stored in your campsite overnight.

The Food Return Tent is located in your Jamboree Unit Food Market and will remain open at least one hour longer than each market shopping period (except on show days).

The staff at each Jamboree Unit Food Market will accept returned items. Some of these items will be placed on a “free to take” table or box. Scouts are able to come to the market and simply take the leftover items they want; the items are free and will not affect your points balance.

At the conclusion of the World Scout Jamboree, unused nonperishable food items will be collected at the Food Returns Tents and will be donated to the Mountaineer Food Bank.

STAPLE ITEMS

Staple items are common items that every unit will need. These regular-use items include dish soap, scrub sponges, dish towels, dish sanitizer, and hand

sanitizer. You will receive all these items in your unit camping equipment, sized in quantities appropriate for the entire Jamboree. Therefore, they will not be replenished and should be used with good judgment.

In the event you run out of or lose a critical non-food staple item, please contact your subcamp staff and ask them to contact the base camp ServMart or the Logistics Operations Center for assistance. These items will not be available at the Unit Food Markets. Edible food staples, such as salt, cooking oil, and so on, will be continuously available at each of the Unit Food Markets and may be purchased by units anytime they do their regular grocery shopping.



Unit Food Safety

Now that you have all the food your unit needs, it is time to prepare and cook it. But while getting your meals ready or when storing your food, you may be putting your unit at risk. Poor hygiene, food safety, or cooking procedures may cause food poisoning or other illness. Please review these sections carefully to ensure that you are keeping yourself and others safe.

GENERAL FOOD SAFETY PRACTICES

To ensure safe preparation of meals, carefully follow these steps:

1. Clean: Wash your hands, cooking utensils, and food preparation surfaces often.
2. Separate: Keep meat separate from other foods. If you use a cutting board to prepare meat, wash the board and utensils before other





Unit Food Safety

foods touch them. Wash containers and plates that have touched meat before using them as containers for other foods.

3. Cook: Cook food thoroughly.
4. Food storage: Since units cannot refrigerate or store leftovers, make sure to carefully plan the size of each meal to minimize waste.
5. Store: Plates, cups, eating utensils, and cookware should be stored cleanly between meals.

SAFE FOOD STORAGE IN THE OUTDOORS

A Scout is clean! When it comes to cooking, we must take care of our food, kitchen, and personal cleanliness. Our Jamboree shares the outdoors with lots of wildlife and we must be careful as to how we handle and store our food.

Bears, raccoons, and skunks are all attracted into our living areas when food is not properly thrown out. All leftover food must be removed properly and immediately after each meal. Please check “My Sustainable Jamboree” on page 77 for more information about disposal. Storing any perishable food during the day or overnight in the unit’s cooler is prohibited.

Keep cooking areas and food boxes clean. Always ensure food preparation and storage equipment has been thoroughly cleaned before leaving camp and is secured each evening. Nonperishable food items may be stored in secured containers. All perishables must be disposed of immediately after each meal without exception.

IMPORTANT: No food is allowed in sleeping tents!



ICE DISTRIBUTION

If you need to store food in a cold place before or after cooking, please use the insulated cooler provided in your unit camping equipment. Ice will be

distributed at each subcamp. For more information, go to your subcamp HQ.

Ice is free and will not be for sale at the Jamboree Unit Food Markets. However, this does NOT mean that ice should be used to limitlessly ice drinking water. Food items should never be stored or placed inside of subcamp ice machines. If you need ice for a medical situation, please go the closest medical tent in your base camp.

CLEANING UP AFTER MEALS

To ensure perfectly clean dishes, begin by boiling water and setting out three wash buckets.

1. The Wash Pot: Use a large pot containing hot water with biodegradable soap.
2. The Rinse Pot: Use tongs to dip plates and utensils in a hot rinse to remove soap.
3. Sanitize: Use either boiling water or a cold-rinse pot with disinfectant (tablet or bleach) to kill bacteria.
4. Dry: Lay clean dishes, pots, and utensils on a plastic sheet on a table or hang them in a mesh dish bag to let them air dry.

IMPORTANT: When finished washing dishes, pour the water through a thin screen mesh in order to collect all the remaining food particles in the water. Then, throw the food in the correct bag, as explained in the next section. Finally, dump the gray water in the closest wash sink in the shower houses. Only this sink will take water to the recycling plant. Do not dump oil or other types of waste in this sink as this will cause major problems in the wastewater recycling equipment.



Waste Management



Waste will be stored in two kinds of plastic bags: black (trash) and transparent (recyclables). For more detail on what you can place in each type of bag, please go to “My Sustainable Jamboree” on page 77.



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Dietary Varieties

After each meal, bagged waste should be taken to the Recycling Center in your base camp. Please note that if the trash is not separated in the correct way, the recycling company will reject it and all our efforts to recycle will be wasted.

Site inspections will be conducted by the Green Team to ensure compliance and understanding. If you have any questions about recycling processes, ask them. Sustainability is such an important part of this Jamboree and we can only do this with your help.

IMPORTANT: Grease and oil cannot be poured down drains. This will cause major issues with our special sustainable water processing equipment. Grease and oil go in the trash! Therefore, throw any oily drippings in the general trash bag; you can even pour them in an empty food can first.



FIRE HAZARDS



Check that stoves are completely off before leaving camp or sleeping. There are no open fires allowed within the campsite. All cooking is carried out using the Coleman stoves powered by gas canisters. Empty gas canisters are to be returned to the base camp Food Market and replaced along with your daily food pickups.

Dietary Varieties

If you require a special diet because of your religion, medical need, or personal belief, we are able to accommodate different meal needs based on your Jamboree registration process. You will find the following diets throughout the Jamboree Unit Food Market and in the IST Dining Halls.

KOSHER AND HALAL RELIGIOUS WAY



Kosher and Halal meals will be prepared under the guidance and supervision of authorized religious authorities. Each will be delivered to the Jamboree Unit Food Markets and will be available for pickup in separate sealed boxes when your unit

members go shopping. No one other than the person who requested the meal shall break the seal on any individual meal box.

VEGETARIAN AND VEGAN WAY



You will find a wide offering of vegetable products and other foods that do not contain animal by-products. These options will be identified at the Jamboree Unit Food Market to the greatest extent possible. If your unit has one or more Scouts with this dietary way, then those members should consult directly with the unit leaders and participate in the shopping and cooking process to assure that the food prepared satisfies their dietary way.

ALLERGIES TO GLUTEN AND NUTS



Made-without-gluten and made-without-nuts meals will be specially prepared by an authorized contractor and will be delivered to the Jamboree Unit Food Markets. If your unit has Scouts who requested such meals, please pick up these boxes at the market while shopping.

Please take into account that the Jamboree Unit Food Market will carry items that contain peanuts and other nuts. The staples that units acquire will also usually include a jar of peanut butter. Therefore, it should be clear to all that peanuts and other nuts will be present on-site and even likely in the unit site. However, peanuts and other nuts are not in every product at the Unit Food Market. Those items with nuts are easy to avoid if necessary. Scouts with this allergy should work with the unit leader and food staff to avoid any problems.

If you have a very specific food need, please contact your subcamp headquarters.

MY TRANSPORTATION

With so many places to go, organized transportation will be a key service to keep the Jamboree running. However, while buses may take you to specific activities, service projects, or high-adventure sites, please remember that the main mode of transportation for everyone is walking. This section will cover how to get between major locations and some of the times that buses will be available.

The Jamboree has made many accommodations for those with special needs. This includes transportation. Please speak with a member of your subcamp leadership to learn more about these services.

See pages 20 and 22 for arrival and departure transportation information.





Traffic Safety

Traffic Safety



It is essential that motor vehicles be used to transport materials, supplies, and certain staff through the Jamboree site. To ensure that pedestrians stay safe, please follow these instructions:

- Stay off the roadway except to cross.
- Cross roadways at established crossing locations.
- Stand back when emergency vehicles (with flashing lights) approach you.
- Be aware that traffic drives on the right-hand side of the road in North America.
- Do not chase or wave to buses for a ride.

WHEELED TRANSPORT POLICY



As mentioned before, the Jamboree site is hilly, full of gravel, and has limited trail capacity. To ensure safety, no form of wheeled transportation (bicycles, unicycles, skateboards, skates, scooters, etc.) is permitted at the Summit outside of program areas. Wheeled transportation of this type may be confiscated by the Security Team.

Foot Power!



The most important mode of transportation at the Jamboree is walking. The Jamboree site is huge and you will need good shoes to get everywhere you want to go. (See page 27.)

It is important to follow the trail systems built into the Summit Bechtel Reserve. Youth participants, unit leaders, and ISTs should not walk on the roadways (light stone colored) because there will be many large vehicles on the roadways to provide logistics.

Bicycles, skateboards, skates, and scooters are not allowed on the Jamboree site, except those provided in official high-adventure program areas.

Always be prepared with sufficient water and protection from the rain and sun. See page 27 for more details. And always have your buddy with you. See page 26 for more details.

FOOTPATHS

Plan ahead so you do not walk farther than you have to! Here are some of the most important trails:

- Trail 1—The most direct route to Mt. Jack from most locations
- Trail 14—The most direct route up to the Big Zip Launch (uphill most of the way)
- Trail 15—The most direct route to the east side of Adventure Valley (Kayaking and The Rocks)
- Trail 20—The most direct route to the west side of Adventure Valley (Big Zip landing, Ropes, Low Gear)
- Trail 21—The most direct route to The Barrels from anything east of AT&T Summit Stadium
- Trail 23—The most direct route to Thrasher Mountain (The Park, The Trax, and The Bows) from most locations and better shaded than hiking trail 21 from the Jamboree Hospital Area



Signs

Your best route will vary, depending on where you are camping and where you are going. Each trail is numbered on your map, but there are many other helpful guides to ensure you find what you are looking for.

Street signs are large and rectangular and are found on tall poles near roads. They help vehicles get to major locations. Scouts are allowed to walk carefully on the sides of roads, but there are some roads that are totally off limits for safety reasons. Never walk on roads with warning signs that read “No Pedestrians Beyond This Point” or follow street signs that note “Vehicles Only.” Remember,



Foot Power!

roads were built for cars and not Scouts; they often are not the fastest way to your destination by foot.

Trail signs are on shorter posts and are found all along walking paths. Each one highlights the trail number, the path difficulty, the distance (in miles), and a list of places the path leads to. Trail difficulty is marked by a green circle (EASY), a blue square (MEDIUM), or a black diamond (HARD). Very few trails have black diamonds, and they are only marked this way because of grade, distance, terrain, and elevation. Use your map and smartphone to determine the fastest and most comfortable path for your group.

In addition to this guidebook, your pocket map, the option to use Google Maps for walking directions, and large maps posted at critical intersections, there will also be helpful volunteers along the way. Plan ahead, be smart, and if you feel lost, turn back or contact others for help.



Distances and Times



How long will it take me to get there? Check the following chart, which lists walking times for all major destinations. Simply find your current location on the left and your destination on the top. Then look at the box where these two locations meet; that box notes the number of minutes it will take you to get there.

You can also use this chart a second way. Find your current location on the right, and look at every number in that row. Small numbers are activities and places that are close to you. Large numbers are activities and locations that are far from you. To save time, maybe your group would like to do something fun nearby, especially if you just walked a long way from camp. Use this chart to find those options by reading the locations above each of the small numbers for your current row.

“Moderate” walking is defined as 3.0 mph (4.8 kph). This is equivalent to 20 minutes per mile (12.5 minutes per kilometer).

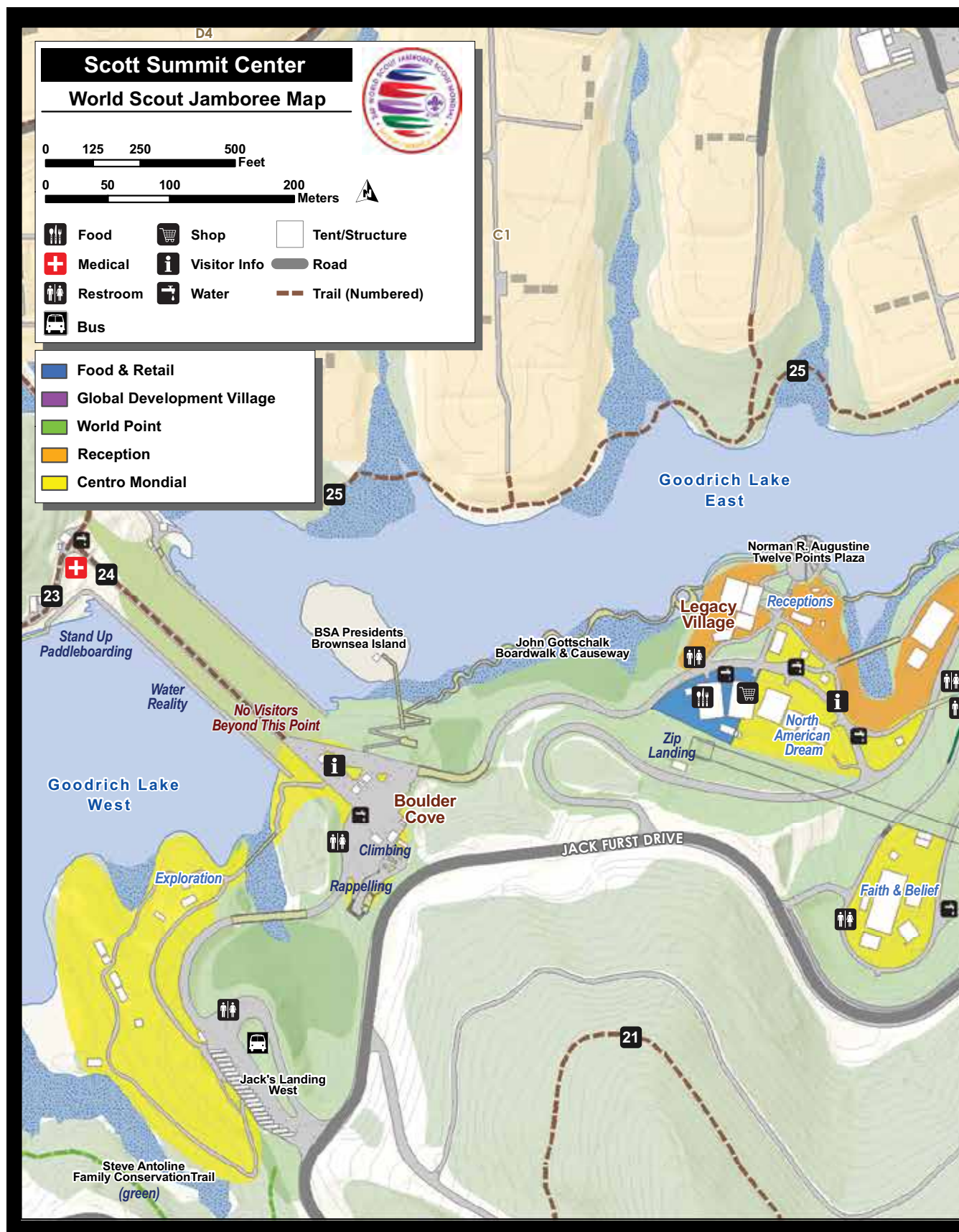
“Brisk” walking is defined as a pace of 3.5 mph (5.6 kph). This is equivalent to 17 minutes per mile (10.5 minutes per kilometer).

