
Boy Scouts of America

2011 World Scout Jamboree Guide for Participants



BOY SCOUTS OF AMERICA

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2011 WORLD SCOUT JAMBOREE

The 22nd World Scout Jamboree will be held in the Kingdom of Sweden from July 27 until August 7, 2011. It will bring together 40,000 Scouts, Venturers, leaders, and staff, who will share adventures, international friendship, personal growth, and development over the 12 days.

LOCATION

The 2011 world jamboree will take place on the fields of Rinkaby, outside the town of Kristianstad in the very south of Sweden. The closest major town with a large international airport is Copenhagen in Denmark. Rinkaby is only one and a half hours by coach or train from Kastrup airport.

THEME

The theme of the 22nd World Scout Jamboree is "Simply Scouting," which is Scouting in all its varieties from across the world. Nothing more, nothing less.

PURPOSE

The purpose of a world jamboree is to provide a dramatic demonstration of Scouting's ability to develop world brotherhood, a spirit of friendship, and a source of understanding among young people. The 22nd World Scout Jamboree offers a modern program that lives up to the challenges young people have in today's society. Participants will leave with new tools to take action in their local and wider communities.

Jamboree experiences are *Simply Scouting*, and all are equally important. The 22nd World Scout Jamboree is a camp where spontaneous meetings are as valuable as the scheduled activities. Everyday elements of camp life—building, cooking, and singing at a campfire—all challenge Scouts to develop new skills and to meet, connect, and work towards international understanding.

World jamborees provide the opportunity for each Scout and Venturer to catch Scouting's spirit and share it with fellow Scouts throughout the world. At world jamborees, Scouts, Venturers, and Scouters come together and live, work, and play in an atmosphere that overcomes language barriers and differences in customs, races, and religions. The objectives of a jamboree are as follows:

- Strengthen world friendship and the brotherhood of Scouting.
- Emphasize the educational growth possible in a cultural exchange between young people.
- Establish and publicize Scouting activities and methods of fun and competition through Scouting and Venturing skills, songs, campfires, and games.
- Impress upon the youth of the world the need to "be prepared" for the challenges of the future.
- Increase each Scout's and Venturer's ability to overcome language barriers and differences in customs, races, and religions.
- Emphasize the important need for physical fitness and for conserving natural resources in today's world.
- Inspire every participant to return to their home and country to tell the story of international peace, good will, and friendship.

JAMBOREE LOGOS

The Jamboree Logo

The logo for the 22nd World Scout Jamboree consists of the world Scout emblem, with 10 idea clouds or bubbles above and the left. The idea bubbles represent key elements in the jamboree in Sweden: tents, camping, peace, Swedish animals, solidarity with other Scouts around the world, campfire, stage events, water activities, and music. The official 22nd World Scout Jamboree emblem will be given to each member upon arrival at the jamboree site.

The BSA's Contingent Logo



The 22nd World Scout Jamboree's central theme focuses on concentrating the essence of Scouting and reducing it to the simplest form. The USA contingent graphic identity was designed to reflect this concentrated simplicity using a variety of unique features. Central to the design is the geometric USA lettering, custom-designed for the identity. Each of the letters are composed of perfect circles and squares, alluding to graphic simplicity. Moreover, the letters can be rotated 180 degrees and will still read as USA. The significance of this feature speaks to the idea that USA Scouting can be seen forwards, backwards, upside-down, and right-side up, and will still have the same timeless message. To compliment

the USA graphic, a simplified BSA fleur de leis logo adds graphic interest while the baseball script font brings in American pride and ties back to the identity of the entire jamboree. The color scheme for the design was inspired by the American flag. Red, white, and royal blue merge with the jamboree's use of navy blue to create a unique American graphic suitable for the 2011 World Scout Jamboree.

CONTINGENT ORGANIZATION

Regional Jamboree Chair

Each region has a volunteer regional jamboree chair and committee that can be called on for assistance through the regional jamboree coordinator. The chairs are listed in the 22nd World Scout Jamboree committee roster found in the front portion of this manual.

Regional Jamboree Coordinator

Each region has appointed a member of the regional staff to serve as the regional jamboree coordinator. This person is there to assist in any phase of the jamboree. The coordinators are listed in the 22nd World Scout Jamboree committee roster found in the front portion of this manual.

TROOP ORGANIZATION—The Patrol Method

The patrol will be the functioning unit at the jamboree. Job specifications for troop staff are:

Scoutmaster

The personal leadership of the Scoutmaster is one of the most important factors in effective administration of the jamboree. Good judgment and sensible controls will help make many regulations unnecessary. A Scoutmaster should:

- Maintain policies and coordinate efforts of other troop Scouters.
- Assist in conducting jamboree promotion rallies and in recruiting individual Scouts to attend the jamboree.
- Work through his assistant Scoutmasters, senior patrol leader, and patrol leaders to ensure fulfillment of their duties.
- Accompany his troop to and from the jamboree.
- Be responsible at all times for the proper behavior and conduct of the members of his troop; troop follows code of conduct.
- Be personally responsible for the health, safety, and morale of his troop.
- Receive a report from his senior patrol leader on bed check each evening after taps.
- Cooperate with jamboree leadership at all times.

First Assistant Scoutmaster (Troop Activities)

- Serves as the troop leader in the absence of the Scoutmaster.
- Works with the assistant senior patrol leader in administering troop operations.
- Works with the troop scribe in scheduling troop participation in jamboree activities and in other duties.

- Be responsible for arranging for or conducting appropriate religious observances while troop is traveling to and from the jamboree.
- Counsels and advises the troop chaplain aide.
- Is responsible to the Scoutmaster for program and activities of the troop, including pageants, campfires, and reviews.
- Cares for troop exhibits.
- Assists in conducting jamboree promotion rallies and in recruiting individual Scouts to attend the jamboree.

Second Assistant Scoutmaster (Troop 6 Officer, Records)

- Responsible for collecting and keeping the Annual Health and Medical Record (No. 680-001) forms of all troop members.
- Responsible for supervising the medical screening at the jamboree.
- Responsible for keeping all troop medical records.
- Responsible for troop first aid; contacts the subcamp medical officer on serious cases. Responsible for troop first aid kit, keeping it fully assembled and available for use as needed.
- Responsible for proper completion and filing of accident and sickness claim forms.
- Encourages Scouts to send news to their hometowns.
- Maintains general morale of the troop, including distributing mail and other communications.
- Assists in conducting jamboree promotion rallies and in recruiting individual Scouts to attend the jamboree.

Third Assistant Scoutmaster (Physical Arrangements)

- Is responsible to the Scoutmaster for troop physical arrangements.
- Works with the troop quartermaster on the issuance of supplies.
- Arranges directly with the subcamp for supplies.
- Working through and with the quartermaster and patrol leaders, trains and oversees the patrols in their tasks of drawing food and food supplies, food preparation, serving food, and cleaning up.
- Responsible for food purchases and commissary "credit card" usage, and keeping track of card usage, etc.
- Consults regularly on the most effective ways to prepare daily food selections.
- Meets daily with the patrol cooks, giving briefings on food preparation and safety precautions.
- Oversees cleanup operations after each meal including cooking sites.
- Is responsible for the care and neat appearance of all equipment.
- Is responsible for transportation of personal baggage to and from the jamboree.
- Assists in conducting jamboree promotion rallies and in recruiting individual Scouts to attend the jamboree.

