

XII. Program & Regional Support Group Program Excitement

At the 2010 National Scout Jamboree, the program will focus on the activities of Boy Scouting and the universal spirit of brotherhood. The full breadth of the program encompasses four major areas: special events, action centers, the outback centers, and displays and activities. Combined, the program area will be varied and promises to challenge the unbounded energy of our nation's youth. To guarantee a fun-filled, exciting, and rewarding experience, jamboree youth will participate as individuals, in patrols, or as a troop.

The various activities will stimulate teamwork, thereby molding the citizens of tomorrow. The many program events requiring good physical fitness cannot help but contribute to a healthier generation of American youth. See **appendix S** for the Jamboree Daily Program.

Other special activities will offer the opportunity for friendship and fellowship. Scouts will have the opportunity to exchange tokens of friendship, souvenir items, patches, and cultural understanding with others from all over the United States and many parts of the world. Spectacular arena shows will be emotional experiences that Scouts will remember for the rest of their lives.

We want to provide the Scouts with programs, activities, and attractions that will focus on the activities of Boy Scouting and the 100th Anniversary of the movement. Daily activities will be many and varied, and promise to challenge the unbounded energy of our nation's youth. The 2010 National Scout Jamboree daily program schedule is in the appendix of this book.

International Jamboree Flavor

An invitation has been extended to selected national Scout organizations, inviting them to send patrols of eight Scouts and two leaders to the 2010 National Scout Jamboree.

The International Division of the National Council will assign international contingents to the regions, and the regions will assign them to the councils. It is anticipated that councils will disperse international Scouts among the four patrols in each troop.

International Scouts who are assigned to councils will be placed on the troop roster.

International Day

International Day will be held by troops on Thursday, July 29, 2010, and will emphasize the World Brotherhood theme. There will be a World Friendship Scavenger Hunt, the opportunity for troop-site evening international campfires, and a collection for the World Friendship Fund (see **appendix R** for more information).

World Friendship Fund

A Good Turn opportunity for jamboree participants will be provided at breakfast on Thursday, July 29. At this time, a collection will be taken for the World Friendship Fund. The purpose is to make Scouts and Scouters aware of how the fund has helped Scouts around the world and to give them a chance to contribute to world Scouting endeavors.

Encourage Scouts and leaders to give and to help their subcamp place No. 1 in giving. The highest average gift by a subcamp will be published in the Sunday jamboree newspaper.

A collection bag will be given to each troop by the subcamp program officials prior to the collection. Follow your subcamp instructions on how to turn in your collection bag after breakfast.

Relationships and Religious Services

Chaplains representing many faiths will be at the jamboree to conduct services, visit the sick, and provide personal counseling. Participants and staff also are encouraged to visit the Relationships exhibit tents in the exhibit area.

Religious observances and chaplain services for Scouts, leaders, and staff of all faiths will be coordinated by a chaplain for each faith. Daily religious services are held in each subcamp during the jamboree as arranged by chaplains. Religious services and observances will provide an opportunity for youth to grow in their faiths. Chaplains will be available in each subcamp.

Troop leaders should appoint a Scout as a chaplain aide (prior to arriving) to inform troop members of religious services and other spiritual activities. Be sure chaplain aides bring a list of names and faiths of troop members to the jamboree to share with the subcamp chaplain.

Compass will be the official daily devotional booklet available for individual use. A special award may be earned by Scouts who meet certain religious requirements, which will be listed in the devotional booklet.

Schedule of Weekend Services

Catholic	Sunday morning
Protestant	Sunday morning
Jewish	Friday evening and Saturday morning
<i>The Church of Jesus Christ of Latter-day Saints</i>	Sunday morning

Check the daily jamboree newspaper and subcamp bulletin board for other information on religious observances.

Relationship service also administers the activity patch segment for the Duty to God segment highlighted in the program section of this guide.

It is recommended that, prior to leaving for the jamboree, the participant establish days and times when calls will be placed to relatives and friends. Council offices should have on file the name, address, and telephone numbers (home and business or cell) of a family member or other primary contact for each participant from the council to provide a source of contact in case of emergency. Each council should also appoint a person or people to be responsible for handling emergencies day, night, and weekends during the jamboree trip.

Arena Shows

The arena shows are scheduled for Wednesday morning July 28, and the 100th Anniversary show is on Saturday, July 31, 2010. If the 100th Anniversary show has to be rescheduled, the backup date is Monday, Aug. 2. A special staff show will be held on Sunday, July 25, 2010. A grand official opening of the jamboree will be held in the giant arena on Wednesday morning, July 28.