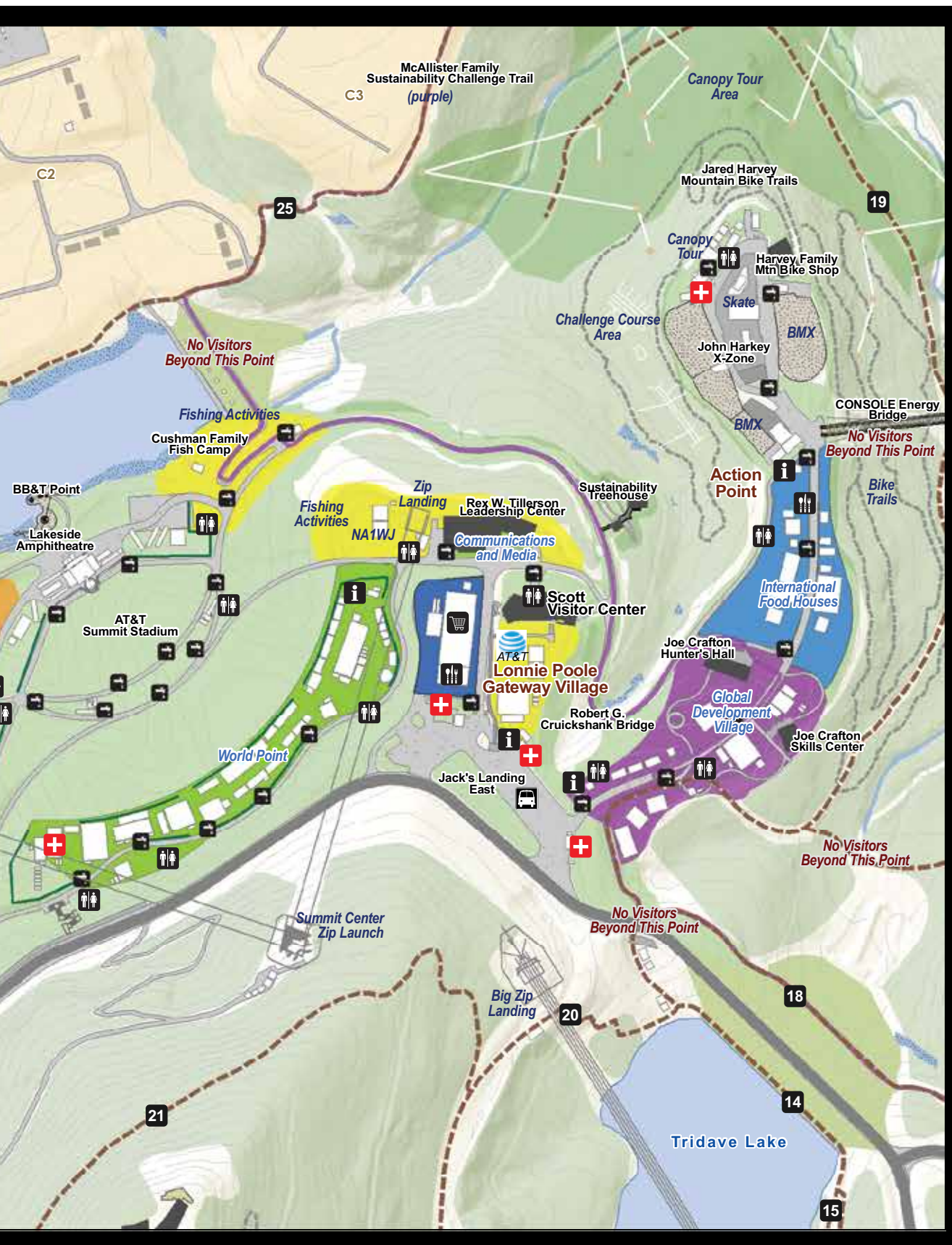
Daily Shuttle Service



There are two Jamboree action areas that are too far to easily walk to. Thus, participant shuttles will transport Scouts who wish to visit these outlying areas. These shuttles will run on a continuous loop, all day every day of the Jamboree. Please check your map for more information.

1. Upper Ridge Road (servicing The Oasis, The Bows, The Barrels West, The Barrels East)
2. Valley Loop Road (servicing Jack's Landing East, The Ropes, Low Gear, The Rocks, Agra Fort, and Blenheim Palace)





Walking times in minutes, based on 3.5 mph (5.6 km/h) pace

CODE		AREA		BASE CAMPS						SUMMIT CENTER						HQ										
ADVENTURE AREAS														BCA	BCB	BCC	BCD	BCE	BCF	AP	BC	HL	SVC	TPTS	MTJ	PIGOTT
BARE	The Barrels (East end)			65	65	55	45	65	50	55	45	35	50	55	45	40	40	50	40	125	50					
BARW	The Barrels (West end)			70	70	50	35	55	40	60	35	55	30	55	25	40	40	30	120	30						
BOW	The Bows			60	60	40	25	45	30	45	25	55	25	40	25	40	40	30	120	30						
CAN	The Canopy			10	10	45	55	90	75	20	45	35	30	40	45	35	30	40	70	60						
KAY	Kayak (Tridave Lake)			25	35	25	35	60	55	25	25	25	25	10	15	15	20	85	40							
LGHG	Low Gear and High Gear			35	45	35	40	60	55	35	35	35	20	35	35	20	20	30	95	45						
PARK	The Park			50	50	30	15	35	20	45	20	45	20	35	20	35	35	25	110	20						
ROCK	The Rock			35	40	35	40	60	60	35	35	35	20	35	35	20	20	30	95	45						
ROPE	The Ropes			35	40	30	40	55	55	30	30	30	15	15	15	15	25	95	45							
TRAX	The Trax			55	55	35	20	40	25	55	30	30	45	40	40	40	35	115	25							
BZIP	The Zip (Big Zip) Launch			50	60	50	60	80	75	50	50	35	40	45	40	45	110	65								
BASE CAMPS																										
BCA	Base Camp A				10	35	45	65	60	10	30	25	25	25	25	25	25	60	50							
BCB	Base Camp B			10		35	45	65	60	10	30	25	25	25	25	25	25	70	50							
BCC	Base Camp C			35	35		15	35	30	30	25	15	15	15	15	15	25	95	15							
BCD	Base Camp D			45	45	15		20	15	35	10	25	25	25	15	25	15	110	5							
BCE	Base Camp E			65	65	35	20		20	55	30	45	40	40	40	35	125	20								
BCF	Base Camp F			60	60	30	20	20		40	25	40	40	40	40	30	120	15								
SUMMIT CENTER																										
AP	Action Point/CONSOL Bridge			10	10	30	35	55	40		30	15	15	15	15	25	70	40								
BC	Boulder Cove			30	30	25	10	30	25	30	30	15	15	15	15	5	90	15								
HL	Health Lodge			25	25	15	25	45	40	15	15		5	15	15	15	85	30								
SVC	Scott Visitor Center			25	25	15	25	40	40	15	15	5		10	10	80	30									
TPTS	Twelve Points			25	25	25	15	35	40	25	5	15	10		85	20										
MTJ	Mt. Jack			60	70	95	105	125	120	70	90	85	80	85		115										
HEADQUARTERS																										
PIGOTT	Pigott (Jamboree HQ)			50	50	15	5	20	15	40	15	30	30	30	20	115										
Please note: Adjust time for slower hikers, warm/humid weather, and/or hikers unaccustomed to hiking at 2,000 ft. (609 m) elevation.																										

Please note: Adjust time for slower hikers, warm/humid weather, and/or hikers unaccustomed to hiking at 2,000 ft. (609 m) elevation.

MY JAMBOREE PROGRAM

The 24th World Scout Jamboree will feature the hallmark programs of past World Scout Jamborees while also offering access to the most advanced adventure facility base for youth in the world. Participants may choose from nearly 50 adventures such as river rafting, zip lining, rock climbing, skateboarding, and mountain biking. All of this will make for the most memorable Jamboree to date.



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Centro Mondial

Centro Mondial

The world is rapidly changing. Come and explore what it will take to be prepared for the future. At Centro Mondial's interactive exhibits and activities, you will be able to try new things, meet new friends, and identify forces that will shape our world for decades to come. These activity areas are a great place to reflect on how our Scouting values and the Scout Promise and Law will help you be successful as you navigate the constant winds of change.

"Centro Mondial" comes from the Spanish word for "center" and the French word for "world."

Centro Mondial also includes the Sustainability Treehouse. See more information within "My Sustainable Jamboree" on page 80.

NORTH AMERICAN DREAM

North American Dream is all about you! It is a moving experience, an inspirational adventure, and a catalyst for ideas and conversation. Come and see the world in a new way, or discover your career path! At North American Dream, you can explore the ideas, unique geographical resources, and values that are important in the North American continent.

Visit us in the Legacy area near the AT&T Summit Stadium whenever program areas are open!



Culture: Experience the cultures of the three host countries and consider the similarities and the differences from your own home country. Even if you are from one of the host nations, you will learn something new about your neighbors!



Natural Resources: Learn about the natural resources and biodiversity of North America. Which resources are important? Why should we strive to protect them?



Interconnectedness: The world keeps shrinking. Each year we become more connected globally. Come learn about how this changes the way people interact.



Civil Liberties: Explore how a North American legal system works and get involved in a court case!



Entrepreneurship: Would you like to know what it takes to build a company? Come discover the process an entrepreneur needs to follow and develop the skills you need to start a business of your own.



Innovation: Innovation (improving or designing products) is at the heart of technological advances. Someone has to dream up an idea before a product can be made and produced! Come join us to discover how ideas and dreams become a reality.



Finances: How does the stock market work? See how money is made this way and why financial markets affect everyone around the world.



Free Market Economics: Why is trade important? Come play a fun game and find out!

FAITH AND BELIEFS

When our founder Lord Baden-Powell was asked where religion enters into Scouting, he replied, "It does not come in at all. It is already there. It is a fundamental factor underlying Scouting."



At the Faith and Beliefs area, Scouts will be able to explore their own faith, the faiths of others, and the sense of shared spirituality that connects us all.

- Experience the connected nature of the five major world religions.
- Explore 11 different faith groups.
- Interact with chaplains or faith advisors from your own and others' faiths.



MY JAMBOREE PROGRAM

Centro Mondial

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- Think about faith in the modern era and what comes with a committed faith.
- Learn about the Messengers of Peace program and how Scouts around the world are promoting peace and dialogue among all peoples and faiths.

LOCATION: Freedom Field

Religious Services and Meetings

Each faith has a different way of coming together as a group. The Jamboree will have many opportunities for these communities to attend services and meetings, conducted in various subcamps and special venues. Scouts may attend any of these services. Chaplains or faith advisors will also be available for counseling and pastoral care. Please check your Jamboree app and local subcamp announcements for more information about gatherings that interest you. Listening Ear always can connect you with a leader of faith too.

Duty to God – Duty to Scouting – Duty to the World

Friday, July 26

Islam Jumma Prayer 12:00–14:00

Jewish Kabbalat Shabbat 17:30

Saturday, July 27

Jewish Shabbat 10:00

Jewish Havdalah 20:00

Sunday, July 28

Orthodox Divine Liturgy 10:00

Protestant Worship 10:00

LDS Sacramental Meeting 10:00

Sikh Prayers 10:00

Roman Catholic Mass 10:30

Wednesday, July 31

Franco-German Mass of Reconciliation 17:00

Thursday, August 1

Buddhist New Moon Service TIME TBA

Additional services will be announced.

LIVING IN THE 21ST CENTURY



As individuals, it is hard to change the world. However, as we have learned through Scouting, if enough talented minds come together to solve problems and share ideas, then small progress can become huge leaps of success.

Come explore Living in the 21st Century to learn skills and develop ideas about the workforce of the future, food industry, media communications, modes of transportation, and natural exploration and conservation. You, along with your new friends from around the world, can discover how to be better global citizens in the years to come and perhaps develop these activities into hobbies or careers. How can you be the change you want to see in the world?

Knowledgeable Workforce

The job market in the 21st century is rapidly evolving due to the growing capabilities and impacts of technology, trade, and economic development. If we are not aware of these changes, we might be left behind and potentially miss our chance to start our dream career. Come on over to the Knowledgeable Workforce area and see how the next generation can adapt, learning the skills and technology that will keep you at the forefront of your desired field.



LOCATION: West End

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Centro Mundial



Virtual Reality: Dive into a virtual reality video game! Learn how this technology is also being used by doctors and engineers.



3D Printing: Turn your wildest creations into a real-life prototype with 3D printing! This is the place for you to see how 3D printing and computer design software is being used to revolutionize the way companies create prototypes, manufacture products, and repair equipment.



Drones: Have you ever seen flying toy helicopters? Well, we have a bunch of them for you to play with, but they are much more than toys! We have some of the coolest drones that are not only fun for sports and photography, but are also important for work like agriculture and transporting packages. Come pilot some of the most advanced aircraft and learn how they are changing the future.



Job Outlook: Explore potential careers of the future. As tech becomes more and more advanced, the future also becomes uncertain. With all of these new technologies coming out, who knows what careers will be available in the near future! Take a peek at the wonderful jobs that await you and your fellow Scouts.



Maker Space/Programmable Robots: Ever wanted to make your own circuit board? Or program a robot to dance? Or design a device that can communicate and work with other devices around the Jamboree? Figure out how to do all of that at our Maker Space!



Tent of Possibilities: With so many advancements in technology, how are we making sure that tech is creating a more inclusive workplace for everyone, regardless of ability? It is a question asked by many, and we would love to explore that with you down at the Tent of Possibilities!

Exploration



Exploration pushes back the frontiers of the unknown. From traveling where we have never been before, to observing, investigating, and collecting new information. We are constantly developing new resources and technology that will allow us to expand our knowledge of everything, from deep sea to deep space.

LOCATION: Conservation Trail and in Boulder Cove



Exploring Our Space: We will explore how NASA sees the universe with an infrared telescope installed on a jumbo jet. We will team with the International Space Station (ISS) to design, build, and test devices that will react to the apparent weightlessness that results from free fall. We will be explorers!