Senior Patrol Leader

- See that Scouts and Venturers follow the code of conduct.
- See that Scouts and Venturers wear the appropriate jamboree uniform.
- Leads patrol leaders' council.
- Serves as the top youth leader of the troop.
- Maintains information on the whereabouts of troop members.
- Works directly with the Scoutmaster in administering troop operations.
- Is responsible for the appearance of Scouts with regard to cleanliness and proper uniforming.
- Maintains schedules within the troop camp covering reveille, meal hours, pageants, reviews, and other special assignments received from subcamp directors.
- Organizes all formations of the troop, and then turns the troop over to the Scoutmaster or other Scouter in charge.
- Conducts bed check at taps each evening and reports or accounts for all members of the troop to the Scoutmaster.

Assistant Senior Patrol Leader

- Acts in absence of the senior patrol leader and assists the senior patrol leader as directed.
- Works with the first assistant Scoutmaster in administering troop activities and participation in troop camp-wide events.

Quartermaster

- Is responsible for troop equipment and supplies.
- Works with the third assistant Scoutmaster on physical arrangements, controlling the storage and issuance of all equipment and supplies belonging to the troop or issued to it at the jamboree, and for transportation of personal baggage.
- Maintains an inventory of all equipment and supplies, and is responsible through the third assistant Scoutmaster for the return of all equipment in good repair.

Scribe

- Is the custodian of all troop records.
- Works directly with the first assistant Scoutmaster in handling registration procedures and in keeping such records, as required.
- Keeps the log of the troop and carries out other duties as may be assigned to him by the Scoutmaster.

Chaplain's Aide (Patrol Member)

- Helps with troop program planning, considering religious holidays and including religious observances during the jamboree.
- Leads troop in saying grace as needed; encourages patrols to say grace before all meals.
- Informs troop members about the religious emblem program of their faith and how to earn one.
- Informs Scouts and Venturers about religious services while at the jamboree; takes Scouts and Venturers of his faith to services.
- Encourages troop members to live up to the ideals of the Scout Oath, Scout Law, and Scout slogan.

Historian (Patrol Member)

- Takes care of troop trophies and keepsakes.
- Keeps a log book about troop meetings and activities.
- Keeps a scrapbook of newspaper clippings and other items about the troop's activities.
- Collects photographs from other troop members to make photo album of troop activities.
- Assists with a jamboree reunion.

Hometown News Correspondents

- Report the story of Scouting and the world jamboree to their hometown or the regional media outlet of all troop members (collect addresses of each boy's local media outlet prior to jamboree departure).
- Are self-directed, using the Hometown News Correspondent Guide to complete and file stories.

Patrol Leader (Patrol Leader Council Member)

- See that Scouts and Venturers follow the code of conduct.
- See that Scouts and Venturers wear the appropriate jamboree uniform.
- Represents his patrol as a member of the patrol leader council.
- Receives assignments for patrol members from his troop leaders.
- Informs members of his patrol of assignments and sees that they are carried out.
- Brings the needs and concerns of his patrol members to the patrol leader council.
- Sees that patrol tents, equipment, and the area around the tents are kept neat, clean, and orderly.
- Knows the whereabouts of every member of his patrol for organizing patrol formations.
- Gets his patrol to the point where the troop is forming and—when called upon by the senior patrol leader—reports and accounts for his full membership.

Assistant Patrol Leader

- Acts in the absence of the patrol leader.
- Assists the patrol leader as directed.

Boy Scouts

Conduct themselves in strict accordance with the Scout Oath and Scout Law, ensuring an excellent camp, splendid commendation from the public, and a good time for every Scout and leader.

CREW ORGANIZATION

CREW ORGANIZATION—The Patrol Method

The committee will be the functioning unit at the jamboree. Form committees into crews under capable crew leaders. Job specifications for the crew staff follow. **Note:** In compliance with BSA Venturing qualifications, all Advisors must be more than 21 years of age. The third assistant Advisor must be male.

Advisor

The personal leadership of the Advisor is one of the most important factors in effective administration of the jamboree. Good judgment and sensible controls will help make many regulations unnecessary. The Advisor (male or female) should:

- Maintain policies and coordinates efforts of other crew leaders.

- Assist in conducting jamboree promotion rallies and in recruiting Venturers to attend the jamboree.
- Work through assistant Advisors, crew president, and officers to ensure fulfillment of their duties.
- Be responsible at all times for the proper uniforming, proper behavior, and conduct of the members of the crew.
- Be personally responsible for the health, safety, and morale of the crew.
- Receive a report from the crew president on bed check each evening after taps.
- Cooperate with jamboree leadership at all times.

Assistant Advisor (Crew Activities Program)

- Must be of the opposite gender of the Advisor.
- Serves as the crew leader in the absence of the Advisor.
- Works with the first vice president in administering crew operations.
- Works with the crew secretary in scheduling crew participation in jamboree activities and in other duties.
- Is responsible to the Advisor for program and activities of the crew, including pageants, campfires, and reviews.
- Cares for crew exhibits.
- Assists in conducting jamboree promotion rallies and in recruiting Venturers to attend the jamboree.

Associate Advisor (Crew Medical Officer) (Administration)

- Responsible for collecting and keeping the Annual Health and Medical Record (No. 680-001) forms of all crew members prior to jamboree departure.
- Responsible for supervising the medical screening at the pre-jamboree training and at the jamboree.
- Responsible for keeping all crew medical records.
- Responsible for crew first aid, contacts the subcamp medical officer on serious cases; responsible for keeping first-aid kit fully assembled and available for use as needed.
- Responsible for proper completion and filing of accident and sickness insurance claim forms.
- Encourages Venturers to send news to their hometown radio station, television station, and newspaper.
- Maintains general morale of the crew, including distributing mail and other communications.
- Assists in conducting jamboree promotion rallies and in recruiting Venturers to attend the jamboree.

Associate Advisor (Physical Arrangements/Administration)

- Is responsible to the crew Advisor for crew physical arrangements.
- Works with the crew in the issuance of supplies.
- Arranges with the subcamp for supplies.
- Working through and with the quartermaster and youth committee chairs, trains and oversees the committees in their tasks of drawing food and food supplies, food preparation, serving food, and cleaning up.
- Consults regularly on the most effective ways to prepare daily food selection.
- Meets daily with the crew cooks, giving briefings on food preparation and safety precautions.
- Oversees cleanup operations after each meal.
- Is responsible for the care and neat appearance of all equipment.
- Is responsible for transportation of personal baggage to and from the jamboree.
- Assists in conducting jamboree promotion rallies and in recruiting individual Venturers to attend the jamboree.

Crew President

- Leads crew officers' briefings.
- Serves as the top youth leader of the crew.
- Maintains information on the whereabouts of crew members.
- Works directly with the Advisor in administering crew operations.
- Is responsible for appearance of Venturers with regard to cleanliness and proper uniforming.
- Maintains schedules within the crew camp covering reveille, meal hours, pageants, reviews, and other special assignments received from subcamp directors.
- Organizes all formations of the crew, and then turns the crew over to the Advisor or other leaders in charge.
- Conducts bed check at taps each evening and reports or accounts for all members of the crew to the Advisor.

Program Vice President

- Acts in absence of the crew president and assists the president as directed.
- Works with the assistant Advisor in administering crew activities and participation in camp events.