Special Events

Regional Nightly Stage Shows

Nonstop evening entertainment will feature rock, country, and bluegrass bands; military drill teams; shows; Scouts from other nations; and many other surprises. They are located in the regional areas.

Order of the Arrow Jamboree Adventure: The MYSTERIUM COMPASS

An exciting new adventure will launch at this jamboree. The Order of the Arrow will produce an “augmented reality” game for all Scouts called THE MYSTERIUM COMPASS. It will be a live-action adventure combining elements of video gaming with theme park-style immersion, actors, and theatrical settings. Why? Because life is a mystery: a puzzle full of difficult choices. And THE MYSTERIUM COMPASS provides directions for life. Can you keep your wits—and your values—about you while trying to outdo the competition? Will you choose self or others when facing the challenges of life? We’ll help you explore these questions: “What do I know?” “What do I believe?” “What do I need to help me find the way?”

THE MYSTERIUM COMPASS will be absorbing and interactive with loads of stimulating fun and crazy stunts that test your cool under pressure and powers of observation while racing from one station to the next.

It blends life lessons with improvisational actors, theatre props, and special effects. The 2010 jamboree will be infused with a “heightened reality” of intrigue, mystery, and adventure.

Daily Ceremonies and Scout Band

Daily Ceremonies is responsible for raising and lowering the flags at the national jamboree headquarters’ Court of Flags each day during the jamboree. Selected subcamps will be asked to provide 115 Scouts to lower and raise the flags at the Court of Flags. Troops interested in raising and lowering the flags should make their

request through their subcamp and regional headquarters.

Our official jamboree Scout band will provide lively music throughout the jamboree. Scoutmasters should be aware that the Scout band is composed of youth staff members, not participants. After submitting a youth staff application, send an e-mail to 2010jamboband@att.net and list your instrument, i.e., flute, B-flat clarinet, E-flat alto sax, tenor sax, baritone sax, B-flat cornet or trumpet, horn (mellophone), trombone, baritone, tuba/sousaphone, marching snare, tenors (quads or quints), tonal bass drums.

Applicants must have a letter of recommendation sent directly to the jamboree band director, Bill Nelson, at 2010jamboband@att.net by their current or former band director. The letter must state the applicant’s qualifications as a musician and as a band member.

Exhibits and Displays at Merit Badge Midway

The Merit Badge Midway is located along Thomas Road and occupies the east end of the parking area. More than a hundred booths will fill the Merit Badge Midway. It will feature many exciting hands-on activities for Scouts. It is designed to stimulate their interest in a wide variety of merit badges, including Auto Mechanics, Disability Awareness, Electronics, Communications, Energy, Aviation, and Computers. Scouts will have an opportunity to practice many skills related to the merit badges. Scouts may meet some of the requirements of the badge(s) at the jamboree and then complete the requirements at home. By the same token, some merit badge work begun at home may be completed at the jamboree. The Merit Badge Midway is under the direction of the Program Group and, more specifically, the Merit Badge Midway chairman and director. They are responsible for securing organizations to participate as exhibitors. Booth coordinators utilize the counselor program by filling their booths with Scouters as well as qualified personnel assigned by participating organizations.

National Exhibits

Near the visitors’ parking lot, large tents and several outdoor areas will be set up for national exhibits.

Most departments of the BSA’s national organization will be represented. Several national associations, national chartered organizations, the armed services, and federal agencies will also participate.

Boys’ Life

Boys’ Life plans to pack several tents with displays, as well as skill and activity events related to *Boys’ Life* articles, including Codemaster, whittling, lamination, Drugs: A Deadly Game, and the infamous Pedro, the *Boys’ Life* “mailburro.” *Boys’ Life* will also sponsor the traditional patrol flag contest in which each patrol designs its own flag.

Daily Activities

Located near the Heth and Mahone Areas.

Technology Quest (formally the Arts and Science Expo)

Technology Quest will be an exciting hands-on adventure! We have numerous interactive events that are the key to exciting today's youth, and Technology Quest will deliver! Possible exhibitor/participants include National Geographic and NASA. The Technology Quest complex will be located by Trading Post A and other possible venues around the jamboree site.

Browsea Island Camp

This historical re-creation of the first Boy Scout camp, conducted by Robert Baden-Powell in 1907 on Browsea Island, off the coast of England, will feature demonstrations, games, and activities conducted by a select group of Scouts dressed in the costume of the time. It is located on A.P. Hill Drive across from Mahone Drive.

American Indian Village hosted by the Order of the Arrow

Experience life in an American Indian setting. See the daily routines, children's games, food preparation, and homes representing the customs/culture of our native Americans. It is located by the Merit Badge Midway.