Exploring Our Foot: What does it take to hike long distances? Come test your knowledge about maps, plants, animals, hiking skills, and trail ethics as you team up with other Scouts to hike 2,190 miles (3,524 km) from Georgia to Maine along the Appalachian Trail. Come meet people who have made the trip and share the ideal trek!



Outdoor Ethics and Leave No Trace: An old camping saying goes, "On breaking up camp leave two things behind you: nothing and your thanks." These are words that Lord Baden-Powell emphasized. Come and enjoy learning about low-impact camping, find out how to camp in bear habitat, solve the Trash Timeline, and take a short break in one of the camping hammocks!



Exploring Our Ground: Dig into how and where minerals and metals are found, and the processes involved in making them into critical ingredients for daily life. Discover the wide



MY JAMBOREE PROGRAM

Centro Mondial

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variety of career fields that mining encompasses—geology, chemistry, engineering, manufacturing, data analytics, and more—and how modern mining tackles the challenges of safety, sustainability, and social responsibility. Located in Boulder Cove.



Land Navigation: Unlock a new world by navigating a secret course with only a map and compass! Orienteering and geocaching are treasure hunts where everyone gets to find TREASURE! Is your team the fastest and the best? We will also be using amateur radio direction finding to locate transmitters hidden across the Jamboree site. You will be shown how to use a directional antenna and then set out on a course over Scott Summit Center to find these hidden transmitters.



Exploring New Science: Come explore advancements in genetics, genome editing technology, and personalized medicine that can help defeat diseases and improve existing medical treatments.



The Exploration Challenge: Are you up for The Exploration Challenge? You will only have 30 minutes to solve the challenge in our Scouting Escape Room! Come find out if your team has what it takes!

Communications and Media

Come and learn about the ways that people from around the world interact differently through communications and media in the 21st century!



In the Tillerson Leadership Center, you can use a hands-on TV studio to see how a television broadcast comes together, just like journalists, television hosts, and technicians. We will also explore topics from personal social media to government media management.

In the Lonnie Poole Gateway Village, you will discover how individuals overcome communication obstacles like dysgraphia, dyslexia, neuropathy, and

much more. See how media technology has transformed from cave drawings to modern satellites, leading to a more inclusive world. You also will be able to create your own “ancient” form of communication: a postcard! Also located here is the Jamboree’s amateur radio station, which will connect us with those who could not attend the Jamboree in person. We will have 10 amateur radio stations on the air, talking to stations around the world. Come get in front of the microphone yourself!

Would you like to talk to an astronaut? We have a planned call with an astronaut on the International Space Station; stay tuned for the exact day and time. Stop by early and enter the free raffle to be one of 15 Scouts selected to ask the astronauts a question!

LOCATION: Tillerson Leadership Center and Lonnie Poole Gateway Village

Transportation

Will flying cars and hoverboards ever really become common? Come to the Transportation area within Living in the 21st Century to find out!



We are going to showcase how engineers are planning and designing a transportation system for the next generation. Explore how people and goods were transported in the past and see in action the techniques that will affect how we move in the future.

At the Transportation area, you can:

- Test yourself on a driving simulator and see the dangers of distracted and impaired driving.
- Experience how virtual reality is helping engineers better design roads and bridges.
- Test out your bridge design to see how much weight it can hold.
- Ride a cargo or electric bike to see how many people in the world get around.

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Centro Mondial

- Experience what it is like to get around with visual and physical challenges.
- Guess how many ton-miles are in your breakfast, lunch, and dinner.

LOCATION: The West End

Food

When thinking about the food you eat, it is essential to ask: “Where does it come from? How do we prepare it?” Come find out for yourself at the Food Program at the World Scout Jamboree! This is the place for you to share ideas about food production, consumption, and healthy choices.



At the Cushman Family Fish Camp on Goodrich Lake East, you can participate in outdoor activities such as learning to cast a rod or actually doing catch-and-release fishing. At Action Point, learn and experience aspects of farming, greenhouses, hydroponics, growing local food, and community gardens. Explore STEM activities like solving supply management problems, calculating quotas, testing soil and water, working with engineered growing areas, or simply building a better water pump. You can even become a “chef” for a few minutes with training from a professional.

Hungry for more? Try eating an insect and see if this might be the answer for worldwide sustainable food. The Cricket Café is a famous, comfortable, and fun place to visit! We will not BUG you to come by.

LOCATION: Action Point and Cushman Family Fish Camp on Goodrich Lake East

HISTORY OF SCOUTING

Before Scouting was the global movement we know today, it was just an experiment. Go back in time and experience these first moments of Scouting. BSA Presidents Brownsea Island immerses you in Baden-Powell’s 1907 camp, filled with games and challenges for you to enjoy.

LOCATION: BSA Presidents Brownsea Island at Scott Summit Center

World Point

World Point is the heart of the Jamboree, filled with culture and excitement. Visit this wonderful area to experience the rich diversity of Scouting and these amazing exhibits. World Point runs most of the day and will be open to everyone, including day visitors.

For performances on the World Point stages, please see the events and performances chapter on page 69.

WORLD SCOUT CENTER

World Scout Center is where you will find more than 50 contingent exhibits, showing their country, culture, and way of Scouting. Through active and engaging exhibits, you will be able to both see and try things you have never ever heard of.

The World Scout Center is where you will get an international peek into Scouting adventures around the world. Many of the contingent activities will even provide you with a patch, badge, pin, sticker or high-five when you have completed their activities.

This is also an important organization hub, where members of each NSO are able to locate their Contingent Management Team.

FRIENDSHIP HUB

Come to the Friendship Hub to meet new friends and play some exciting games! There are a variety of games, theme days, music, and dancing all during the Jamboree, so there is something for everyone! Each day there will be a special tournament for a new game, but all games are open during the entire Jamboree.

TIME TO COMPLETE: 1-2 hours (varies by games)

FESTIVAL OF NATIONS

In the Festival of Nations, come celebrate our differences and all that





Scouts for Sustainable Development Goals

we have in common. We have many fun opportunities for crafts and creative keepsakes for you to remember your Jamboree experience.

- **Daily Art Projects:** Create your own customized flag and have it be displayed.
- **Branding:** Use a hot branding iron with the Jamboree logo (and other logos) to mark a belt, water bottle, hat, boot, and more.
- **Photo Booth:** Take a fun selfie with Scouting friends. Share a laugh and a smile, and express yourself with old friends and new friends alike.
- **Woodcarving:** Our volunteers have prepared thousands of carved souvenirs for you to take home as Jamboree souvenirs. Earn a different and unique piece each day of the Jamboree. Collect them all!

SPIRIT OF JAMBOREE

Baden-Powell chose the name “Jamboree” to describe the first international gathering of Scouts in 1920. Today this word not only describes the event but also embodies the feeling of Scouts and Scouters worldwide who live the “Spirit of Jamboree” in seeking peace and goodwill.

In this exhibit, you will explore the individual story of all 24 World Scout Jamborees and learn how each one has flamed that spirit. See rare and interesting Jamboree artifacts and discover an unexpected “Did You Know ...” fact from each one.

TIME TO COMPLETE: A few minutes to a few hours, depending on your interest and level of engagement with our Spirit of Jamboree docents.

Scouts for Sustainable Development Goals

We want 50 million Scouts to take action for the 17 Sustainable



Development Goals. The Jamboree offers you the opportunity to develop skills and abilities to improve your community and your country and to create a better world.

Earn SDG digital tokens via the Novus: Jamboree Wide Game at the Better World Tent, the Global Development Village, and the Faith and Beliefs area. These tokens will also help you to share your commitment for the 17 SDGs and your interest in obtaining the Messengers of Peace Award, Scouts of the World Award, Scouts Go Solar Award, the new Panda Badge, the Youth and United Nations Global Alliance badges, and the Patrimonito Badge. Learn more at www.scout.org and continue working on these badge requirements with the support of local Scout leaders.

Maybe you are already working hard or developing extra skills to take action against climate change, work in conflict resolution, or reduce inequalities in your community. We can help you achieve your objectives too!

WOSM—BETTER WORLD TENT

Young people like you should feel empowered to become active citizens, creating stronger and more sustainable communities. The Better World tent is an all-in-one dynamic place to discover how Scouts are creating positive change around the world with local projects and international networks.



Learn about WOSM's key world initiatives and programs such as the new World Scout Environment Programme, Scouts of the World Award, and Messengers of Peace. In particular, Messengers of Peace has inspired Scouts to make local, national, and global impacts through grassroots community service projects that contribute to the Sustainable Development Goals.

Join the ScoutTalks around a virtual campfire, sign up for the HeForShe

Scouts for Sustainable Development Goals



commitment, or earn the Dialogue for Peace or Património Badge. Get information about upcoming international events like JOTA-JOTI, the next World Scout Moot in Ireland, and the permanent mini Jamboree at Kandersteg International Scout Center (KISC). And do not miss our many special night events for ISTs and adult leaders.

The WOSM Better World Tent is open from 08:30 to 12:30 and from 13:30 to 17:00 for Scouts, day visitors, and ISTs. After visiting our tent, you do not want to miss visiting our neighbors at the Global Development Village!

LOCATION: Gateway Village

GLOBAL DEVELOPMENT VILLAGE

The Global Development Village (GDV) has been a core educational experience at World Scout Jamborees since 1991. It is a powerful interactive space that will give you the awareness, knowledge, attitudes, and skills needed to tackle global issues. As Scouts, becoming involved and playing an active role in our community is part of who we are. The GDV empowers us to do more than ever. Together we can create a better world.



Sustainable Development Goals

The Sustainable Development Goals (SDGs) will be the main topics at the GDV. With the help of countries and millions of individual contributions, in 2015 the UN General Assembly adopted the 2030 Agenda for Sustainable Development. This new global outlook was established to redirect humanity toward a sustainable path.

At the core of the 2030 Agenda are 17 Sustainable Development Goals. The goals describe major development challenges for humanity and aim to secure a sustainable, peaceful, prosperous, and equitable life on earth for everyone—now and in the future.

Exhibit Engagement

The GDV is a real village, with real people from different countries and sectors. It is organized in neighborhoods where each of the global issues lives. It has a main plaza, where you can meet with friends to talk and have fun. It has exhibitions and performances, sound and music, and lots of activities and interactive workshops. You will have a unique opportunity to learn, directly from world-class specialists, how your local actions have a global impact. We want young people who participate in the GDV to think globally and act locally.

You will also learn what the World Organization of the Scout Movement is doing under the Better World Framework and other global projects from our partners.

Adventure Programs

The Adventure Team is prepared to provide the 24th World Scout Jamboree a world-class adventure program that includes aerial, aquatics, climbing, shooting, and wheeled sports facilities. All of our activities are suitable for any skill set (beginner to expert). At each activity, you will receive safety instruction and all of the help you need to start having fun right away. Adventure awaits, so find yours!



Adventure activities are open during normal program hours.

IMPORTANT:



1. Not all Scouts will be able to participate in each of the adventure program elements. There are likely to be lines and wait times for the more popular features. Plan ahead, check the Jamboree app, and put first those activities that you most want to enjoy. Please see more tips about planning your day on page 26.



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2. The operational hours and the time it takes to complete an activity are subject to change because of weather.
3. Geographic coordinates below are approximate. For best results, we recommend using Google Maps, your Jamboree map, and on-site signage together.
4. Please take careful note of clothing restrictions, suggestions, and requirements.
5. Adventure activities are reserved for participants unless there is no line. Details about these opportunities and other special opportunities for ISTs on their day off will be announced by IST Experience. Access is always at the discretion of program activity staff.

AERIAL SPORTS

Big Zip

If you like going fast with a bird's-eye view, clip into one of five zip lines that zig and zag over Adventure Valley at the Summit.



TIME TO COMPLETE: 60 minutes, plus 40+ minute hike to launch area

LOCATION: Tridave Lake
(37.913376, -81.122027)

IMPORTANT: You must be a minimum of 50 lbs. (22.6 kg), maximum of 250 lbs. (113 kg.).



CLOTHING: Everything tucked in; no clothing hanging out. No lanyards. Must have closed-toe shoes.

The Canopy

The trees of the Summit Bechtel Reserve hold far more than just zip lines. The Canopy is an exciting tree-to-tree adventure that gives Scouts a new way

to connect with the environment. The journey combines geology, history, and topography of the region to create an engaging encounter, all while suspended far above the earth.

Would you like to know what the science is behind this sport? Come and check out the STEM educational experience delivered by West Virginia University on a first-come, first-served basis.

TIME TO COMPLETE: 80 minutes

LOCATION: The Canopy
(37.9213982, -81.1100006)

CLOTHING: Everything tucked in; no clothing hanging out. No lanyards. Must have closed-toe shoes.

The Ropes



Push yourself further on one of the most extensive challenge course setups in the country.



Navigating cargo nets, swinging logs, and rope bridges all brings out the best in a person and shows what they are capable of. You will carry this sense of accomplishment and perseverance for the rest of your life.

TIME TO COMPLETE: 180 minutes

LOCATION: The Ropes
(37.904616, -81.125584)

CLOTHING: Everything tucked in; no clothing hanging out. No lanyards. Must have closed-toe shoes.

Gateway and Legacy Zip



If you like a bird's-eye view, clip into one of 10 zip lines and fly over Scott Summit Center. Five lines to the right (Gateway) and five lines to the left (Legacy) let you race your buddy high above the action. It is an experience you will never forget!

TIME TO COMPLETE: 45 minutes, plus 15-minute hike to launch area

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GATEWAY ZIP LOCATION: Summit Center
(37.91635, -81.123985)

LEGACY ZIP LOCATION: Summit Center
(37.914708, -81.130255)

IMPORTANT: You must be a minimum of 50 lbs. (22.6 kg.), maximum of 250 lbs. (113 kg.).



CLOTHING: Everything tucked in; no clothing hanging out. No lanyards. Must have closed-toe shoes.

AQUATICS



Kayak



Learn how to select a paddle and use it properly (shoulder rotation, blade rotation using control hand, etc.), as well as basic maneuvers and how to get in and out of your kayak. Once done with training on the land, you will get to practice the maneuvers you have learned on the water. If you are an advanced kayaker, get ready to put your skills to the test with interactive games.

TIME TO COMPLETE: 30 minutes

LOCATION: Tridave Lake
(37.908745, -81.122057)

CLOTHING: Active/sport swimsuits will allow for full movement and participation. Waterproof sun protection and a water bottle are important safety items. Activities in this area allow bare feet, so special footwear is not required.

Standup Paddleboarding (SUP)



Cruise on Goodrich Lake West on a standup paddleboard.

At this station, you will be shown how to select a paddle and will receive instruction in basic maneuvers. On the water, practice basic maneuvers under staff direction. Once the basics are mastered, come back to join an advanced group and experience the SUP trail.