Quartermaster (Vice President) (Administrative)

- Is responsible for crew equipment and supplies.
- Works with the associate Advisor (physical arrangements) in controlling the storage and issuance of all equipment and supplies belonging to the crew or issued to it at the jamboree, and for transportation of personal baggage.
- Maintains an inventory of all equipment and supplies, and is responsible through the associate Advisor (physical arrangements) for the return of all equipment in good repair.

Secretary

- Is the custodian of all crew records.
- Works directly with the associate Advisor (administration) in handling registration procedures and in keeping such records as required.
- Keeps the log of the crew and carries out other duties as may be assigned by the Advisor.

Chaplain's Aide (Crew Member)

- Helps with crew program planning, considering religious holidays and including religious observances during the jamboree.
- Assist in planning and carrying out religious services.
- Encourages crew members to live up to the ideals of the Venturer Code and motto.
- Leads grace.

Historian (Crew Member)

- Takes care of crew awards and recognition.
- Keeps a log book about crew meetings and activities.
- Keeps a scrapbook of newspaper clippings and other items about the crew's activities.
- Collects photographs from other troop and crew members to make photo album of crew and troop activities.
- Assist with crew reunion.

Committee Chair (Crew Member)

- Represents their committee at crew officers' briefings.
- Receives from the crew leader assignments for committee members.
- Brings the needs and concerns of this crew members to the crew officers' briefings.
- Sees that tents, equipment, and the area around the tents are kept neat, clean, and orderly.
- Knows the whereabouts of every member of the group, for organizing crew formations.

Venturers

- Conduct themselves in strict accordance with the Venturing Code and Scout Law, and wear the complete uniform properly, thus ensuring an excellent camp, splendid commendation from the public, and a good time for every Venturer and Advisor.

EQUIPMENT AND UNIFORMS

Proper Uniforming

Proper uniforming is important for the image of each Scout and Venturer and the Scout movement. Therefore, take pride in your appearance and wear only the official uniform. The jamboree committee is eager to reduce excessive expenditures for jamboree uniforms. Those specified here are the same ones used in regular Boy Scout and Venturer activities.

Scout/Venturer and Adult Leader Uniform

The official jamboree uniform is:

Scout/Venturer shirt, short sleeves, casual
Scout/Venturer shorts/trousers
Scout/Venturer hat
Scout/Venturer web or leather belt with buckle

Scout /Venturer socks
BSA jamboree neckerchief
BSA jamboree neckerchief slide
Lightweight, water-resistant jacket

Units do not need to be dressed in identical uniforms all the time. It is okay to have a combination of uniform pieces, i.e. some in shorts, some in long pants.

ACTIVITY AND TRAVEL UNIFORMS

Activities Uniform

The activities uniform for Scouts and leaders will be a jamboree t-shirt, Scout or Venturer shorts, and socks, and will

include jamboree ID (badges and neckerchiefs). For some jamboree activities, swimwear will be worn; for others, old clothes can be worn.

Travel Uniform

Scouts and leaders will wear the official jamboree uniform while traveling to and from the jamboree. Participants may wish to bring a pair of sweats or something similar to change into during the flight to Copenhagen and then change back into their travel uniform before landing.

Official Neckerchiefs and Emblems

Two official jamboree contingent emblems and one neckerchief will be sent to participating Scouts and Venturers, adult leaders, and the International Service Team. Additional quantities can be ordered in advance from the Supply Group using a Jamboree Uniform and Equipment Order Form that will be sent to each participant in early 2011. Additional neckerchiefs or emblems must be ordered in advance using the personal uniform and equipment order form. These items will not be available at the jamboree.

Additional Insignia to be Worn

- Badge of rank
- Council shoulder strip
- Jamboree unit numeral
- Jamboree badge of office

Nameplates

Each participant will be provided with one official nameplate engraved with their name.

Remember

- No headgear, other than the one officially prescribed, shall be worn en route to the jamboree.
- Only Scout or plain t-shirts may be worn. Only Scout belt buckles may be worn.
- No pendant awards, or merit badge or OA sashes are to be worn.
- Only the world jamboree contingent emblem is permitted on the back of the jacket.
- Only adult leaders are permitted to wear the regional emblem.

Duffel Bag Marking

As part of their jamboree fee, Scouts and leaders will receive a rolling duffel bag and day pack, which will be shipped to them in the spring of 2011. Each person should clearly mark the ends of the duffel bag with their jamboree troop number in the color assigned to their region, as designated below. Troop numbers should be three inches high.

Northeast Region—Yellow
Central Region—Blue

Southern Region—Orange
Western Region—Red

PERSONAL EQUIPMENT

To guard against loss of valuables, Scouts and leaders should mark uniforms and personal equipment with their name, home address, and jamboree troop number. All equipment should be stored in their duffel bag when not in use.

The Boy Scouts of America will provide two-person tents for its troop contingent and IST members. Youth will share tents, but leaders and IST members will each have their own.

Camp Items

- | | |
|-------------------------------|--|
| **1 Jamboree duffel bag | 1 Laundry detergent in plastic container |
| **1 Jamboree day pack | 2 Plastic folding hangers |
| 1 Sleeping bag | 1 Eating kit: knife, fork, spoon, cup, plate, bowl |
| 1 Sleeping bag liner | 1 Flashlight |
| 1 Stuff sack for sleeping bag | 1 Scout pocket knife (Pack in duffel bag! Not carry on!) |
| 1 Heavy-duty plastic bag | 1 Canteen or water bottle |
| 1 Laundry bag | 12 Clothes pins—spring type |
| 1 Flashlight | 1 Air mattress or foam pad |
| 1 Air pillow (optional) | 1 Waterproof ground cloth |

**Provided for troop and crew members only

Personal Items

- | | |
|----------------------------------|--|
| 1 Lip balm | 2 ea Bath and hand towels |
| 1 Small bottle of hand sanitizer | 1 Sewing kit |
| 1 Insect repellent | 1 Combination lock for duffel bag |
| 1 Tube sunscreen, 30-45 SPF | 1 pr Sunglasses |
| 1 Small body powder | 1 Bible or prayer book, according to faith |
| 1 Comb | 1 Notebook and pen (optional) |
| 1 Toothpaste and toothbrush | 1 Camera (optional) |
| 1 Deodorant | 1 Shaving gear |

NOTE: Sweden's electrical current is 220 volt AC in 50 cycles, and prongs for outlets differ from those in North America, so jamboree participants should bring along transformers for electrical appliances such as hair dryers and shavers.

Personal Clothing *Items are provided to each registered participant

- | | |
|---|-------------------------------------|
| 1 Full set Scout/Venturer uniform | 1 Jacket—lightweight and waterproof |
| 4 Sets of underwear | 3 pr Scout or Venturer socks |
| 2-4 Activity t-shirts (long- and short-sleeved) | 1 pr Pajamas or sweatsuits |
| 1 Swimsuit | 1 pr Hiking shoes—already broken in |
| 1 Rubber-soled shoes (optional) | 1 pr Jeans |
| pr | |
| *2 Jamboree contingent emblems | 1 pr Sturdy shoes—already broken in |
| *1 Nameplate | *1 Neckerchief |

PATROL EQUIPMENT

Participants at the jamboree will be supplied with a range of equipment that will be distributed to units and patrols at their subcamp when they arrive. The patrol kit contents are traditional and should be sufficient for each patrol to cook their meals. Even though we hope for dry weather during the jamboree, a dining shelter will be provided for the unit; hopefully participants will use it to seek shelter from the sun, not rain! Tables and benches will also be provided.

