

WHAT GOES ON AT A NATIONAL SCOUT JAMBOREE?

A Jamboree is divided into about 20 Subcamps, each holding 40-50 Troops. Through the Fall & Winter of 2000–2001 *Boy's Life Magazine's* articles will give more details on the 2001 Jamboree. There are usually 4 identical **Action Centers** around the Jamboree and a number of special **Exhibits & Displays**, along with the ever popular **Merit Badge Midway**.

Over 35,000 Scouts in uniform are in attendance from across the U.S., with tents and interesting gateways everywhere. Many countries send delegations and these Scouts, in their nation's uniform, are always friendly and eager to chat (in English!) about life in their country ... and to trade patches. There are spectacular Arena Shows for the 35,000 Jamboree participants and nearly 20,000 visitors, often including a (very!) low level military jet fly-by. While part of the fun of a Jamboree is experiencing the surprise of new discoveries, the following is just a sampling of the type of activities.

ACTION CENTERS:

- **ACTION ALLEY** - This physical fitness course is not just another obstacle course. It is a combination of COPE, "Challenge Valley", and a traditional obstacle course.
- **AIR RIFLE AND ARCHERY** - Expert instructors and expert equipment.
- **BIKATHLON** - Patterned after the Olympic Biathlon, participants ride cross-country and occasionally shoot for a score.
- **BUCKSKIN GAMES** - Black-powder riflshooting, a knife throw, action archery, bullwhip cracking, and branding.
- **CONFIDENCE COURSE** - A COPE-type course run as a patrol activity to promote and reinforce a Scout's confidence.
- **MOTOCROSS** - A bicycle motocross course with a series of obstacles.
- **PIONEERING** - A practical application of pioneering skills to move objects & build structures – woodsman engineering.
- **TRAP SHOOTING** - Instruction, safety training, and an opportunity to fire shotguns at clay pigeons.
- **RAPPELLING** - A rappelling tower with room for the whole patrol to rappel as a group.
- **FISHING** - More than 20,000 bass and other fish are stocked in Fishhook Lake.
- **RAFT ENCOUNTER** - Two Scouts per raft meet in a challenge to every other raft in a splash-and-dash hand paddle experience where everyone gets wet.
- **RACING SHELL RUN** - Two Scout crews in sleek, lightweight racing shells race each other down Upper Travis Lake.
- **CANOE SPRINT** - Two Scout crews will run a canoe race maneuvering through a set of buoys over a timed course.
- **KAYAK FUN** - Learn basic kayak handling skills and run a set course for time.
- **CANOE SLALOM** - A 2-Scout crew runs through Olympic style slalom gates using canoeing skills over a timed course.
- **DISCOVER SCUBA** - Led by experienced instructors, receive instruction and experience an initial SCUBA adventure.
- **SNORKEL SEARCH** - Following instruction, Scouts will use a snorkel to find souvenirs in a clear-water pool.

MERIT BADGE MIDWAY, EXHIBITS & DISPLAYS:

- **MERIT BADGE MIDWAY** - There are usually around 100 very large booths representing different Merit Badges. Scouts meet with expert counselors in each area with many exciting hands-on activities planned including a healthy dose of computers and electronics. Scouts should be able to earn some Merit Badges completely at the Jamboree or get substantial 'partials' to be completed at home.
- **NATIONAL EXHIBITS** - Six large tents and several outdoor areas for exhibits from *Boy's Life* (don't miss seeing Pedro!), the major divisions of the BSA, the armed services and federal agencies.
- **ARTS AND SCIENCE EXPO** - More than 1,000 entries are expected in the Arts and Science Expo. Arts categories include photography, sculpture, crafts, painting, print making, computer graphics, drawing, and literature. Science entries may be based on any merit badge subject that is science related. All exhibits will be judged by experts and appropriate ribbons will be awarded. Special recognition will be given to category winners.
- **BROWNSEA ISLAND CAMP** - An historical recreation of the 1st Boy Scout camp, conducted by Baden-Powell in 1907 on Brownsea Island, off the coast of England. Features demonstrations, games and activities conducted by Scouts dressed in the costume of the time. British and Canadian Scouts will be included in the Brownsea Island experience.
- **DAILY STAGE SHOWS** - Near the Merit Badge Midway there will be non-stop entertainment with bands, military drill teams, bicycle stunt shows, presentations by Scouts from other countries, and many surprises.
- **AMATEUR RADIO STATION** - K2BSA Amateur Radio Station is set so that Scouts will have an opportunity to talk with someone from another part of the world, operate a TV station, track satellites, work on the Radio Merit Badge, earn an amateur radio license, or send a message. This activity area is usually located near the Merit Badge Midway.
- **SCOUTS ON STAMPS** - Programs run by members of the Scouts on Stamps Society International showing the use of Scout themes on the postage stamps of countries throughout the world.

Patch trading is everywhere ... and that's just the beginning. It sure looks as if we have many great activities in store!