TIME TO COMPLETE: 30 minutes

LOCATION: Goodrich Lake West
(37.915202, -81.137305)

CLOTHING: Active/sport swimsuits will allow for full movement and participation. Waterproof sun protection and a water bottle are important safety items. Activities in this area allow bare feet, so special footwear is not required.

Team Standup Paddleboarding (SUP)



Is your paddling team ready to compete? In this timed event, your six-person team will race around a buoyed course on a gigantic standup paddleboard. Teamwork is a must!

TIME TO COMPLETE: 30 minutes

LOCATION: Goodrich Lake East
(37.915832, -81.134469)

CLOTHING: Active/sport swimsuits will allow for full movement and participation. Waterproof sun protection and a water bottle are important safety items. Activities in this area allow bare feet, so special footwear is not required.

Scuba



This Jamboree scuba activity introduces you to the wonders of breathing underwater





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using state-of-the-art scuba equipment in one of our four custom-built 40-by-80-foot (12-by-24-meter) above-ground pools.

TIME TO COMPLETE: 30 minutes

LOCATION: The Pools
(37.916518, -81.144869)

CLOTHING: Active/sport swimsuits will allow for full movement and participation. Waterproof sun protection and a water bottle are important safety items. Activities in this area allow bare feet, so special footwear is not required.

Water Reality

Bring your game face, because Water Reality is a floating obstacle course in the lake that you and three of your mates will tackle in a timed event. You will be wearing life jackets and helmets. The best team times will be posted each day. Try to beat them!

TIME TO COMPLETE: 20 minutes

LOCATION: Goodrich Lake West
(37.916002, -81.135991)

CLOTHING: Active/sport swimsuits will allow for full movement and participation. Waterproof sun protection and a water bottle are important safety items. Activities in this area allow bare feet, so special footwear is not required.

CLIMBING

The Rocks

If you like climbing, The Rocks is for you. Climbing, rappelling, bouldering, and the Leap of Faith—we have it all!



Bring a new Jamboree friend and face The Rocks together. Or make new friends to share this unique experience with. We have climbing routes perfect for the beginner all the way up to routes for expert climbers. See if you can find a route all the way around one of our boulders. Many have tried; few have succeeded.

Rappel down the side of our tower using a rope. Once you get the hang of it, you will want to do it again! Or jump off the side of our tower in the Leap of Faith. It might take some real inner strength to take the leap, but that confidence will stick with you through the Jamboree and beyond. Your determination and skills will take you to new heights!

TIME TO COMPLETE: 90 minutes

LOCATION: The Rocks
(37.905368, -81.121279)

CLOTHING: Everything tucked in; no clothing hanging out. No lanyards. Must have closed-toe shoes.

Boulder Cove

A smaller version of The Rocks located within Scott Summit Center. Climb, boulder, and rappel on the artificial surfaces that, to the unknowing, look like they have been around for hundreds of years.

TIME TO COMPLETE: 45 minutes

LOCATION: Boulder Cove
(37.914215, -81.133184)

CLOTHING: Everything tucked in; no clothing hanging out. No lanyards. Must have closed-toe shoes.

EXTREME SPORTS

Low Gear



From first-time riders to expert mountain bike racers, Low Gear has something for everyone.



Low Gear features 27 miles of cross-country and advanced downhill trails to challenge the best mountain bike riders! Prepare for an adventure as you travel some of the best trails at the Summit and get a great workout.

TIME TO COMPLETE: You decide how long you want to ride.

LOCATION: Low Gear
(37.902574, -81.124498)

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CLOTHING: Gloves appropriate for mountain biking are recommended but not required. Special cycling shoes (for use with clipless pedals) are not allowed, as the pedals on our mountain bikes are flat.

High Gear



Ride up from Low Gear to work on your technical riding skills on these exciting mountain biking courses. You can move from the Skills Park, to the dirt jump tracks, and finally to the dual slalom courses where you can show off your skills and race your friends. Completion of the High Gear assessment will be required to run the advanced rider downhill trails back to Low Gear.

TIME TO COMPLETE: You decide how long you want to ride.

LOCATION: Low Gear
(37.902574, -81.124498)

CLOTHING: Gloves appropriate for mountain biking are recommended but not required. Special cycling shoes (for use with clipless pedals) are not allowed, as the pedals on our mountain bikes are flat.

The Park



You cannot beat the freedom of skateboarding, carving pristine concrete, hitting the vert of the half pipe, or ripping street-style. Develop your skateboarding skill set to get comfortable with your board under your feet and get the most out of your skate experience at the second-largest skate facility in the U.S.



The Park offers something for every ability, from beginner to seasoned thrasher. Build up your skill in the bowl, reach new heights on the vert ramp, or grind out new combos street-style in the park.

TIME TO COMPLETE: You decide how long you want to skate.

LOCATION: The Park
(37.917841, -81.149186)

CLOTHING: Lightweight, closed-toe, rubber-soled shoes that do not go above the ankle. Over-the-ankle hiking boots are not appropriate for skateboarding. Also, please plan to bring a water bottle (not a bladder) with your name on it.

The Trax



Do you want a BMX challenge? Do you want a thrill? Do you want to get lots of air? Then come to The Trax. There are six different tracks for all skill levels. You can learn to ride and then put your abilities to the test. You can move from track to track. By the end of the day, you will be flying.



TIME TO COMPLETE: You decide how long you want to ride.

LOCATION: The Trax
(37.918803, -81.153581)

CLOTHING: Gloves appropriate for BMX riding are recommended but not required. Special cycling shoes (for use with clipless pedals) are not allowed, as the pedals on our BMX bikes are flat.

RIVER EXPERIENCE

River Rafting

River Experience offers rafting on three sections of the scenic New River. Each 10-person raft has a professional river guide provided by local outfitters. Participation requires preregistration.





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The sections of the New River will be Class III. Please note these advisories:

1. All participating Scouts and adults must wear proper footwear (closed-toe).
2. If needed, participants should bring personal rescue medications (such as EpiPen or inhaler).
3. Clothing will get wet.
4. Covered gear storage will be available while groups are on the river. This storage is not secured and all items are left at owner's risk.
5. River rafting does not close due to weather, including thunderstorms.
6. Water bottles must have a "D" ring (carabiner) for securing to the raft.

PLEASE NOTE: This activity requires written consent before the World Scout Jamboree, during the participant registration process. Each National Scout Organization will be provided a designated number of rafting slots and assigned days and times.

TIME TO COMPLETE: 4-6 hours depending on water level.

LOCATION: Durham Castle base camp
(37.918928, -81.138065)

SHOOTING SPORTS

The Barrels-East

The Summit has the most varied rifle and pistol events in all of Scouting. Shoot over a gorge with a .223-caliber bolt-action rifle or at reactive steel targets with a semi-automatic pistol. Shooting sports at the Jamboree will include shotguns, rifles, and even pistols.



If sharpshooting is in your sights, head for The Barrels and check out the following:

- Rifle: .22-caliber rifle 50-foot(15m) marksmanship range. Graduate to .223-caliber bolt-action rifles with scope with steel targets at 80-100 yards (73-91 m). Move on to .308-caliber bolt-action rifles with scope out to 120 yards (109 m) at steel targets.
- Static Pistol: Learn the basics or improve your skills target shooting using .22=caliber semi-automatic pistols.
- Steel Plate Range: Move to the next level of pistol shooting, with .22-caliber or 9mm pistols. Test your skills and accuracy shooting more than a paper target. Enjoy plinking at the dueling tree or knock down steel plates! Graduate to the Jack Links range to test your pistol skills competing against other participants.

TIME TO COMPLETE: 30 minutes

LOCATION: The Barrels
(37.906486, -81.137178)

The Barrels-West



The best sporting clay course in the country is right here at the Summit. Sixty acres is plenty of room for increased safety and well over 50 stations. Shooting sports at the Jamboree will include shotguns, rifles, and even pistols.



If sharpshooting is in your sights, head for The Barrels and check out the following:

- Shotgun: Start with trap decks, 12-gauge with single straight-away clay targets. Move up to five stand with multiple clay targets. Go to sporting clays, multi-station on a wooded trail with each station presenting a different challenge with multiple clay targets.

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- Powder Ball: Using aerial targets and a paintball gun with powder balls.
- Chalk Ball: Adjacent to powder ball, shooting at steel reactive targets.

TIME TO COMPLETE: 30 minutes

LOCATION: The Barrels
(37.906637, -81.146218)

The Bows



You've never seen archery quite like this! The Jamboree will feature several different archery ranges at The Bows, including a 10-yard instructional range, a range with 3D animal targets in the woods, a long-distance range, a sporting arrows range where you try to hit targets flying through the air, and a crossbow range.



- Static Range: Learn how to shoot or work on improving your form under the watchful eyes of our expert coaches.
- Long-Distance Range: Feel what it is like to shoot like they do in the Olympics.
- 3D Range: Shoot at 36 different shooting stations in the woods at foam wolves, deer, bears, turkeys, and other wild animal simulations.
- Sporting Arrows Range: Test your reflexes by shooting flu-flu arrows at foam disks on the fly in the air.
- Crossbow Range: A new, exciting activity that has been piloted at the Summit Bechtel Reserve for two years. Shoot 20-inch arrows from a crossbow at an archery target.

TIME TO COMPLETE: 30 minutes

LOCATION: The Bows
(37.911665, -81.15437)

Joe Crafton Sportsman's Hall

Learn about conservation through hunting efforts and experience LaserShot in our indoor shooting facility.

TIME TO COMPLETE: 45 minutes

LOCATION: Joe Crafton Sportsman's Hall
(37.915499, -81.12067)

ACTION POINT ADVENTURE AREA

Action Point—Canopy

The trees of the Summit Bechtel Reserve hold far more than just zip lines. The Canopy is an exciting tree-to-tree adventure that gives Scouts a new way to connect with the environment. The journey combines geology, history, and topography of the region to create an engaging encounter, all while suspended far above the earth.

TIME TO COMPLETE: 80 minutes

LOCATION: Action Point
(37.918608, -81.121153)

CLOTHING: Everything tucked in; no clothing hanging out. No lanyards. Must have closed-toe shoes.

Action Point—Mountain Biking

Learn basic mountain biking skills as you travel under the CONSOL Energy Bridge along the Jared Harvey Mountain Biking Trails. The main trails will start out easy but have areas to challenge even the best riders. Go at your own speed and just have fun!

TIME TO COMPLETE: 30 minutes

LOCATION: Action Point (37.918414, -81.120887)

CLOTHING: Gloves appropriate for mountain biking are recommended but not required. Special cycling shoes (for use with clipless pedals) are not allowed, as the pedals on our mountain bikes are flat.



Mt. Jack Mountaintop Experience

Action Point—Skateboard

Want to learn to skateboard or learn something new? Then Action Point Skate is for you! We have outstanding instructors to teach anyone and everyone. Beginners and intermediates will find it fun and exciting and you will be amazed at what you can learn. Street features and a mini ramp are sure to build your skills. We supply the board, pads, and helmet to keep you safe.

TIME TO COMPLETE: You decide how long you want to skate.

LOCATION: Action Point
(37.917998, -81.120998)

CLOTHING: Lightweight, closed-toe, rubber-soled shoes that do not go above the ankle. Over-the-ankle hiking boots are not appropriate for skateboarding. Also, please plan to bring a water bottle (not a bladder) with your name on it.

Action Point—BMX

Learn the skills needed to take on the humps and bumps of our BMX track. Four tracks will challenge you. Go head-to-head as one of eight riders to see who will win the race, featuring X-Games professional starting gates.

TIME TO COMPLETE: You decide how long you want to ride.

LOCATION: Action Point
(37.91721, -81.120809)

CLOTHING: Gloves appropriate for BMX riding are recommended but not required. Special cycling shoes (for use with clipless pedals) are not allowed as the pedals on our BMX bikes are flat.

Mt. Jack Mountaintop Experience



Each World Scout Jamboree participant will have the opportunity for a mountaintop experience on Mt. Jack, where unique adventures await. This daylong program will feature a picturesque and energetic hike up Mt. Jack, the highest point of the Summit Bechtel Reserve. There you will find a collection of special activity centers ready for you to explore. While enjoying your day on Mt. Jack, you will have the chance to see spectacular overlooks of the 24th World Scout Jamboree and the New River Gorge.

As your unit's scheduled day to participate approaches, review your base camp meal preparations and travel route. Contact your subcamp HQ for more assistance.

FIRST SCOUT CAMP OF NORTH AMERICA

Step back in time, over 100 years ago, and experience how Scouts lived, camped, ate, learned skills and played games in North America's first camps.

TIME TO COMPLETE: 40 minutes

LOCATION: Mt. Jack West

FIELD SPORTS

Participate in team and individual sports from around the world including soccer, basketball, volleyball, Frisbee golf, and more! Bring your team spirit and sturdy shoes. Field sports is a great place for competitors and



Mt. Jack Mountaintop Experience



spectators. It is also a great place to have lunch in the shade! Stay as long as you like.

LOCATION: Mt. Jack East

FRONTIER VILLAGE

Step into the Village and experience the activities of life on the North American frontier in the 1800s. Fire a gun, throw a tomahawk, visit the blacksmith shop, make rope, and talk with characters from the past as you experience life on the frontier. Bring your favorite leather and wood items from camp, as you are able to mark these items using a branding iron. You can also brand some types of hats and other items, at your own risk, as items may become damaged. Brandable mugs are available in the Jamboree Trading Shops.

SPARTAN RACE

The Spartan Race has two courses of varying difficulty, each designed to be run as an individual or as a team. These courses will test your mind, body, and spirit. Be prepared to run, climb, crawl, jump, throw, balance, carry, and lift through. Remember to train before racing.

TIME TO COMPLETE: 1–1.5 hours for each course.

LOCATION: Mt. Jack West

FRIENDSHIP TARTAN GAMES

This activity highlights traditional Highland games that are popular around the world, many of which have evolved into modern Olympic events.



TIME TO COMPLETE: 1–2 hours.

LOCATION: Mt. Jack East

WOOD, ROPE, AND SPARS

Experience a vast collection of traditional and modern projects made of wood and ropes. Each structure is built on-site, including the geosphere globe and the rideable BP Carousel! Participant patrols will have the opportunity to compete against other patrols head-to-head or against the clock for the best time each day. Spend one to two hours or spend the day!

DAYTIME ENTERTAINMENT

Enjoy live and recorded music from local musicians of West Virginia to tunes you might recognize from home. Information tents atop Mt. Jack will have additional details.

LOCATION: Mt. Jack Central

MT. JACK CAMPFIRE

While on Mt. Jack, participants will enjoy an afternoon program onstage at the east end of the mountaintop, next to the observation platform. This will include musical performances and other entertainment, reminiscent of campfire programs at the Boy Scouts of America's high-adventure bases.