Patrol Kit

- | | |
|------------------------------|---------------------------|
| 2 Benches | 2 Mixing bowls |
| 1 Table | 1 Measuring jug |
| 1 Ring cooker | 6 Plastic boxes with lids |
| 1 Cooking pot—5 liters | 2 Chopping boards |
| 1 Cooking pot—8 liters | 1 Peeler |
| 1 Frying pan | 1 Measuring kit |
| 1 Kettle | 1 Grater |
| 2 Water carriers (10 liters) | 1 Strainer |
| 1 Tap | 1 Can opener |
| 1 Spoon | 2 Butter knives |
| 1 Fork | 3 Bowls for washing |

1 Turner
1 Wok spatula
1 Pair tongs
4 Knives

2 Dish brushes
1 Whisk
4 Tea towels

All items included in the patrol kit have been tested for camping purposes, and Sweden has evaluated every item to ensure that the equipment is well-suited for jamboree conditions.

It should be noted that the patrol kit does not include personal equipment such as plates, drinking cups, cutlery, or sleeping bags. The Boy Scouts of America will provide tents for contingents and our IST members.

Pre-Jamboree Training Weekend Eliminated

In an effort to keep the costs down, the pre-jamboree training weekends have been eliminated. Troop and crew leaders may wish to hold a one-day meeting for their unit, but it must not be mandatory. Because of this, it is extremely important that troop and crew leaders establish communication with their Scouts and Venturers in order to allow them to get to know you and to pass on pertinent information.

TRAVEL INFORMATION

World Scout Jamboree Travel Policy

It is BSA policy that all participants in the 2011 World Scout Jamboree contingent travel to and from the jamboree site with their assigned jamboree troop or crew. This applies to all registered members of the BSA living in the U.S. and its assigned territories. Travel arrangements for those living outside the U.S. and its assigned territories, as well as members of Direct Service, Far East, and Transatlantic councils, will be determined on an individual basis.

PASSPORTS

You will need a passport to go to the jamboree. A passport is an internationally recognized travel document that verifies the identity and nationality of the bearer. A valid U.S. passport is required to enter and leave most foreign countries. Only the U.S. Department of State has the authority to grant, issue, or verify U.S. passports. Americans are not required to have a visa to enter Sweden.

Application for a U.S. Passport

The Passport Services Office provides information and services to American citizens about how to obtain, replace, or change a passport.

If you are applying for a U.S. passport for the first time, you'll need to apply in person at one of 7,000 passport acceptance facilities located throughout the United States with two copies of a photograph of yourself, proof of U.S. citizenship (birth certificate), and a valid form of photo identification, such as a driver's license or student identification card.

Because it can take months for your passport application to process through the system, we suggest you apply as soon as possible. To find more information on applying for a passport for youth, visit http://travel.state.gov/passport/get/minors/minors_834.html.

Renewal of a U.S. Passport

If your passport has expired, you can renew it by mail if your most recent passport is available to submit and it is not damaged, as long as you received the passport within the past 15 years, you were over age 16 when it was issued, and you still have the same name or can legally document your name change. You can download a passport renewal application form at <http://travel.state.gov/passport/passport>.

If your passport has been, altered, or damaged, you cannot apply by mail. You must apply in person.

Your passport must be valid for at least six (6) months after our scheduled return date from Sweden, which is August 7, 2011. This will not be an issue for any of you who are getting your first passport for this event.

Make two copies of your passport identification page. This will facilitate replacement if your passport is lost or stolen. Leave one copy at home with friends or relatives. Your Scoutmaster should take up and keep the passports of every member of his troop, so you should retain one copy.

DAY OF DEPARTURE

Check the status of your flight. Remember to confirm your flight status before heading to the airport. **Allow plenty of extra time at the airport.** Due to heightened security measures, you'll need to allow more time for check-in, security screening, and boarding. **Plan to arrive at the airport two hours prior to scheduled departure** for flights within the United States. For international flights and flights departing from the U.S. Virgin Islands, we recommend arriving at the airport three hours before scheduled departure. Opening times for airport check-in vary by location. This may affect the time you should arrive at the airport for early morning departures. You must be on-board the aircraft and in your assigned seat at least 20-30 minutes before the scheduled departure time.

Starting Your Trip

Scouts and leaders with a domestic flight should show their complete ticket to the airline agent. Some airlines will allow you to check your luggage through to Copenhagen from your home city. If the airline does not permit this, it will be necessary to claim your luggage at your gateway city and check it to your final destination (Copenhagen). Prior to the day of departure, it is highly recommended to contact the airline in your departure city to reconfirm your exact domestic flight and departure time, in case there are any last-minute changes regarding your flight number and/or your departure time. This refers only to the domestic flights that connect with your international flight.

BAGGAGE ALLOWANCE

Members of the BSA's jamboree contingent (Scouts, Venturers, and leaders) must use the duffel bag and day pack provided as part of their jamboree fee. These items will be shipped to each participant, unless other arrangements are made. Keep in mind that airlines often have restrictions on the weight of checked baggage, and the participant must be responsible for their own baggage. Because of this, it is suggested that the checked duffel bags not weigh more than 44 pounds. Pack only necessities, as you must carry your own baggage at all times. Also keep in mind that you will want some space to bring home any items you purchase or swap.

- **What to and what not to pack in your carry-on**

- Liquid and gel toiletries in 3-ounce containers or smaller are allowed if they are in a clear, plastic, quart-size or smaller zip-lock bag.
 - Larger containers that are half-full or rolled-up toothpaste tubes are not allowed.
 - One zip-lock bag per passenger.
- Any amount of eye drops, saline solution, prescription and nonprescription medicine, and personal lubricants are allowed.
- Larger bottles of liquids and gels—including shampoo, suntan lotion, creams, and toothpaste—are allowed only in checked baggage.
- Drinks, liquids, and gels purchased at airport stores inside the security checkpoints can be carried into passenger cabins.
- Lighters are banned in carry-on bags and in checked luggage.
- Laptops, cell phones, pagers, and personal data assistants are allowed.

- **Items not allowed in your carry-on**

- Knives and other cutting instruments of any type.
- Items such as ice picks, straight razors, elongated scissors, and knitting needles. (Safety/disposable razors, such as Bic and Gillette, are allowed.)
- Matches, cigarette lighters, or flammable liquids.

REQUIRED DOCUMENTS

Documents Needed At the Security Checkpoint. Passenger screening checkpoints will only accept passengers who have a ticket or ticket confirmation for the current travel date. A ticket or ticket confirmation includes a paper ticket, a boarding pass, official travel agency or airline-generated itinerary receipt confirming an electronic ticket, or an airline- or airport-issued entrance document. If you do not have a printed confirmation or a ticket, request that a copy of your confirmation be faxed or e-mailed to you. Otherwise, before you go through security at the airport, visit any ticket counter to obtain a boarding document.

Getting Through The Security Checkpoint. Passengers should be prepared to have their carry-on items thoroughly searched. Passengers who set off the metal-detector alarm while passing through it will automatically be checked with an electronic wand and then patted down by airport security employees. Others may also be checked with an electronic wand or patted down by

security personnel at the screening checkpoint.