DisAbilities Awareness (Scouts With Disabilities) Challenge

Hands-on activities from the Disabilities Awareness merit badge will be offered in and around the Heth area. This daily activity can greatly improve understanding of the challenges and opportunities people with disabilities face. The disAbilities Awareness Challenge is located by Trading Post A.

Amateur (Ham) Radio Operators

Amateur radio can be an excellent source of communication during emergencies. You might not need a ham radio operator's services, but it is good to have them available just in case. Information on specific frequencies will be announced later so operators can prepare their equipment for the jamboree.

Subcamp Activities

A highlight of subcamp activities will be a 5K run. Equipment for activities can be checked out from the subcamp activities area. These activities should be informal, pickup-type events with no winners or losers. Interaction within and between patrols and troops should be encouraged.

5K Fun Run

Four 5K runs will be conducted simultaneously, one in each region, at 6 A.M. on Friday, July 30, 2010. The events are fun runs/walks; Scouts and Scouters are encouraged to participate, and everyone who completes the course will receive recognition. Water and first aid will be available on each course, and the course will be free of moving vehicles. No special recognition will be given for

the best times. Scouts who normally do not run should be cautioned not to overexert themselves.

Action Centers

Regional Action Centers

To better serve our participants, there are four action centers—one at each regional site. Each action center offers identical program events and activities.

The regional action-center chairman supervises the day-to-day operations. The chairman also supervises the on-site construction schedule to ensure all events are completed and inspected for safety by the opening of the jamboree. The action-center chairman recruits two assistants, one to head physical activities and the other to head field sports. Each event has a chairman and staff to ensure proper operation. The action-center chairman and the regional coordinator work with the Program Group action-center procurement and training chairman to maintain proper operation of the action centers. The Program and Regional Support Group sets the standards and policy regarding the action centers and also provides training with the help of a specialized staff.

Action-center staffers for 2010 will live, eat, and shower in the various subcamps. This system allows them to be close to their respective action centers and not be billeted at different locations around the jamboree site.

Note: Supervision of the action-center staff while in the subcamps will be through the subcamp director. Discipline or removal will be a joint decision of the subcamp chiefs, directors, and the action-center director.

The four action centers will offer the following activities:

Air-Rifle Shooting

This activity will be operated as a standard rifle range following National Rifle Association and BSA requirements. Target shooting will take place on the range, and safety techniques will be taught in the waiting area. Participants will receive an orientation to target-shooting safety and the proper care and maintenance of target-shooting rifles. A 15-foot air-rifle shooting range with NRA-approved targets will be in each action center.

Action Alley

Action Alley is a full obstacle course. Although most Scouts will be able to complete the course successfully, only those who are more physically fit will be able to post the best times.

Archery

Jamboree participants who visit the archery range will enjoy shooting with the latest in target-shooting equipment. Participants also will receive instruction in safety techniques for this exciting sport. The archery ranges are designed to accommodate 40 archers at one time.

Bikathlon

In the bikathlon, competitors ride specially geared mountain bikes cross country. At designated stations, Scouts will be required to target-shoot air rifles. As in the modern Olympic bikathlon, success in the bikathlon is measured in riding times and shooting scores.

Buckskin Games

The buckskin games are a set of competitive activities that men participated in during the early 19th century. The games feature instruction in and firing of muzzle-loading guns, a tomahawk throw, a knife throw, a bucking bronco event, bullwhip cracking, and branding.

Camp Thunder

New to the jamboree for 2010, Camp Thunder is a modified "five stand" used at many sporting-clay events. It is a challenging shotgun event in which Scouts will try to shoot clay pigeons from five different locations.

Climbing Towers

Each region will have climbing towers where Scouts will have an opportunity to climb belayed to the top of the tower, then be lowered by belay. Helmets and other safety gear will be provided.

Confidence Course

The confidence course is designed to promote and reinforce the participants' confidence, physical and mental awareness, endurance, fun, and competition. The course includes a series of "low course" COPE activities.

Motocross

In bicycle motocross, one of the fastest-growing sports in the country, jamboree participants can test their skill at riding bikes along a motocross course with a series of obstacles. The course is designed to the specifications of the National Bicycle Motocross Association. Those who have never participated in a motocross will be instructed in proper methods.

Mountain Boarding

A program introduced at the 2005 National Scout Jamboree, mountain boarding will be held at an area along Thomas Road.

Pioneering

In this activity, the patrol will work as a team using simple tools and practical pioneering skills to move objects, build structures, and play games. Participants will learn the use of pulleys and the block and tackle, and will use slip hooks, quick links, and shackling to complete the tasks. This is a hands-on area.