LOCATION: Mt. Jack East



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Cultural Celebration Day

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Cultural Celebration Day

Held on Friday, July 26, the Cultural Celebration Day will be a massive cultural exchange open to all participants and adults.

In the MORNING, each unit will provide an exhibition of their country's culture and cuisine. This can include your favorite music, dance, colorful national costumes, games, and dishes of your homeland. This display is hosted at your campsite gateway, facing the subcamp pathways.

Between 09:00 to 11:00 two patrols from your unit will act as hosts for your exhibit, while the other two patrols go out and experience the other cultures of your local subcamp. Between 11:00 to 13:00 the patrols will swap positions, allowing all Scouts to experience hosting and exploring!

In the EVENING, this wonderful day will conclude with the Unity Show (20:00 to 22:00). Scouts can sit with all their new friends and come/go as they choose. More details can be found on page 70.

Please note, many ISTs will have this day off from work because on-site program activities are closed and do not need to be staffed. Thus, ISTs who are not working are free to visit base camps, book stages for performances, and enjoy general social time in base camp Ephesus. Please read more about special program opportunities for ISTs on page 82.



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MY STADIUM EVENTS AND PERFORMANCES

Stadium Shows will be a true highlight of your Jamboree experience, filled with wonder and excitement! Get ready for a mix of music, theatrics, and a few surprises with famous musicians, dignitaries, and leaders from around the world.

Each of the Stadium Shows will be livestreamed around the world so that they can be shared with the global Scouting community! Encourage Scouts from your home country, friends, and family to join you and share in the excitement of the shows from our official livestream link: 2019wsj.org. You can also visit the jamboree shows website here: www.jamboshows.org/www.





Opening Ceremony

How to Prepare:

- Dress for the weather.
- Bring your own hydration.
- Prepare to sit on the ground; no chairs allowed.
- Poles for flags may be no longer than 6 feet (180 cm).
- Selfie sticks and tripods MUST stay in your tent.
- Bring only a small bag with you; the stadium will be full!
- Eat well beforehand because no food will be available.
- Wear your country uniform to the opening ceremony.
- Arrive on time to the arena show.
- Follow all on-screen instructions.
- Bring your Scouting spirit and enjoy!

IMPORTANT: Please read each show's specific information below for special instructions.



Opening Ceremony



Welcome, Scouts from around the world at the first of three major shows in the 24th World Scout Jamboree! While we do not want to give away all of the surprises, we can indeed promise that you will be celebrating in style. Through entertainment, opening ceremonies, and a keynote speaker sure to inspire, the Jamboree will open in grand

fashion and challenge you to unlock adventure, friendship, and culture in the days to come.

DAY: Tuesday, July 23

TIME: 19:30–22:00

LOCATION: AT&T Summit Stadium

Unity Show

Concluding an outstanding day of shared cultural celebrations, the Unity Show invites participants of the Jamboree to unlock the secrets of bringing different people together for a common purpose. Respect, openness, and the courage to share our personal stories will be put into practice, creating a united sense of camaraderie often felt when gathered around the campfire.

For courtesy and safety reasons, flags on poles are not permitted, including chairs and backpacks. You can bring seating pads and water bottles. Scouts do not need to sit by unit and there is no pre-arranged seating. Bring your new friends from Cultural Celebration Day and sit together! Arrive and depart as you decide.

DAY: Friday, July 26

TIME: 20:00–22:00

LOCATION: AT&T Summit Stadium

Scouts' Own

The Jamboree Shows Team invites you to Scouts' Own, a unique opportunity to experience an event of shared camaraderie with a worldwide array of Scouts. This service will be a mixture of readings, reflections, music, and prayers. We will draw inspiration from our Scouting roots and hear messages similar to those that Lord Baden-Powell gave at the very first World Scout Jamboree held in Europe.



Backstage Tours

Through this service, we will seek to better understand the solidarity of world Scouting. We will hear stories of inspiration from our Scout leaders, which can help shape our Scout values. Those who attend will also be part of an attempt to set a new Guinness world record. You will not want to miss this Scouts' Own. Bring along a new friend and experience this event together.

For specific religious services, please go to page 53.

DAY: Sunday, July 28

TIME: 08:30–09:30

LOCATION: AT&T Summit Stadium

World Point Stages



“All the world’s a stage!” Come showcase your culture and experience on the World Point Stages. Come sing, dance, demonstrate crafts, or show the rest of the Jamboree what you think is important or fun about your culture. Our team wants to support your contingent, so please register your interest. Your performances will be 15 to 45 minutes long. Please contact Marc Circus at mhcircus@verizon.net for sign-ups.

All are invited to enjoy the diverse performances. Visit us from 08:30 to 16:30 and get inspired by the world. If you have any questions, approach a team member of the World Point Stages or visit our website at www.2019wsj.org/get-to-the-point/.

Jamboree Band



Made up of over 80 International Service Team musicians, playing instruments from all corners of the globe, the Jamboree Band is sure to be one of the most unique elements of this Jamboree and certainly will provide the Scout spirit to all in attendance. Catch the Jamboree Band at the Jamboree Stadium Shows and Base Camp Bashes, as well as special events throughout the Jamboree!

This is the first time that such a unique mix of Scouts from around the world will perform together in the Jamboree’s 99-year history! The mission of the Jamboree Band is to “Amplify the Scout Spirit!”

If you are interested in an exclusive performance, please contact Director of Bands Denver Laabs for information at denver.laabs@scouting.org.

Backstage Tours



Learn what goes into putting on a stadium show. On select program days, you can take a tour with one of our guides to view all of the backstage areas and learn what it takes to make the magic happen. Tours will include a

72 MY STADIUM EVENTS AND PERFORMANCES

Closing Ceremony

Jamboree Shows overview, facts about the stage and technology (sound, lighting, staging), as well as basic stagecraft and organization. Tours will begin roughly every 15 minutes and will last between 20 to 30 minutes. The last tour leaves a half hour before closing.

Schedule:

Wednesday, July 24	08:00-17:00
Thursday, July 25	08:00-13:00
Saturday, July 27	08:00-15:00
Sunday, July 28	10:00-17:00
Monday, July 29	08:00-17:00
Tuesday, July 30	08:00-17:00
Wednesday, July 31	08:00-12:00

Closing Ceremony

End the Jamboree with a party! As we prepare to return to our respective homes, the final show will challenge us all to take the keys of unity that we have discovered during the Jamboree and use them to unlock the world. Do not miss the entertainment, excitement, and a challenge to each Scout that will inspire us until we meet again.

DAY: Thursday, 1 August

TIME: 20:00-22:00

LOCATION: AT&T Summit Stadium



MY CONNECTED EXPERIENCE

A central purpose of the 24th World Scout Jamboree is to bridge cultures, geography, economics, language, and other barriers to unite all Scouts. Today, there are nearly 50 million Scouts in the world, with a goal of 100 million by 2023!

By using technology, the Jamboree Global Engagement Team will ensure that all Scouts have the chance to participate in the Jamboree from home. Live broadcasts on social media will bring the Jamboree experience to the Scouting community around the world. Get connected to the most technologic global experience at a World Scout Jamboree ever!

Whether on-site or on the other side of the globe, we want every Scout to unlock a new world!



74 MY CONNECTED EXPERIENCE

Globe Leadership Program



Globe Leadership Program

Energy, information, collaboration, and relationships: These are the keys to experiencing the Globe Leadership event.



Globe is a highly interactive empowerment development exercise that shares leadership concepts in an engaging, fun, and informative way. This event will give you a chance to work with your Scout friends to solve an exciting escape room and learn some things about yourself at the same time. At the end of the escape room activity, teams will debrief with a gamemaster who will offer some observations of the teams and how each team member can enhance their own style of leadership.

Visit Globe to learn about leadership topics from around the world. Contribute your knowledge of leadership while learning some things about your own style and delivery.

TIME TO COMPLETE: 2 hours

LOCATION: Centro Mondial west of the Stadium

Media Activities

CREATIVE EXPRESSION

Creative Expression is the place where you can tell a story in whatever communication method is best. Video and audio recording booths will allow you and your unit to use your own words and pictures to express what the Jamboree has meant to you. These booths will move to different parts of the Jamboree to ensure that everyone can share their inspirational story.

Participants can use paint and a variety of media to tell a story in a free-form style or be part of the mosaic (a large canvas image that will be painted by thousands of participants over the course of the Jamboree). Music and dance will also be available for you to share the sounds of home with participants.

TIME TO COMPLETE: 2-3 hours

LOCATION: Large tent outside Pigott Hall

SUMMIT STORIES INITIATIVE



Summit Stories is an exciting new program at the 24th World Scout Jamboree that gives each Scout the ability to tell a story of how Scouting has impacted their life as it relates to one of four daily themes: gender equity and justice, multicultural awareness and interaction, servant leadership, and Scouting's value in modern society.

Each speaker will share their story in front of an audience of approximately 300 Jamboree participants, ISTs, and guests. It will also be streamed live to the different base camps around the Summit Bechtel Reserve and to Scouts around the world via social media and Jamboree Livestream channels. Many of the speakers will be notable figures of world importance.

If you are listening to the stories, do not miss the group discussion that will be led by a Summit Stories staff member. This will give participants the opportunity to reflect on the lessons offered by the speakers and discuss how to put those lessons into action.

Speakers have pre-registered and their speech will be 15 minutes maximum. Come hear their stories!

TIME TO COMPLETE: Stay as long as you like. 09:00 to 16:00, with lunch from 12:00 to 13:00

LOCATION: Thomas G. Pigott Dining Hall in base camp Durham Castle



MY CONNECTED EXPERIENCE

Social Interaction

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GLOBAL AMBASSADORS



One Scout from your country has been selected to be a Global Ambassador. This Scout will serve as a digital reporter, empowered to document their experience and upload content for all to enjoy. If you see a Global Ambassador, say hello, and share a story about your Scouting experience. You may end up being mentioned on that Ambassador's blog!

YOUNG CORRESPONDENTS



Want to learn to be a journalist? Visit us and develop skills like video editing, posting Instagram stories, and using other journalism tools. If you really like what you have learned and would like to implement it, join the assignment center to cover different events and even do some activities back home, just like a journalist.

TIME TO COMPLETE: 2–3 hours

LOCATION: Large tent outside Thomas G. Pigott Dining Hall in base camp Durham Castle

LIVESTREAMS



Each morning and night a live news show will be broadcast across the Jamboree site and around the world. This humorous program will recap the current day's events, feature special guests, and preview the next day's activities.

Social Interaction

NOVUS: JAMBOREE WIDE GAME



When arriving at the Jamboree, everyone will receive a Novus wristband, which is part of the official credentials for the World Scout Jamboree. This device allows you to interact with exhibits, activities, and other Scouts from around the world, building a timeline of your experience—your personal Jamboree story. (See page 28.)

However, the most exciting feature of the wristbands is their use in the Novus: Jamboree Wide Game. Special challenges across the Jamboree will encourage you to visit new locations, explore your favorite program areas, and make new friends. As you earn the digital badges inside of the game, you will earn points.

Some program areas will even offer “Mega Badges.” These are awarded when you earn all of the digital badges in a specific program area. Check the Jamboree app for details on requirements and where you can earn all of these badges.

For those of you who want to get immersed in a particular area of interest, you can earn a “Storyline Award” for completing a focused list of requirements that surround a theme or “storyline.” These might represent topics that you are already passionate about. Some of the Novus Storyline themes include:

- Sustainability
- Technology
- Adventure Sports
- World Cultures
- Personal Leadership
- Living in the 21st Century

Social Interaction

Check out the Jamboree app for the latest list of Novus Storylines.

How Do I Play?

The requirements for each and every digital badge are listed in the Jamboree app, allowing you to focus on the badges that mean the most to you. At the Jamboree, keep an eye out for the Novus logo to find “touchpoints” where you can check in at programs or exhibits. Take the time to review your accomplishments and admire the badges of others to discover shared experiences and interests of new friends.

- When you meet somebody new, you can click your Novus wristband at the same time they click their wristband to swap contact information that you choose to share.
- Attending a new activity? Click your Novus wristband near a Novus touchpoint and you can check in! You will earn points and virtual badges for checking in at events!
- Log in to your Novus account at any time to see all the friends you met and activities you attended. Your results can be viewed on the official Jamboree app or via the Novus website.

Participation Award

The most important award of all is the 24th World Scout Jamboree Participation Award! This award is designed to encourage and recognize those activities at the heart of the Jamboree: making new friends, exploring the Jamboree exhibits, and having fun at programs. All of the details, requirements, and your current progress are inside the Jamboree app.



REFLECTIONS

Take a moment to appreciate your Jamboree experience. Our team helps lead daily reflection activities that will

strengthen your learning and refresh your mind. We learn not from just doing but from thinking about what we do.

What are you hoping to experience while at the Jamboree? How is this experience affecting you and your daily goals? Perhaps you want to set new goals for yourself when you return home. Meet with our team as we travel across the Jamboree site and your story may be our daily feature.

Have you paused at all today to think about your experiences at the Jamboree?

TIME TO COMPLETE: 20 minutes

LOCATION: Large tent outside Pigott Hall

Model United Nations

Empathy and dialogue are crucial components in connecting our cultures and solving the world's biggest issues. The Model United Nations (UN) will be an opportunity for Scouts from around the world to exchange views on some of the most pressing issues in international affairs and to do so within the values and spirit of Scouting. Each delegate will be assigned to represent the position of a UN member state.



Thank you to all delegates who applied to be part of this program. Four have been selected from each NSO.



MY SUSTAINABLE JAMBOREE

As many of you know, sustainability is one of the pillars of the 24th World Scout Jamboree and one of the top priority challenges of world Scouting as well as the world in general. During these two weeks, there will be more than 35,000 Scouts at the Jamboree site; imagine the huge impact we can have if each of us does something to help reduce our collective footprint.

Get ready to learn more about sustainable practices and to bring them back home!



78 MY SUSTAINABLE JAMBOREE

Sustainability Pledge



Sustainability Pledge

We invite each participant, IST, unit leader, and CMT member to be as sustainable as possible while at the Jamboree, starting by making this pledge:

I will take individual responsibility to limit my impact on the environment at the Summit Bechtel Reserve during the 24th World Scout Jamboree:

1. Before Jamboree, learn about “Leave No Trace” and sustainability principles and how to practice them at the Jamboree. Do not bring materials that would be discarded at the campsite.
2. Always keep in mind the principles of “reduce, reuse, and recycle.” Reduce the waste I produce and recycle as much as I can, according to the local regulations.
3. Participate in the Sustainability Award and learn what I can do to reduce my impact while at the Jamboree. Explore the different program activities related to this topic.
4. Pick up the trash I see at the Jamboree. Encourage others and set an example for others.
5. Understand that being “green” takes my personal effort and is sometimes inconvenient.
6. Take back home what I learn here and use it wherever I can.