- Always listen to and follow directions of security personnel.
- Do not joke about bombs or firearms. Don't discuss terrorism, weapons, or explosives.
- Be prepared for additional screening for laptop computers, cell phones, and other electronics.
- Always keep your identification handy.
- Always cooperate fully with all airport security personnel, airline or airport staff, and law enforcement officers.

TRAVEL CONDUCT

It is essential that our contingent present the best possible impression of the United States and its citizens to the world. A code developed by jamboree participants will be more meaningful than one provided by adults, but it should include the Jamboree Code of Conduct, jamboree uniform, class B uniform, and what not to wear. When communicating with their unit, Scoutmasters and crew Advisors should share some points to get them thinking about this important aspect of our trip. Here are examples of such statements:

- "You can learn more by asking questions and listening to answers than you can by telling everyone about yourself."
- "The way they do things in their country is probably better for them than the way we do things over here."
- "Courtesy is contagious."
- "No one is all wrong or all right."
- "We represent the U.S. People in other lands will judge all citizens of our nation by what they see in us."

ARRIVAL PROCEDURES

Keep your troop or crew together—one adult leader and one junior leader with each patrol. Make sure each person has their passport in-hand with any completed forms that will be provided by the airline. Be prepared to stand in lines with your baggage. **Each person is responsible for handling their own baggage at the airport, on buses, and at housing.**

SWAPPING

Many Scouts collect patches and other Scouting souvenirs at jamborees. They enlarge their collections by swapping "dups" or duplicates, or patches they no longer want. Swapping is great fun if it's done right. It gives you a chance to meet new friends as well as to improve your collection. But swapping can be bad if the only goal is to beat the other person in a trade. If you're a patch collector, follow these guidelines at the jamboree:

- It's not the spirit of Scouting to buy or sell patches. Swapping is trading. Do not buy or sell.
- Don't spend so much time swapping that you miss out on all the other fun of the jamboree. After you close a deal, be sure to exchange a friendly Scout handshake.
- Exchange names and addresses with Scouts you swap with. Write to them when you get back home, and make new friends.
- At past world Scout jamborees, trading neckerchiefs and even uniform shirts has been very popular. Remember that a Scout must travel in uniform, so be sure to keep one that fits.

Policy for Swapping

Youth members may trade with youth members. Adult leaders may trade only with other adults 18 years of age or older. It is the policy of the Boy Scouts of America that swapping and trading is done between one youth and another and between one adult and another. Trading and swapping is not to be done between youth and adults.

INTERNATIONAL SERVICE TEAM

You are expected to arrive on July 25, 2011, at the Copenhagen International Airport. This would most likely call for a departure from the U.S. on July 24, 2011. Copenhagen is the international airport closest to the jamboree site. From there you will be transported by train or bus to the jamboree site one and a half to two hours away.

You are free to depart on August 8, 2011. Again, you will be transported back to the Copenhagen International Airport for your flight home. Should you select to arrive earlier than July 25, or depart later than August 8, you will be on your own, as the jamboree will not be prepared to accept you earlier or house you later.

Feel free to book your flights at any time. Fares are normally better the farther out the trip date, so now may be a good time to book.

The plan we hear from Sweden is to rotate the International Service Team around the jamboree. Therefore, position-specific questions must be asked of Sweden once you begin to receive information from them. Again, please keep in mind that they will not receive your contact information until January 31, 2011.

Contribute, Develop, and Inspire—The IST Experience

An important part of making a successful jamboree is ensuring that the IST members have a great experience as well. IST members are expected to work hard and help run the jamboree, but they will also participate in an IST experience program and will be part of a multicultural patrol. The IST members will be immersed in everything the world of Scouting has to offer, and this will create opportunities to further develop the Scout movement by sharing experiences with people from all over the world. There will also be ceremonies, activities, and events for the IST, just as there will be a social time every day to spend with new and old friends.

IST Patrol System

The IST will be divided into patrols of about eight members, including a patrol leader appointed before the jamboree. The role of the patrol leader is to be a contact person and convey information to the rest of the patrol during the jamboree, and to help the team to work together effectively. In the jamboree organization, there will also be a support structure where the patrols can get help with problem solving and teambuilding. The patrols will work and participate in the IST experience program together. IST members should be prepared to take on any task needed to create a successful jamboree. In their registration, they will be able to provide information about their skills to help Sweden to assign roles.

As always, the latest information is first posted by Sweden on the 2011 WSJ website at <http://www.worldscoutjamboree.se/index.php/en/international-service-team.html>.

VISITOR INFORMATION

The 22nd World Scout Jamboree will be open for day visitors from Thursday, July 28, 2011, until Saturday, August 6, 2011. The camp will be closed to day visitors during the Festival of Culture (Thursday, August 4) and when the Camp in Camp hosts will be visiting the site.

The price for a one-day visit is 150 SEK (approximately \$22) for adults and 75 SEK (approximately \$11) for children ages 7 to 17. Children under the age of 7 do not pay. Tickets should preferably be purchased in advance to guarantee entrance on the preferred day. The number of tickets sold per day will be limited to avoid overcrowding on a single day. The tickets will be available via the jamboree web shop.

The day visitors will be greeted at a welcome center located southeast of the campsite, where parking will be available for cars and buses. At the welcome center, visitors will check in and have the opportunity to purchase their ticket if not bought online. The center will open at 9 a.m. and will not admit new visitors after 4 p.m. Shuttle buses will transport visitors from the welcome center to the jamboree entrance and back. The buses will leave every 10 minutes, with the last bus leaving at 6 p.m.

Visitors are welcome to experience all the common areas of the jamboree at their leisure. There will be a possibility to purchase light meals, as well as coffee, tea, and snacks at several locations throughout the site. Guided tours will be open to all visitors, and a few different variants of tours will be available to suit the visitors' wishes of how much of the jamboree they want to see and experience. Sweden's ambition is to hold the tours in up to 10 different languages. For further information, please see www.worldscoutjamboree.se/visitors.

JAMBOREE PROGRAM

Sweden's View of Programs

Every aspect of the participant experience during the 22nd World Scout Jamboree is considered to be a program and should reflect the Simply Scouting theme. We want to give participants the opportunity and responsibility to create their own jamboree experience. There will be a balance between scheduled activities and free time where participants can choose from a wide variety of fun, modern, educational, and challenging activities, and the range of options available will give Scouts the opportunity to develop physically, spiritually, socially, emotionally, and intellectually. All of this will be achieved through an imaginative and creative use of the Scout method, with a particular focus on close cooperation within the patrol in a natural setting.

ARENA EVENTS

Scouting is a unique, global movement that unites young people from very diverse backgrounds under one common promise. Never is this feeling of unity stronger than when you are one of 30,000 Scouts gathered in an enormous arena at a world Scout

jamboree. There will be several different arena events at the jamboree, including the opening ceremony, a special event on the evening of the Festival of Culture, and the closing ceremony. These will be incredible events where thousands of Scouts get to play an interactive role in the program.

MODULAR ACTIVITIES

This part of the program is made up of five separate but inter-linked modules. Each participant will have the opportunity to experience each module, which will include hundreds of stimulating, fun, inclusive, modern, quality activities focused on discovering new cultures, the environment, sustainable development, global development issues, respect for oneself and for others, health, community development, peace, and much, much more!