Rappelling Tower

This artificial mountain will allow participants to rappel (descend using ropes) a vertical wall. While waiting to ascend the tower, Scouts can practice on a horizontal climbing wall.

Trapshooting

Many Scouts will handle a shotgun for the first time at the trapshooting range. Before trying to shoot the fast-moving clay pigeons, they will be instructed in the proper shooting techniques and safety.

Outback Centers

Outback center activities include fishing, aquatics, canoeing, scuba, kayaking, rafting, snorkeling, and sailing. Boating activities, snorkeling, and some exhibits require close staff supervision and limited access; therefore, a ticket system is used.

Conservation

Scouts will be offered a wide range of hands-on opportunities to experience the latest in environmental developments and to become involved in conserving our world's natural resources. Nearly 25 government and private agencies support this program.

Fishing

More than 20,000 bass, channel catfish, bluegills, and other fish are stocked in Fishhook Lake. Assisted by experts, participants may fish here throughout the jamboree. Fishhook Lake will be open from 6 A.M. to 5 P.M. beginning July 27, 2010, every day except Sunday, when it will open at 1 P.M. On July 30, it will open after the completion of the 5K run.

Notes

Aquatics

The aquatics center will provide opportunities for participants to row, canoe, kayak, snorkel, and scuba dive. Aquatics activities include the following:

- **Canoe Slalom:** A two-Scout crew will steer through slalom gates over a timed course.
- **Sailing:** This exciting aquatics program provides Scouts with instruction in basic sailing skills and a unique small-boat sailing experience with one-or two-man Hobie Cats on the sparkling waters at Fort A.P. Hill. By experiencing sailing at the 2010 National Scout Jamboree, BSA councils will also learn how to develop and enhance aquatic high-adventure programs at their own local Scout camps.
- **Canoe Sprint:** A two-Scout crew will race a canoe through a set of buoys over a timed course, testing maneuvering and speed.
- **Discover Scuba:** Scouts have an opportunity to enjoy the underwater world, led by experienced instructors from the Professional Association of Diving Instructors.
- **Kayak Fun:** Participants will learn basic kayak-handling skills and navigate a set course for time.
- **Racing Shell Fun:** Two-Scout crews in sleek, light weight racing shells will race each other down Upper Travis Lake.
- **Raft Encounter:** Two Scouts per raft meet in a multi raft challenge, a splash-and-dash hand-paddle experience where everyone gets wet.
- **Snorkel Search:** Following a short instruction on the use of snorkeling equipment, participants will find souvenirs in a clear-water pool.

Activity Patch Segments

Scouts will enhance their jamboree experience by participating in our activity patch recognition program. There are six patch segments they can earn to place around their jamboree patch:

- **Complete the 5K** run/walk—**earn the 5K segment.**
- Participate in **six events** at their region's action center—**earn the action-center segment.**
- Participate in **five of 11 outback activities** (conservation trail, fishing, aquatics, and boating activities)—**earn the outback segment.**
- Participate in **three general activities** (Brownsea Island, K2BSA, Technology Quest, disAbilities Awareness, Merit Badge Midway, national exhibits, regional stage show)—**earn the activities segment.**
- **Attend** the Order of Arrow's MYSTERIUM COMPASS event **or** American Indian Village—**earn the segment**

Scouts can *do any of the following* things to **earn the Duty to God segment:**

- Attend a service of their faith.
- With their tent mate or patrol members and take part in at least one devotional.
- Visit the religious relationship exhibit of their faith.
- Lead grace before a meal in their patrol site.
- Meet their subcamp chaplain.

Scouts should have the Scout guidebook stamped as they complete events. Once qualified, their Scoutmaster will present their segments to them.

Notes

Program Scheduling

Identification Cards

Each region having its own action center makes it possible to keep event schedules simple. Registered jamboree participants will be issued a special identification card. These cards will be required for a Scout to participate in any event or activity at the jamboree.

The cards will be color-coded by region. A Scout with the appropriate colored card can participate in activities only within his region's action center.

Ticketed Activities

Boating activities, the Order of the Arrow's MYSTERIUM COMPASS, and some special exhibits use a ticket system to assist with crowd control. Tickets for these activities will be issued to troops at the jamboree site. The ticket also serves as a bus pass when using intercamp buses on Travis Lake Road. Most boating activities are located along Travis Lake Road, with one boating spot on Engineer Road. Ticketing will allow maximum participation while keeping the number of people manageable for the staff of the areas involved. Ticketing also helps Scoutmasters know who is participating in the activities so they can encourage Scouts to participate. The events are open without tickets, but Scouts with tickets will be served first.