Recycling Plan

A Scout always plans ahead! And with so much to do, we will need to follow our sustainability plan carefully. Please help us to make sure we recycle as much as possible and throw away as little as possible.



WHEN YOU ARRIVE

When unpacking your provided unit equipment (a large box), separate the shrink-wrap and take it to your base camp Recycling Center that is near your

Jamboree Unit Food Market. Dispose of it in the single container there designated for shrink-wrap. Do not place any other items in this particular container.

Expect to be informed by your subcamp Recycle Ranger (an IST member of the Green Team) when and where training for recycling and trash management within the campsite will take place.

IMPORTANT: Select an adult leader and Scout from your unit to attend this training. They will be responsible for instilling the Green Team Recycling Plan in the unit and will provide oversight for its continuous implementation while at the Jamboree.



DURING THE JAMBOREE

First, remember to reduce your waste as much as possible. Then try to reuse or repurpose it. Last but not least, recycle!



Do not forget to bring a reusable cup and water bottle. These small items will reduce a significant amount of trash and the need for single-use plastics. Let us be a role model for a sustainable society.

Waste Separation and Recycling

There are three categories into which we need to separate our waste:

1. Mixed recyclables (recyclable)—transparent bag
2. Trash/food waste (non-recyclable)—black bag
3. Cardboard (recyclable)—goes back to the Jamboree Unit Food Market

Base Camp Recycling Centers

Each unit will need to set up its own unit recycling center in its campsite for waste categories 1 and 2. After each meal (or whenever else these containers are full), your designated Green Team Scouts and adult leader will inspect the containers before bringing them to the base camp Recycling Center near the Jamboree Unit Food Market. The wagon is the best way to transport these containers.



MIXED RECYCLABLES

Where you should take it

Base camp Recycling Center

What to put in:

- Plastic #1 (Look for recycle triangle with #1)
- Plastic #2 (Look for recycle triangle with #2)

Note: Plastics #3, 4, 5, 6, and 7 should go to the trash category.

- Newspaper, office paper
- Small paperboard containers (cereal boxes, cracker boxes, cookie boxes, etc.)

Note: Includes pizza boxes if stained but do not have food particles attached.

- Aluminum and other metal cans
- Batteries

CAUTION: Miscellaneous items such as ink cartridges, light bulbs, and aluminum foil that is relatively clean have to be put in a separate designated container and, when full, taken to the base camp Recycling Center.

PAY ATTENTION: !

Only materials in the above list should be placed in the "mixed recyclables" container. If other recyclables or trash are mixed in, the entire container will be rejected by the authority and thus ALL of it will go into the landfill (trash). This means all our recycling efforts will then be wasted.

If food particles cannot be removed, then the materials go to the general trash/food waste container.



TRASH/FOOD WASTE

Where you should take it

Base camp Recycling Center

What to put in:

- Food waste, including food particles captured from washing water (caught by the provided strainer)
- Food-contaminated paper
- Plastics #3, 4, 5, 6, and 7
- Wax- or plastic-coated papers
- Wax cardboard containers (e.g., orange juice cartons)
- Paper towels
- Paper plates
- Plastic utensils
- Styrofoam
- Potato chip and pretzel bags
- Cellophane wrapping
- All glass containers
- Other materials that cannot be recycled according to the mixed recycled category list

PAY ATTENTION: !

Grease, oil, and oil derivatives **CANNOT** be poured down drains and cannot be deposited in the shower house utility sink either. This will cause major issues with our special sustainable gray water processing equipment. Therefore, throw any oily drippings in the general trash bag; you can even pour them in an empty food can first.

Note: For more information about the dishwashing process for units, please see page 43.



CARDBOARD

Where you should take it

Jamboree Unit Food Market cardboard DOES NOT go to the Recycling Center.

1. Break down cardboard boxes to be flat and transport them on a wagon to the Jamboree Food Market.
2. Deposit the flat cardboard in a Gaylord container at the designated location.

What to put in:

ONLY cardboard

Note: Recognize the difference between cardboard and lightweight paperboard (cereal boxes, cracker boxes, cookie boxes, etc.). Paperboard goes in mixed recyclable containers, not with the cardboard.

PAY ATTENTION: !

- Cardboard needs to be dry and free of food in order to be recycled.
- If cardboard is sent in a wet or damp condition, the entire container (load) goes into the landfill and will not be recycled. All our recycling efforts will then be wasted.
- If food particles cannot be removed, then the cardboard goes to the general trash/food waste container.
- If cardboard is to remain in the campsite overnight, store it under a dining fly on the eating table. Cover it with plastic. Remember, it cannot be wet!



Sustainability Treehouse



IMPORTANT: All waste must be removed from the campsite after meals to prevent animals from going through your waste.

The subcamp Recycle Ranger at the base camp Recycling Center will inspect your unit's containers and give you permission to unload the contents into the large collection containers. If your wagon does not follow the official separation requirements, you will not pass the inspection and you may need to return to your campsite. Recycle Rangers are there to help you learn the process and teach you why these separation rules are so important.

IMPORTANT: Recyclables must go in their designated containers and cannot be left on the ground. Remember that cardboard does not go to the Recycling Center.

If you have any questions, please ask a member of the Green Team. You can find them at the Recycling Centers and they will visit your campsites on your first day. Remember that a Scout leaves every place better than how they found it!

When Not in Your Campsite

Around Centro Mondial there will be plenty of trash and mixed recyclables containers clearly labeled. Please use them, sorting your waste correctly. Remember, we must do this correctly if we do not want all of our waste to go to the landfill.

Waste containers are not provided in program areas and on trails. Everyone is expected to take responsibility for their own waste. This means collecting all of it in your backpack and taking it to a recycling center or back to your campsite at the end of the day. Please pick up any waste you see out of place.

BEFORE LEAVING THE JAMBOREE

Scouts leave the place better than they found it! Please read "Packing Up My Unit Campsite" on page 22 to learn what you need to do before leaving your campsite.



Sustainability Treehouse

The Sustainability Treehouse is not just a museum; it is a living adventure and an icon of environmental stewardship!

The towering 125-foot steel frame connects visitors with panoramic views of the ground, tree canopy, and sky. At each platform, you can learn about sustainable design and ecology through immersive experiences and hands-on exhibits. The Treehouse features sustainable technologies like solar panels, wind turbines, and a large water treatment system. All of these reflect Scouting's commitment to sustainability.

We invite you to visit the Sustainability Treehouse, located at Scott Summit Center, to discover more about environmental sustainability. The Sustainability Treehouse is open during all normal program hours.



Jamboree Sustainability Award



If you are wondering what else you can do apart from recycling within your unit, the Sustainability Award will challenge you to be as sustainable as possible in order to become a green hero! Discover what you can do to be more environmentally friendly, learn about global issues related to sustainability, and find out what you can do when you go back home.

The Sustainability Award will be obtained through Novus: Jamboree Wide Game. This is done by completing a series of challenges related to topics such as biodiversity conservation, waste management, water, plastics usage, food, and energy.

Explore how easy it is to have a huge collective positive effect if each one of us takes individual responsibility for reducing our impact while at the Jamboree. If you want to learn more about this special award, visit the Sustainability Treehouse.

MY INTERNATIONAL SERVICE TEAM EXPERIENCE

Dear IST Member,

It is the honor and pleasure of my IST Experience Team to provide all IST members attending the 24th World Scout Jamboree with an experience they will never forget! When IST are not sleeping or working, we are here to support you and aim to provide you with an all-embracing series of activities that will suit all ages!



Applying the Scout method, the IST Experience Team's operations will promote choice, personal development, small groups, challenge, diverse activities, learning by doing, and intergenerational and cross-cultural dialogue. And to make sure you miss nothing, the IST subcamp Program Team will have an Entertainments Team, which will be letting people know what is going on and will be encouraging IST members to participate and suggest new group activities to share. The range is endless. We expect IST members to work hard and play hard!

In the words of our founder, Lord Baden-Powell, at the very first World Scout Jamboree in 1920: "May we help develop peace and happiness in the World"! It is our team's aim to do this by ensuring all IST members have an unforgettable, enjoyable Jamboree experience in 2019.

Yours in Scouting,

Linda Clements

Area Lead, IST Experience





Our Role

Our Role

You are joining 10,250 ISTs from across the globe who will make the 24th World Scout Jamboree possible. We could not host this large event without you, as you help serve our Scouting youth in every area and activity in order to make this a once-in-a-lifetime experience.

WORK EXPECTATIONS

Few things are more fun than a Jamboree, but it takes a lot of work too. We expect all ISTs to attend their work position, at the right time, each day. Failure to attend work will cause a loss of privileges and referral to your NSO. The IST Support Team will enforce the official "Work/Skip Policy" to ensure that you are meeting our commitments to yourself and each other. Skipping work hurts Scouts' growth and we cannot allow that.

If you have problems with your role, please visit the IST Allocation desk at Ephesus HQ.

Make sure to sleep well and eat regularly. Relax during breaks and while taking part in the many activities on-site available to you during your free days. We want to make sure everyone is at their best.

Work/Skip Policy



The Jamboree relies on the dedication, enthusiasm, and ethics of its IST. Those who skip work are hurting the participant experience and opportunities for personal development.

Failing to appear for work, at your scheduled time, will cause you to lose out on the IST Superstar Award and may rise to the level of your NSO taking action. If you have any question regarding this, please contact any member of the IST Support Team, which will be enforcing the Work/Skip Policy and counseling ISTs who miss work. We expect ISTs to work hard and play hard.

GETTING TO WORK

Each morning, transportation will be provided to work locations. Please review bus timetables in your base camp to ensure that you take the correct buses and do not miss this valuable resource. ISTs are always able to walk to their workstations (especially if they are close); however, most choose to cover the long distance by bus to avoid being late.

IST Program Options



The IST Experience Team is here to make sure you, and thus the participants, have a memorable time at the Jamboree. Base camp Ephesus will be our home during this Jamboree. When you have time off, we will ensure you have every opportunity to meet with ISTs from around the world and make many new forever friends. Here are some of the things we have planned for you!



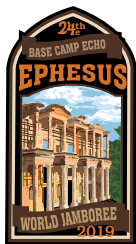
MY INTERNATIONAL SERVICE TEAM EXPERIENCE

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My Camping Experience

IN BASE CAMP EPHEBUS

Activities at Ephesus include a cinema, gym, music tent, meet-and-greet tent, Finnish sauna, yoga classes, Rainbow Café, various sporting tournaments (football [soccer], rugby, basketball, baseball, and others), a quiet tent, and the opportunity to take part in a special award for IST members. There will also be a stage for various entertainment opportunities. Join us for the IST opening ceremony and the final farewell gathering.



ON-SITE ACROSS THE SUMMIT BECHTEL RESERVE

Of course, you do not have to stay in base camp Ephesus during your free time. ISTs can visit any expo tent, engage with visitor activities, receive guided tours around the site, and perhaps even get the opportunity to go river rafting or participate in Mt. Jack (see IST Experience HQ for sign-ups).

High-adventure activities are reserved for participants unless there is no line and you are on your day off. This and other special program opportunities will be announced by IST Experience and is at the sole discretion of the program activity area.

OFF-SITE IN THE LOCAL COMMUNITY

To enjoy beautiful West Virginia and the local community, there will be off-site activities for you to sign up for. This includes transport to the local town of Beckley, river rafting, and other tourist excursions. Availability will vary upon demand. Look for sign-ups at the Ephesus HQ.

IST SUPERSTAR AWARD

Youth participants will be scrambling all over the Jamboree site to earn digital badges as part of the Novus: Jamboree Wide Game (see page 75). But ISTs can join the fun



too! Search for the “IST Superstar Award” in your Novus: Jamboree Wide Game app to earn points and complete requirements toward this special recognition. However, failure to show up to work as scheduled will disqualify you for this recognition, meaning that the IST Superstar Award is a valuable symbol of your service to the Jamboree.

Once you have completed the necessary requirements, stop by the Ephesus HQ to pick up your award medallion!

My Camping Experience

Most ISTs will be living in base camp E (named “Ephesus” after the historic city in Turkey).

This base camp will have four subcamps, all named for World Heritage sites:

Ephesus

Subcamp E1—Everglades
(a national park in the USA)

Subcamp E2—Ellora
(caves in India)

Subcamp E3—Ennedi
(a plateau in Chad)

Subcamp E4—El Tajin
(a pre-Hispanic city in Mexico)

IST CAMPING GEAR

Tents are arranged by NSO. In special cases, you may live with other members of your work team if there is a special need for you to live together (like safety or medical). Tents will be clearly numbered and already be set up when you arrive. ISTs will need to set up their own bunk bed. Each tent will house three to four ISTs. Please ask your CMTs for further tenting assistance. If they are unable to assist, there will be an IST Help Desk in each subcamp to answer your camping questions and a main office at the base camp HQ.



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My Camping Experience

SPECIAL ACCOMMODATION

It may be the case that your position requires you to live away from your NSO tent grouping. You may live in base camps Agra Fort or Blenheim Palace or be with many of the medical staff in base camp Fort Jesus. This will be communicated well in advance.

If you are living outside of the main IST base camp, you will have your own IST food options. But we encourage you to attend the special programs being led in Ephesus.

LAUNDRY

To make sure that ISTs have clean clothing all Jamboree long, the Operations Team is working to provide a variety of laundry options. ISTs always have access to the large built-in wash sinks outside of shower houses. Additional options may include off-site transport to local wash facilities, on-site laundry machines, or other helpful solutions. These are being finalized and will be shared before or during the Jamboree. Visit base camp Ephesus HQ for additional information.

QUIET HOURS

There is a curfew (time to be in your tent) between the hours of 23:00 and 05:00. Breakfast begins at 05:00, so please be considerate of your neighbors and be understanding if some need to wake early. Additionally, many ISTs may return home late. Please make sure you look after yourself and get sufficient sleep each day.

We expect everyone to respect their neighbor campers and keep to this curfew. The Security Team will be patrolling the area during the night to help you observe this quiet time. For those who need to sleep during daylight hours, there is a special quiet area. Normal tents will be too hot to sleep in during the daytime, so alternative arrangements have been made.

Shhh...

IST Dining Hall

The primary dining option for IST is the three IST Dining Halls, each assigned by base camp. All dining halls are buffet style and self-service. You are welcome to take as much food as you need from the breakfast lines, dinner lines, fruit and salad bars, dessert bars, and the beverage stations. Most meals will have multiple options, with the greatest range of selections at the large dining hall in Ephesus.

DINING HALL ASSIGNMENTS

All ISTs are welcome to dine at base camp Ephesus. However, this is inconvenient for those ISTs who will be housed close to their work area. Please review the three dining options, and remember that those living in Ephesus are NOT able to dine at the other facilities without cause and an official dining pass.