Modular activities aim to give Scouts the knowledge and tools relevant to the needs of young people in the world today. Here, national Scout organizations, non-governmental organizations, and others pool their expertise to run fun, educational, and challenging activities that draw on the patrol system.

GLOBAL DEVELOPMENT VILLAGE

The Global Development Village (GDV) aims to increase each participant's awareness of global issues from environmental and social perspectives. By participating in GDV activities run by both international organizations and national Scout organizations (NSOs), the Scouts will gain hands-on experience and tools for global and local change.

Earth

The Earth module aims to provide Scouts with the knowledge, inspiration, and tools to deal with global environmental challenges and local environmental issues. This module will encourage Scouts to develop scientific and entrepreneurial skills through experiments and activities so that they become empowered to put words into action when they return home.

People

Each one of us belongs to a variety of different cultural, ethnic, and social groups. The people module aims to encourage Scouts to explore their own values in relation to their membership in these groups, and to understand what they have in common with others and what makes them unique. They will gain knowledge and have a unique opportunity to explore cultures from all around the world.

Dream

The Dream module aims to encourage spiritual reflection, as well as providing Scouts with a truly spectacular and thrilling experience. This module will take place during the hours of darkness and will draw on elements of nature, wonder, and fantasy, challenging the participants to think about how they perceive the world around them.

Quest

Quest will challenge the patrol both physically and intellectually in a way that encourages the patrol members to work together towards a common goal. This module aims to promote a better understanding of group dynamics and cooperation, and to help the Scouts to develop their communication and problem-solving skills. At the end of this activity, the Scouts will feel a real sense of achievement.

CAMP IN CAMP

During the jamboree, all participants will take part in a smaller overnight camp away from the jamboree site. Between four and 12 patrols from different countries will be hosted by a Scandinavian Scout group. This Camp in Camp will give each and every one of the participating Scouts a chance to experience nature and small-scale camping. This will be a great opportunity to get to know a smaller group of new friends.

FESTIVAL OF CULTURE

On one very special day during the jamboree, there will be no scheduled activities and everyone will be involved in creating and participating in the Festival of Culture. We will also invite all local Scout groups hosting Camp in Camp experiences to join us. This will be a day to celebrate diversity and unity, and in the evening there will be an event at the main arena.

FREE TIME ACTIVITIES

Because most of the module activities will end in the early afternoon and participants will have one day without scheduled programs, there will be enough time to explore the great variety of spontaneous program activities. Subcamps, town centers, the Main Square, and other areas will be full of drop-in activities, including sports, games, crafts, global development workshops,

campfires, debates, concerts, and dance. All of the common areas will be designed to encourage spontaneous meetings between participants. Close to the Main Square will be a faith and beliefs area, which will include activities, religious services, interactive exhibitions, and the chance to meet and discuss topics with people from a variety of faiths. The faith and beliefs program will encourage all jamboree participants to both reflect on their own beliefs and to learn more about those of others.

SUBCAMP LIFE

Subcamps are the homes of Scouts at the jamboree. This is where most of the everyday camp life takes place: sleeping, cooking, cleaning, etc. At the world Scout jamboree, Scouts will have the tools to create their own home and plenty of time for subcamp life.

The close environment of a subcamp makes it easier to get to know new friends from other countries and to build a genuine understanding of each other. At the 22nd World Scout Jamboree, every subcamp will have areas for socializing, including a small café, campfire circle, and activity spaces. Subcamp life makes it possible for each Scout to influence and create their own jamboree experience. Simply Scouting!

COMMON AREAS

Everything outside the subcamps and scheduled activity areas are common areas: shared areas for everyone at the jamboree. Common areas are designed to facilitate meetings, so they will include cafés, unscheduled activity areas, exhibitions, and specific spaces for faith and beliefs.

FAITH AND BELIEFS PROGRAM

The world Scout jamboree offers a valuable opportunity to meet and share with people from many different religious backgrounds. During the jamboree, everyone will be able to practice their faith and learn more about other faiths. There will be religious services and an interreligious ceremony, which will be open to everyone. Information on faiths and beliefs will be distributed at the camp.

Ramadan in Sweden 2011

Sweden is aware that Ramadan will start before the end of the jamboree. We hope that many Muslim Scouts will take the opportunity to share this important time of the Muslim year with fellow Scouts from all over the world. They are working to ensure that all the Scouts attending the jamboree will be able to follow their religious observances and still have a full jamboree experience.

Community Activities

At the center of the campsite, the Global Development Village and the World Scout Center will provide workshops and interactive exhibitions to enable Scouts to understand global issues, and how they and Scouting can help make a practical difference. Community service projects will give participants an opportunity to contribute to the lives of others. Street-corner activities will provide informal opportunities for Scouts to drop in for a few minutes or to chat internationally for hours. Subcamps, home to 2,000 participants each, will offer evening activities for relaxation and friendship.

Learning By Doing

All these activities are part of education for life using non-formal methods and learning by doing in small groups—as with Scouting worldwide. During the jamboree, these activities will be even more varied, more extreme, and more international—but also balanced, so that there is something for everyone.

YOUTH PROTECTION POLICIES

YOUTH PROTECTION

Completion of the BSA's Youth Protection Training for Volunteer Leaders is required for each jamboree adult member.

You are responsible for taking this training before departing for the jamboree. The training is available online at www.MyScouting.org and helps prepare you to fulfill the Youth Protection responsibilities of your jamboree position. It contains information to enable you to identify and report suspected child abuse. It also sets forth in detail the BSA's Youth Protection policies. In addition to BSA's Youth Protection training, each International Service Team member must take Sweden's Safe From Harm training. It is suggested that all adult leaders take Safe From Harm as well.

SAFE FROM HARM

Child protection is the responsibility of each and every adult at the world Scout jamboree. It is also the responsibility of each adult to be aware that abuse can take place, be able to recognize it, and to take appropriate action. This is an absolute priority.

for all adults attending the jamboree. Safe From Harm should become an integral part when planning, carrying out, and taking part in activities.

By learning more about abuse, everyone will be able to act in a safe and secure way. The Safe from Harm course is created for everyone to be able to work preventively before and during the jamboree. The course will also prepare you for how to act if something happens. The course is available online.

- If you are an IST member, the course is mandatory as part of the IST experience.
- If you are a unit leader or contingent management team member, we recommend you take the course, as it is one of the tools when preparing the contingent for the jamboree. Everyone at the jamboree should feel safe and secure.

Sweden's vision is to have a jamboree free from abuse or harassment of or between young people and adults.

The Safe from Harm Course

- Is made up of five modules, followed by a test.
- Is available online in Arabic, English, French, Russian, and Spanish.
- Materials are available for download in pdf format in Arabic, English, French, Russian, and Spanish. You can download the pdf at the bottom of the page.
- Is mandatory and part of the IST experience for IST members.
- Please note that all IST members need to pass an online test, which will then be noted in the jamboree registration system.
- The online version will take about an hour and a half to complete, but you may complete the course modules at your own pace.
- Every contingent will receive a CD containing the course. If you have problems taking the course online, please contact your contingent to ask for a copy of the CD.
- You can download frequently asked questions about the online course at the bottom of the page.
- Before logging on to take the course, everyone has to create an individual Safe from Harm account so that we can identify who has completed the course.
- Go to <http://safefromharm.se> to log on to the course.