- Ephesus Dining Hall: The primary and largest dining hall in the Summit Bechtel Reserve. Regular breakfast service is from 05:00 to 10:00. Dinner is served from 17:00 to 22:00. Some exceptions (such as show days) will be announced and posted on dining hall announcement boards. A special dining pass is NOT required for ISTs to dine at Ephesus.
- Thomas G. Pigott Dining Hall: If you are living in base camps Canadian Rockies and Durham Castle, you will dine in the Thomas G. Pigott Dining Hall facility, situated between the two base camps. The service hours for breakfast are from 05:30 to 08:00. Dinner hours are from 17:30 to 20:00. Some exceptions will be announced. A Jamboree-issued dining pass IS required to eat here.
- The Fork in the Road Diner: If you are living in base camps Agra Fort and Blenheim Palace, you will dine at The Fork in the Road Diner facility, situated between these two base camps. The service hours for breakfast are from 05:30 to 08:00.



MY INTERNATIONAL SERVICE TEAM EXPERIENCE

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IST Dining Hall

Dinner hours are from 17:30 to 20:00. Some exceptions will be announced. A Jamboree-issued dining pass IS required to eat here.

DINING HALL PROCESS

At all three dining halls, there will be a single waiting line (commonly called the Staff Dining Queue). As you wait and walk through the line, menu options will be posted along the queue to help you decide which main entree you wish to choose. As the line reaches the serving area, there will then be a decision point where the queue splits into multiple serving lines, each containing one of the posted meal options. This multi-line system offers IST the opportunity for greater food choices, special diet options, and reduced waiting time.



Please note the following:



Beverage stations are located after the serving lines and throughout the seating area.



Please be careful not to cross serving spoons from one serving dish into another.



Do not eat food inside your sleeping tents. Food may attract bears, raccoons, skunks, and other animals.



No patch swap displays are allowed in or around any of the dining halls during meal service times. We need all of the tables for ISTs to eat.



ISTs can always find coffee, tea, and water at the IST Dining Halls between breakfast and dinner. No food or beverages are available after dinner. These services resume the next morning during breakfast.



Meal service before the Jamboree (July 18) and after the Jamboree (August 2) will be limited (in terms of time, location, and entree options). Prior approval is required.

SUMMIT2GO LUNCH

Each day after breakfast, ISTs must pack their own lunch. Lunch options include many types of protein and nonperishable foods.



Bring your “daily lunch ticket” and your own reusable bag to carry your lunch. At Ephesus, the line will form at the very end of the Dining Hall and will be open throughout breakfast and 30 additional minutes. All ISTs are able to assemble their Summit2Go Lunch at the Ephesus Dining Hall. However, Summit2Go Lunch lines will form at all IST Dining Halls for those who have specific dining passes for those other facilities.

If you are unable to pick up lunch, you are able to delegate a friend by simply giving them your lunch ticket for that day and your reusable lunch bag.

IST DINING IMPOSSIBILITY

If you are unable to eat a meal because of a job-essential matter, a late arrival, or a night show, the Food Team will attempt to arrange special feeding for you. Options available may include an earlier or later dinner time at the Ephesus Dining Hall. In rare cases, there may be an option of limited meal service delivery.

If you missed breakfast and thus were unable to pick up lunch, please contact the Summit2Go lunch manager at 2019Jamboreefood@gmail.com so they can further help you. Remember, a friend can always pick up lunch for you with your meal ticket.

VARIOUS DIETARY WAYS

The IST dining facilities will offer products that accommodate Kosher, Halal, made-without-gluten, made-without-nuts, vegetarian, and vegan diets. Some of those dietary ways will be found in regular dining serving lines, such as vegetarian or vegan. Other dietary ways are often provided in sealed meal boxes that should be picked up



Other IST Food Options

for those who need them. If you have questions about any food item served, please contact any member of the Jamboree Food Team for clarification.

ISTs who need special meals will receive special identification, authorizing them to pick up these meal options daily. There also will be dedicated microwave ovens for staff to warm special meal components. Look for the separate serving line and the signs indicating where the microwave ovens are located. If you want to know more about the menus we are serving, please go to <http://jamboreefoodteam.org/2019-special-diet-meal-kit-menus/>.

DINING HALL RESERVATIONS AND SOCIAL USE

You will quickly find that the IST dining facilities are great places to gather, formally or informally. ISTs are expected to be in bed between the hours of 23:00 and 05:00. The dining halls, quiet tents, Ephesus headquarters, and Chat-N-Chew are open 24 hours a day for staff working night shifts. Special daytime-sleeping tents are available to these volunteers.

To help us be prepared, larger gatherings need to reserve use of the IST dining areas. This prevents conflicts with the many scheduled events taking place in these spaces. Requests should be sent to 2019Jamboreefood@gmail.com, outlining your desired location, estimated headcount, date, and time requested. The Staff Dining Team will issue you a confirmation. Early submissions are suggested, as these spaces are popular.

IMPORTANT: Please note that the Staff Dining Team is not permitted to provide any catering for these events. For more information, please see page 87.

Other IST Food Options

Perhaps you are looking for a social snack or an alternative spot to eat a full meal; these paid food options may be of interest. Please note that a food

purchase is not required to enjoy these spaces; however, food sales support these wonderful venues.

CHAT-N-CHEW



Between main meals at the Dining Hall, ISTs may want a space to relax and grab a quick bite to eat. For the 24th World Scout Jamboree, this place will be the IST camp snack bar commonly known as the Chat-N-Chew.

Located in the center of base camp Ephesus, Chat-N-Chew offers a vibrant area for ISTs to gather, listen to music, meet new friends, play games, trade patches (in designated areas), catch up on world news, and recharge for the work ahead. Picnic tables, a courtyard, water fountains, fire pit, power outlets, and large tents all make for a fun place to spend time. Use this space day or night with area lighting 24 hours a day. This area is festively themed like an old mining camp store and tents will be decorated with flags from different countries and past jamborees.

Chat-N-Chew also serves delicious food like pizzas, burgers, chicken tenders, and an array of other “snack bar fare.” Drinks include ice tea, Starbucks coffee, and a full array of Coke and Pepsi products. For the hottest days, we have ice cream too!

Once the Jamboree begins, Chat-N-Chew will also offer specialty evening meals every night from 18:00 to 21:00. The menu rotates and includes several premium dinner choices each night, including a steak dinner, the popular South Carolina low country boil, and several other choices. The Chat-N-Chew will sell tickets for these specialty dinners days in



MY INTERNATIONAL SERVICE TEAM EXPERIENCE

87

Safety and Emergency Planning

advance, ensuring that the right amount of food is prepared. Please note that the regular food court will still be available at the same time for those who have not purchased a specialty dinner meal ticket.

The Chat-N-Chew hours of operation are extensive. Coffee service starts at 06:00 with selected food options until 23:00. The full menu will be available from 11:00 until 21:00 and winds down until 22:00. The retail area closes and the music is turned off at 22:00, but the lights will stay on all night.

Chat-N-Chew is completely run by volunteers. Special programs hosted here will include trivia, karaoke, and dancing.

IST RAINBOW CAFE

At the 2007 World Scout Jamboree in the UK, a group of dedicated Scouters developed the idea of hosting a Rainbow Cafe for those who support or are a part of the LGBT+ community. More than a decade later, the Rainbow Cafe continues to be a part of world Scouting events, staffed by volunteers from around the globe.



The IST Rainbow Cafe will offer coffee and tea. It will be located in base camp Ephesus and is open to all adults serving as staff.

CATERING

The Jamboree Guest Services Team also can offer special facilities, event planning, and catering services (through the Jamboree Food Team) to support special events at the World Scout Jamboree. Events can be sponsored by any Jamboree individual or Scouting-related group and can include participants, ISTs, and even guest visitors. Events can be scheduled up to 48 hours prior to the event and planning services are available (early requests are encouraged).

Menus are online at <http://jamboreefoodteam.org/2019-catering-info/>. The Food Team is happy to

accommodate custom orders and help with placing orders. Contact wsj2019.guestservices@gmail.com.

IV POP-UP FOOD VENDORS

There will be several other opportunities for participants, leaders, ISTs, and visitors to purchase food on-site:

- Snack bars at Scott Summit Center and Base Camp Ephesus
- Beverage and snack pop-up stands across the Jamboree
- Concessionaires in base camps A, B, C, D, and F, as well as Scott Summit Center and Mt. Jack
- International Food Houses in Action Point (Please see page 40.)

Safety and Emergency Planning

As ISTs we have an important duty to our participants. Please familiarize yourself with the following emergency plans, procedures, and reminders. These sections are listed below for your convenience.



Critical Emergency Information—page 1

Medical Centers—pages 17 and 33

Severe Heat—page 24

Fire Hazards—page 44

Listening Ear—page 30

Buddy System—page 26

The following sections also include important reminders not found in other sections of this guidebook.

CODE OF CONDUCT





Security and safety staff will be enforcing the Jamboree Code of Conduct (see page 9). If ISTs see behavior that violates this code, we should step forward, stop the



Safety and Emergency Planning

behavior, and contact a nearby Steward. As mentors and role models, we cannot simply walk past bullying, substance abuse, or possession of prohibited items.

IMPORTANT SUBSTANCE REMINDERS:

-  Alcoholic beverages and controlled substances are not permitted at the World Scout Jamboree.
-  Tobacco is not allowed for youth. Adult leaders should support the attitude that we all are better off without tobacco products. The use of tobacco by visitors, IST, and leaders is restricted to designated areas, away from youth.
-  Electronic cigarettes, personal vaporizers, and electronic nicotine delivery systems that simulate tobacco smoking are NOT permitted on-site at all. Tobacco is not allowed for anyone under 18.
-  It is unacceptable for anyone to use or be under the influence of medical marijuana at or during any Jamboree activity.

Other Items not allowed: drones, bikes, and long knives (no longer than 3 inches or 7.6 centimeters).

SAFE FROM HARM INCIDENTS

As the first line of protection for our youth participants, all ISTs must be proactive in looking for any indication of Safe From Harm violations.



All Safe From Harm incidents, no matter how minor, should be addressed immediately. Adults will refer to their Safe From Harm training while youth members will go to an adult for help and support. Incidents require documentation to ensure that concerns are addressed and kept track of. Leadership will determine whether the corrective action is sufficient and address any ongoing problem areas. Major incidents will be escalated to the proper teams to manage (including youth or adults in possession

of controlled substances), as well as major incidents that may require police or other emergency services.

Remember:

- Stop the behavior/abuse immediately.
- Separate the involved parties.
- Call the Jamboree Emergency Line for assistance: (+1) 304-465-2900.
- Listening Ear stations and all medical facilities are ready to assist you.
- Staff at subcamp and base camp headquarters also are well trained to respond.

It is our job as adult leaders to protect youth and adults. If you have any concern regarding Safe From Harm violations or procedures, please contact the Jamboree Emergency Line: (+1) 304-465-2900.

OFF-LIMITS AREAS

Jamboree volunteers (IST) in marked security vests will support security throughout the Jamboree. They will be on foot and in marked vehicles.

The following areas are off limits during the Jamboree:

- All areas outside of the base camps from 22:00 to 07:00
- All program areas outside of Scott Summit Center from 17:00 to 08:00
- All lakes, program loop access roads, and perimeter trails during non-daylight hours
- Wooded areas located in or adjacent to base camps during non-daylight hours
- Any unattended facilities

Any registered Jamboree IST, leader, or participant found attempting to violate these rules will be taken to Jamboree headquarters and be subject to appropriate disciplinary action, up to removal from the Jamboree.



MY INTERNATIONAL SERVICE TEAM EXPERIENCE

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Special CMT and HOC Information

Arrival Overview

NSO/PARTICIPANT BUS ARRIVAL

Participants stay on their buses throughout the registration process and will be taken to the site on the same bus by which they arrived at Ruby. Separate transportation to the Jamboree site will be provided for ISTs, requiring you to gather all personal gear as you get off the bus. There will be an IST designated gear tent where you can leave your gear while proceeding to your check-in process.

PERSONAL CAR ARRIVAL

If arriving by personal vehicle, park in the designated areas around the registration center. Leave all personal gear in the vehicle and proceed to the registration greeter tent to begin your check-in process.

TRAVEL GATEWAY SHUTTLE ARRIVAL

If you have pre-registered for a shuttle, this bus will pick you up at your travel gateway and deposit you at the Jamboree registration center. Remember, the shuttle that picked you up at your gateway will not be the same shuttle transporting you on-site.

IST Departure Overview

Departure information must be registered with TMS, your NSO, your work supervisor, and IST housing. You cannot leave the Jamboree before 13:00 on August 2.

When you are departing, please follow the applicable instructions below.

DEPARTING BY PERSONAL VEHICLE

Two hours prior to your assigned departure time from the Summit Bechtel Reserve, you will need to have all of your belongings packed and removed from your tent. One hour prior to your assigned departure time, you will report to your base camp HQ with your belongings

and will officially check out of camp by submitting your signed checkout form. You will be directed to your assigned pickup location to be transported off-site. Please ensure you are in your assigned staging area (designated for personal vehicles) and confirm that the destination sign on the shuttle bus matches your vehicle parking lot.

DEPARTING BY AIR TRAVEL

Four hours prior to your assigned departure time from the Summit Bechtel Reserve, you will need to have all of your belongings packed and removed from your tent. Three hours prior to your assigned departure, you will report to your base camp HQ to officially check out of camp by submitting your signed checkout form. You will be directed to your assigned pickup location to be transported off-site. Please ensure you are in your assigned staging area (designated air travel) and confirm that the destination sign on the shuttle bus matches your destination location.

Please schedule your airport shuttle service carefully, with all considerations in mind.

Special CMT and HOC Information

Without your hard work and support, we would have no Jamboree, so thank you very much!

For all of the documents previously shared with you, please see the HOC web portal at www.2019wsj.org/hoc/.

During the Jamboree, every morning at 06:30 an email newsletter will be sent out with key information and schedule changes for youth, unit leaders, IST, and HOC. You may want to keep an eye out for this information for daily planning.

HOC DAILY MEETINGS

Next to the Contingent Management Team Service Desk, the daily Heads of Contingent meeting will take place. This



Special CMT and HOC Information

is where the Jamboree Planning Team is able to collect your feedback and keep you informed on progress.

Meetings will include a daily recap, issue follow-ups, new questions, important announcements, and next-day schedule review.

TIME: 09:30–10:30

LOCATION: World Scout Center

UNIT LEADER MEETINGS

Every day all the unit leaders will have a meeting with their subcamp chiefs in order to get the latest updates and news of the Jamboree that will help improve your unit experience. Check with your subcamp HQ for time and location.

SPECIAL CMT BUSINESS CENTER AND LOUNGE

Within the World Scout Center, you will find a number of services reserved only for Contingent Management Team members. The Jamboree will be providing CMT Service Desk (feedback), CMT Business Center, contingent mailboxes, lounge area, and general office space.

Do not forget to join the CMT Facebook group at www.facebook.com/groups/ws2019hoc/.

TIME: 08:00–20:00

LOCATION: World Scout Center



GLOSSARY AND INDEX

AT&T: American company that provides voice, video, data, and internet telecommunications and professional services. We thank them for their support. (Page 18)

ATM: an automated teller machine where you can retrieve money using certain credit or debit cards. (Page 18)

Baden-Powell Corps: ISTs between 18 and 25 years old who are the helping hands and logistical support team to the program areas and major Jamboree events. Part of the larger Rover Brigade. (Page 30)

Badges: also known as patches, a distinctive emblem made from fabric that represents your country, local Scout group, or Jamboree unit. (Page 30)

Base camp and subcamp: Jamboree neighborhoods where Scouts and ISTs will be living. (Page 32)

Base Camp Bashes: festival-like events that are one part concert and one part dance party. These events are hosted on a rotating schedule. (Page 36)

Buddy system: a safety system that requires Scouts to always be with at least one other person while outside of their campsite. (Page 26)

Chat-N-Chew: a social place for ISTs to gather, grab food, listen to music, meet new friends, play games, trade patches, catch up on world news, and recharge for the work ahead. (Page 86)

CMT: Contingent Management Team. The senior leadership of your contingent, supporting the HOC. (Page 89)

Co-chairs: three representatives who represent the three host nations. Together, they organized the Jamboree and assembled the Jamboree Planning Team. (Page 5)

Contingent: all of the Scouts and adults from a single NSO.





Dream Team: a team of nine young adults (three from each host country) that has been working together since 2012 to promote and lead in the delivery of the Jamboree. (Page 4)

Gateway: a unit campsite entryway made of wooden poles and natural-fiber ropes that will help display your unit's personality and country. (Page 35)

GDV: Global Development Village, a large and exciting program area in Scott Summit Center. (Page 58)

Green Team: Recycle Rangers who will help you understand how to be more sustainable and manage your waste. (Page 78)

Grubmaster app: a digital mobile application that allows units to buy food at the Jamboree Unit Food Market. (Page 41)

HOC: Head of Contingent. The official leader of your contingent, supported by the CMT and unit adult leaders from your country. (Page 89)

IST: International Service Team. Scouters from age 18 to 100 years old, from around the world, who will be helping to run activities. (Page 81)

Jamboree app: a digital mobile application that has live information about the jamboree, including Novus: Jamboree Wide Game. Find in the Apple or Android app stores. (Page 27)

Jamboree Band: a group of more than 80 IST musicians from all corners of the globe who play instruments. (Page 71)

Jamboree Headquarters: central point for all Jamboree communications and a critical resource to help you find answers and solutions. (Page 17)

Jamboree ID: this is your identification, which displays who you are and controls access to the site, food, and activities. An essential to Jamboree life. (Page 11)

Jamboree Unit Food Market: a “store” where participants will buy everything to prepare and cook their daily meals. (Page 40)

JamCam: Scout Jamboree and Camporee, next hosted in Brazil 2020. (Page 96)

JHC: Jamboree Health Center. There are many medical centers across the jamboree, but this is the main one that cares for the most serious cases. Located at subcamp D1. (Pages 17 and 33)

JPT: Jamboree Planning Team. A group of 200 volunteers that has dedicated years to the planning and development of the Jamboree. They organize and lead the IST. (Page 12)

Listening Ear: a team of experienced ISTs who give friendly support to participants and adults who would like to talk to someone. Always happy to listen and help. (Page 30)

Novus Jamboree Wide Game: On the Jamboree app and with the help of your Novus wristband, the Novus: Jamboree Wide Game will award you digital badges through the Jamboree. (Page 75)

Novus Wristband: a device worn like a watch that will allow participants and ISTs to interact with exhibits, activities, and each other. (Page 11)

NSO: National Scout Organization.

Participant: a youth member between the ages of 14 to 18 years old who is attending the jamboree. (Page 12)

Patrol: a team of nine youth that works together as a group. Four patrols make up a Jamboree unit. (Page 26)

Puma Patrol: ISTs between 18 and 25 years old who serve as the social and cultural hosts for the 24th World Scout Jamboree. ISTs in this group come from the North American host nations. Part of the larger Rover Brigade. (Page 30)



Rainbow Café: a place for ISTs to socialize, eat, and learn about the LGBT+ community. (Page 87)

Rover Brigade: the combined group of Puma Patrol and Baden-Powell Corps, two young adult IST teams that serve as the face, spirit, and heartbeat of the Jamboree. (Page 30)

Safe From Harm: detailed safety training every adult at the Jamboree must have completed before entering the Jamboree site. (Pages 9 and 88)

Scott Summit Center: The physical center of the Jamboree, encompassing numerous program centers, that is open to visitors and participants. (Page 15)

SDG: Sustainable Development Goals. (Page 58)

ServMart: a large tent in each base camp that will house the non-food supplies needed to support units. (Page 34)

Summit: the Summit Bechtel Family National Scout Reserve. The site for the 24th World Scout Jamboree.

Summit2Go lunch: a full assortment of nonperishable lunch items that Scouts and ISTs can easily pack in their bag to stay well-fed during the day. (Pages 42 and 85)

TMS: Transportation Management Services. The official transportation provider for the Jamboree. (Pages 22 and 89)

Unit: A Scout group of four patrols and four unit leaders, all living in one campsite.

Unit campsite: a designated camping area for a unit with specific boundaries and layout. Each campsite is located in a subcamp and base camp. (Page 34)

Unit Kit equipment : Jamboree-provided camping and cooking equipment. (Pages 34 and 35)

Unit leaders: adults in charge of unit administration, guidance, and Scout support. (Page 12)

Verizon Wireless: American telecommunications company that offers wireless products and services. (Page 18)

World Scout Conference: the highest decision-making body within WOSM.

World Scout moot: international Scouting event for youth between the ages of 18-25. (Page 96)

WOSM: World Organization of the Scout Movement (Page 57)



MY NEXT ADVENTURE

We hope this has been a transformative experience. Over the last 12 days, we have shared this Jamboree with 33,600 Scouts, leaders, and CMTs and 10,250 International Service Team (IST) volunteers from 130 National Scout Organizations. It is normal to feel sad that we are all going back home but do not worry, as this is just the beginning of a whole new adventure where you are able to share all that you learned and experienced.

Now that you have had the opportunity to be at an international Scouting event, try to stay in contact with your new friends and start planning your next international Scouting adventure!




















History of the World Scout Jamboree

As a participant at the 24th World Scout Jamboree, here in North America, you have become part of a history that goes back as far as Lord Baden-Powell. The Jamboree was born out of his idea to hold one special event to bring together Scouts of all nationalities.

The first Jamboree, held at London's Olympia in 1920, was the first truly international gathering of Scouts and brought together 8,000 Scouts from 34 countries. Since then the Jamboree has grown and grown.

"Jamboree" is now an international term used to describe many different gatherings of Scouts. Since 1920, World Scout Jamborees have been held almost every four years and hosted all over the world.

-  — 1920 United Kingdom
-  — 1924 Denmark
-  — 1929 United Kingdom
-  — 1933 Hungary
-  — 1937 Netherlands
-  — 1947 France
-  — 1951 Austria
-  — 1955 Canada
-  — 1957 United Kingdom
-  — 1959 Philippines
-  — 1963 Greece
-  — 1967 United States
-  — 1971 Japan
-  — 1975 Norway
- 1979 Jamboree Year camps in many places around the world

-  — 1983 Canada
-  — 1987-88 Australia
-  — 1991 South Korea
-  — 1995 Netherlands
-  — 1998-99 Chile
-  — 2002-03 Thailand
-  — 2007 United Kingdom
-  — 2011 Sweden
-  — 2015 Japan
-  — 2019 United States
-  — 2023 South Korea

See You Soon at These Events!

IN KOREA FOR THE 25TH WORLD SCOUT JAMBOREE!

<https://issuu.com/2023wsjkorea>

IN IRELAND FOR THE 16TH WORLD SCOUT MOOT 2021!

www.worldscoutmoot.ie/

IN BRAZIL FOR JAMCAM 2020!

www.jamcam2020.org/

IN THE UNITED STATES FOR JAMCAM 2023!

www.summitbsa.org/jamcam/

Purchasing Remaining Jamboree Equipment

There will be a variety of Jamboree equipment for sale after the Jamboree. Details will be available closer to the time of the Jamboree.



Farewell From the Summit Team

Dear Scouts!

The Summit Bechtel Reserve is absolutely delighted to have hosted you for the 24th World Scout Jamboree. This was a special opportunity to bring Scouts together from across the globe for each to unlock a new world. We are so glad to have been a part of it!

During these two weeks, you will have made new friends, enjoyed new experiences, and explored our 14,000-acre reserve. We hope you challenged yourself across a wide range of program opportunities including biking, skateboarding, BMX, zip lines, rappelling, and, of course, immersing yourself in the many different cultures that a World Scout Jamboree brings together. We are so excited to have provided you this opportunity and we hope that you will want to come back again to continue your journey in Scouting.

If you served on the International Service Team, please consider joining our Summit Bechtel Reserve Staff Association. The purpose of the SBRSA is to promote a continuing interest in and support for the vision, mission, and programs of the Summit Bechtel Reserve by and among those who have served as staff or faculty. Any person who has served as a Jamboree IST is eligible to apply for membership, including those from other National Scout Organizations through our International Associate Membership option. So get involved, stay in touch, and give back to an incredible place full of incredible people! You can find all the details at sbrstaff.org.

Did you know that we are open for adventure every summer with a broad range of high-adventure activities that will thrill and challenge the most adventurous of Scouts? I would be happy to assist you in planning a return trip to the Summit Bechtel Reserve.

We have an entire team of Summit staff members just waiting to help you get back to “almost heaven” and our Summit. To get your next journey to our Summit Bechtel Reserve started, all that is needed is a simple email or phone call. Please feel free to reach out to me directly at todd.mcgregor@scouting.org, call us at (+1) 304-465-2789, or go to www.summitbsa.org/, and, of course, be sure to follow us on Twitter, Instagram, or Snapchat at @SBRDIRECTOR.

Yours in Scouting,

Todd R. McGregor
Group Director
Summit Group
Boy Scouts of America

NEW RIVER TREK

Enjoy this 50-mile river trek through the New River Gorge. This includes multiple days paddling inflatable kayaks (“duckies”) in Class 1 to 3 rapids followed by a day of heart-pounding river rafting in Class 3 to 5 rapids in the lower canyon area. While camping and traveling in the New River Gorge, you will enjoy breathtaking scenery, diverse ecology, and some of the ghost towns of years past. (Friday, Saturday, and Sunday arrival dates June–August 2019 and 2020)

BIKEPACKING

A relatively new sport, bikepacking puts your gear on your bike rather than on your back, allowing you to enjoy the mountain bike trails of the New River Gorge. Trails include single-track, double-track, and a small amount of gravel or paved road. Most of the trails are easy to intermediate in difficulty with some optional expert routes. While camping in the gorge, you will enjoy breathtaking views at Long Point, challenge the Kaymoor Steps, and ride through historic Fayetteville. (Sunday arrival dates June–August 2019 and 2020)

POLARIS ATV TREK

You will get muddy on this action-packed ATV adventure. Spend day one



at the Polaris OHV Center of Excellence on Thrasher Mountain honing your ATV riding skills and culminating in a check ride on the Polaris OHV trail. Then, hit the trail for this multi-day trail ride and camp in the Summit's backcountry, enjoying parts of the Summit that few people see. And did we mention mud? (Saturday and Sunday arrival dates June–August 2019 and 2020)

JUSTICE SCOUT CAMP

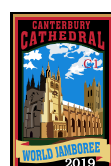
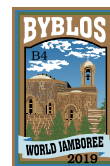
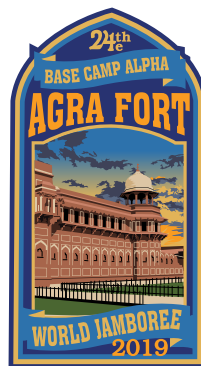
Need programming for younger Scouts? Bring your whole troop to the Summit Bechtel Reserve for high adventure at the Christen High Adventure Base and Scout Camp at the Justice National Scout Camp.

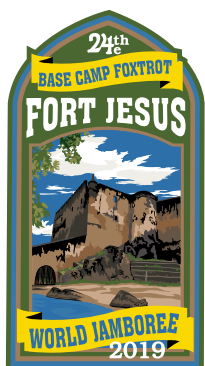
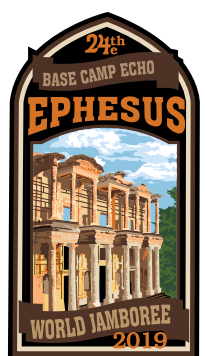
SUMMIT GAULEY SEASON

Looking for late summer and fall camping and activities? Join us for Gauley Season at the Summit Bechtel Reserve. Whether you just want a place to camp or a full-service high-adventure experience, we have a program for you. (Open September and October 2019.)



100 BASE CAMPS AND SUBCAMPS











Jamboree Song Lyrics

Music and lyrics ©2019
Jessica Williams
Licensed exclusively by
NewWorld19 LLC

We're together,
We're gathered here in
West Virginia.
We're all invited,
And I'm glad to see we're
all excited.

We've raised our money,
And it's all so nice and sunny.
We're making friends,
I hope that this will never end.

People you can meet and lots of
things to see.
Unlock a Brand New World at
the Jamboree.

You're all arriving,
And the sun out here is shining.
There's no sign of stopping,
And the badges are
already swapping.

There's smiling faces,
And we'll visit many
different places.
There is lots of hiking,
But don't worry cos there's
mountain biking.

Personnes à rencontrer et
tellement de choses
à faire.
Découvrir un nouveau monde à
la Jamboree.

40,000 Scouts,
And I don't have any doubts.
That no one could be bored,
With all this to explore.

There's lots of things to do,
It's all up to you.
You could sit down by the fire,
It's so nice to admire.

Gente que conocer, y muchas
cosas que ver.
Encontramos un mundo nuevo en
el Jamboree.

Each unit has a new and
unique name,
And if there's mischief then
the leaders are to blame!
It's one of the world's biggest
Scouting events,
And as you can tell it's about to
get intense ... (get it—cos we're
staying in tents!).

People you can meet and lots of
things to see.
Unlock a brand new world at
the Jamboree,
Unlock a brand new world,
Unlock a brand new world,
Unlock a brand new world at
the Jamboree.

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