HEALTH

MEDICAL REQUIREMENTS

It is important that leaders encourage their Scouts and Venturers to observe all jamboree health and safety regulations. Medical emergencies will be handled by the jamboree hospital, and persons requiring more than temporary care will be taken to a nearby hospital.

PHYSICAL EXAMINATION

All participants must submit certification of physical fitness on the official Annual Health and Medical Record (No. 680-001). Maintenance of good health in a jamboree camp is of the utmost importance, and it is with this objective in mind that the following must be enforced.

- Each participant (youth or adult) will be required to get a complete examination by a licensed medical practitioner anytime after August 1, 2010.
- Each youth and adult participant must submit a legible copy of the Annual Health and Medical Record (No. 680-001), for approval by the jamboree committee. The medical form is available from <http://www.scouting.org/scoutsource/HealthandSafety.aspx>.
- Completed medical forms for youth and adult leaders must be kept by each troop second assistant scoutmaster or Crew associate advisor and presented to the jamboree subcamp medical officer at the time of the medical screening. This copy may not be returned at the end of the jamboree. All leaders and participants should have a photocopy with them as well.

IMMUNIZATIONS

Immunization requirements are based on recommendations of the U.S. Public Health Service. The National Center for Infectious Diseases recommends that before travel, all routine immunizations according to schedules approved by the Advisory Committee on Immunization Practice (ACIP) be up-to-date. (Check with your doctor and see the CDC website at www.cdc.gov/travel/westeurp.htm for further advice). Adults, Scouts, and Venturers must provide proof of immunization for tetanus within 10 years (since 2002). In addition, Scouts should provide verification of the following immunizations since birth:

- Diphtheria and pertussis
- Measles, mumps, and rubella (MMR)
- Polio vaccine
- Chicken Pox

MEDICAL WAIVERS

A jamboree can be exhausting. Many activities are physically strenuous and may result in the need for special medical support or consideration. Therefore, it is necessary that the medical staff be aware of participants who have certain physical conditions that might require special consideration. Medical conditions requiring waivers are as follows:

- Cardiac problems requiring medication
- Diastolic blood pressure of 100 mmHg
- Diabetes mellitus under treatment (with insulin or oral medication)
- Marked obesity
- Chronic or severe asthma under treatment anytime during the past 24 months
- Sick cell anemia, hemophilia, leukemia, or severe blood dyscrasia
- Epileptic seizures, convulsions having occurred within the past 12 months
- Psychiatric illness under current treatment
- HIV infection
- Physical disability
- Sleep apnea

In order to plan, prepare, and support the participants who have these medical conditions, an individual evaluation of each situation by the national medical team is required. There might be instances where proper medical support at the jamboree site is impossible. Under such circumstances, a waiver may be denied.

SPECIAL NEEDS

Any person with a severe physical disability or one of the conditions listed above must have prior approval to participate in the jamboree through the national medical team. Please fill in the reverse side of the Annual Health and Medical Record (No. 680-001) and mail it to: World Jamboree Medical Officer, S221, Boy Scouts of America, 1325 West Walnut Hill Lane, P.O. Box 152079, Irving, TX 75015-2079.

Scouting contributes to building communities that recognize and value diversity, where there is a place for everyone, and the jamboree is no exception. At the jamboree, facilities such as toilets and showers adapted for people with special needs will be available. These facilities will also be easily accessible for users of powered wheelchairs. Charging for powered wheelchairs will also be available.

Any participants needing additional support of a full-time caregiver may be accompanied by a caregiver to the jamboree. Caregivers must register as an adult, and a statement about why a caregiver is necessary for this participant should be sent to the applicant's regional coordinator. Caregivers must pay the same registration fee as adult leaders of the BSA's contingent.

The caregiver must not be one of the four leaders assigned to the unit. They must take one of the troop's youth slots and will be required to sleep in close proximity to the youth. In order for the youth to attend, they (youth and caregiver) must have the approval of their local council and region. Region approval must be a coordinated decision between the region, world jamboree leadership team, and the troop or crew leadership team to which the youth will be assigned. Approval of the host country is also necessary in order to insure that adequate facilities are available for showering, restrooms, etc.

Religious Beliefs and Medical Care

The following is the policy of the Boy Scouts of America regarding medical requirements:

- Medical examinations are required for the protection of the entire group. The immunization requirement is waived for persons with religious beliefs against immunization.
- All Scouts and Scout leaders need to learn first aid, not for their own use, but for service to others who may require it. A Scout or leader may ask to be excused from first-aid instruction, but no advancement requirement will be waived except as indicated.

PRESCRIPTION MEDICATIONS

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or

guardian. A Scout leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a Scout takes the necessary medication at the appropriate time, but BSA policy does not mandate nor necessarily encourage the Scout leader to do so. Also, if your state laws are more limiting, they must be followed.

INSURANCE AND CLAIMS

Accident and sickness insurance is provided to all those attending the 22nd World Scout Jamboree in 2011. The cost of this insurance is included in the jamboree fee. Coverage for registered members of the Boy Scouts of America is effective during travel from their homes to the jamboree site, during their stay at the jamboree, and for the return trip home. Coverage is not in effect for personal extended stays in the host country or other countries.

As is the case with all insurance policies, prompt notice of any loss is necessary. Failure to comply with this requirement could cause inconvenience or denial of coverage by the insurance company. Troop leaders have claim forms and instructions for filing claims. Claim forms should be completed by the troop leader and the attending physician and submitted to health special risk management at the earliest date possible.

SAFETY

Accident prevention at the jamboree is everyone's responsibility. The following simple precautions can be taken by Scouts and leaders to help make the jamboree the safest ever.

TROOP EQUIPMENT SAFETY

Troops and crews will be issued numerous pieces of equipment for use during the jamboree. Each piece must be checked by an adult leader before being used by the troop or crew members.

Sharp-Edged Tools

Prior to their arrival at the jamboree, Scouts should be taught the proper way to use and maintain knives. Tips can be obtained from the *Boy Scout Handbook*.

TRAFFIC SAFETY

It is essential that motor vehicles be used to transport materials, supplies, and certain personnel through the jamboree site. No Scout or unit leader will be allowed to drive any vehicle during the jamboree experience (this does not apply to IST members, if their duties require driving).

There are common safety practices that the Boy Scouts of America has established over the years that are in the best interests of everyone to practice at the jamboree.

Pedestrians

- Stay off the roadway except to cross.
- Cross roadways at established crossing locations.
- Give emergency vehicles (with flashing lights) the right-of-way.

Motor Vehicles

- Scouts should not thumb rides at the jamboree.
- Scouts should never ride in the bed of a truck.

Prescriptions

If you need to take prescription drugs, bring enough to last until you get home. Also bring the prescription so you can replace the supply if necessary. If you wear eyeglasses, we suggest you bring an extra pair if possible and your prescription so they can be replaced.

Fire Protection

The jamboree will be a tent city with many of the fire hazards that afflict any community. Therefore, each troop will need a fire prevention plan to be enforced and carried out by the third assistant Scoutmaster. Each patrol should assign a fire warden who, under the leadership of the third assistant Scoutmaster and senior patrol leader, is responsible for enforcing fire safety procedures.

Upon arrival at the jamboree, the third assistant Scoutmaster and senior patrol leader should check with jamboree subcamp

leadership for their fire safety and evacuation procedures and then instruct troop members on these procedures.

The need for careful use of the propane gas stoves cannot be emphasized enough. Open flames of any kind are not permitted in or near tents. If a tent catches fire, or if a fire starts dangerously near a tent, drop the tent immediately. A bucket brigade, carrying water in cooking pots, should be able to extinguish the fire.

Liquid Intake

The Health and Safety Team stresses drinking fluids. Determining appropriate water intake isn't an exact science. How much water needed depends on an individual's physical condition, activity level, locale, and unique physiology. In general, encourage everyone to make a conscious effort to stay hydrated. Water, rather than a carbonated or caffeine-containing drink, should be the beverage of choice with every meal and between meals. So please, please stress the importance of drinking plenty of fluids, especially water—as much as six 8-ounce glasses a day.

PERSONAL HYGIENE

Good hygiene is more than just looking neat and clean. Good hygiene practices can reduce the spread of disease. Therefore, they affect your health as well as the people with whom you interact. Healthy Scouting requires freedom to explore, which seldom involves staying clean for long. But this is different than poor hygiene, which generally means that a person has not washed or bathed, is always messy-looking, and has behaviors that will spread diseases. Be it at home, hiking in the summer, or camping in the winter, you must practice good hygiene to preserve good health. Some of those good hygiene practices are:

Bathing

Regular bathing is important to remove the sweat and grime that naturally builds up on a person's body. It will also allow you the opportunity to examine yourself for signs of injury, rash, or sores. Use plenty of soap and hot water when you shower or take a bath. The hot water will help ease sore muscles as well.

Hand-Washing

Good hand-washing, practiced frequently, will reduce illness. Always wash your hands after going to the restroom, playing outdoors, and handling animals. At camp, there should always be hot water available for people to wash their hands. You should always wash your hands before touching food. This is especially important if you are cooking for your whole patrol, as many diseases can spread through food preparation.

Foot Care

The jamboree can be a miserable experience for a participant with sore and injured feet. Here are some ways that adult leaders can help Scouts prevent the occurrence of foot problems:

1. Make sure that participants have the proper footwear. New shoes that are not broken in should not be worn. Socks that are too tight or are wrinkled, have holes, or are unclean should not be worn.
2. Include a check on foot condition during your daily inspection. At the first sign of a blister or scratch, your troop medical officer should be consulted.
3. Instruct Scouts to bathe their feet daily, dry them thoroughly between the toes, keep toenails trimmed straight across, cover tender spots with adhesive or other dressing, and use foot powder.
4. Shoes must be worn at all times, except when in tents or swimming.

First-Aid Kit

Each jamboree troop and crew will be provided with a first-aid kit. The kit will be available to each troop upon arrival at the world jamboree site.

Jamboree Weather

On average, Sweden will have ideal weather for a jamboree, with cool nights, mild days, and temperatures ranging from 57 degrees to 72 degrees.

Our advice is to "Be Prepared." Bring both sunscreen lotion and a waterproof coat. Pack a range of clothing that is suitable for either mild, sunny weather or cold, rainy weather—including hats and boots. A good sleeping bag and waterproof ground cloth will be important, as the nights are generally cool and the mornings damp.

Sun Safety

The American Academy of Dermatology advises the following tips to protect against damaging rays:

- Limit exposure to sun between 10 a.m. and 4 p.m. when the sun's rays are the strongest.
- Generously apply sunscreen with a sun protection factor (SPF) of at least 15, and reapply every two hours when outdoors, even on cloudy days.
- Wear protective, tightly woven clothing, such as a long-sleeved shirt and pants.
- Wear a 4-inch-wide, broad-brimmed hat and sunglasses with UV protective lenses.
- Stay in the shade whenever possible.
- Avoid reflective surfaces, which can return up to 85 percent of the sun's damaging rays.

The troop leader must encourage his boys to gradually expose themselves to the sun and use a good screening lotion to avoid the discomfort of a sunburn. Treat a mild sunburn with the appropriate medication, and report serious cases to your troop medical officer.

Lightning Kills—Stay Safe

Avoid lightning by using the 30-30 procedure:

- If you see lightning, count the number of seconds until you hear thunder. If the time is 30 seconds or less, the thunderstorm is within six miles of you and is dangerous.
- Quickly get off open water and out of meadows, snowfields, entrances to caves, overhangs, and open areas, and descend the leeward side (opposite from the storm) of mountain tops, rocky slopes, and ridges. Avoid tall and lone objects, such as a tree or tower, and metal objects. At home or work, stay away from windows, doors leading to the outside, telephones, electronic equipment, appliances, and wires. If driving, pull off the road and stay in your vehicle with the emergency flashers turned on.
- After the thunderstorm has passed, wait at least 30 minutes after the last lightning flash before leaving shelter. Be aware that lightning can occur even when it is sunny and you can see lots of blue sky.

Lightning Kills—Stay Alive

If you are caught in a thunderstorm with lightning:

- Seek shelter in a building, vehicle, valley, or low-forested area. In the outdoors, spread your group so that people are at least 30 feet from one another, but within hearing distance. Minimize the risk by squatting low with no more than the soles of your feet touching the ground.
- Insulate your body from possible ground strikes by kneeling on a rolled sleeping bag or foam pad. Stay away from metal tent poles, pack frames, walking sticks, and other metal objects.
- Practice these procedures with your unit once a year so everyone know what to do. Learn CPR (cardiopulmonary resuscitation) so that you can administer it, should a need arise. Take anyone who is a victim of a lightning strike or near strike to the nearest medical facility as soon as possible, even if the person appears to be unharmed.

Lightning Safety Rules

- Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes, sinks, and plug-in electrical appliances.
- Don't use hair dryers, electric toothbrushes, or electric razors.
- Don't use the telephone; lightning may strike telephone wires outside.
- Don't take laundry off the clothesline.
- Don't handle flammable materials in open containers.
- Don't use metal objects, such as fishing rods and golf clubs.
- Get out of the water and off small boats.
- When no shelter is available, avoid the highest object in the area. If only isolated trees are nearby, the best protection is to crouch in the open, keeping twice as far away from isolated trees as the trees are high.
- Avoid hilltops, open spaces, wire fences, metal clotheslines, and exposed sheds.

Firearms

Except for law enforcement officers required to carry firearms within their jurisdiction, firearms shall not be brought to camping, hiking, backpacking, or other Scouting activities.

OUTDOOR CODE

As an American, I will do my best to:

Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors, and

Be conservation-minded.

Policing of Grounds

One of the big problems in connection with an operation of the scope of the jamboree is the maintenance of orderly and neat conditions in heavily used areas. The cooperation of all Scouts and leaders is requested to see that all trash is deposited in containers provided. Constant leadership in this regard will be most helpful in solving a major problem. Every Scout, Venturer, and leader should make it a practice and a tradition that no one passes by trash. Pick it up and put it in the proper container.

Policy On Smoking, Alcohol, Or Drugs

Whenever a member of the Boy Scouts of America appears before the public, especially in uniform, that member is literally on parade. This will be especially true while young people and their leaders are headed for the jamboree, at the jamboree, or returning home. All of us must make sure that the conduct of each youth and adult is above reproach. This places a great responsibility on all leaders—youth and adult alike.

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members. Adult leaders should support the attitude that young adults are better off without tobacco, and may not allow the use of tobacco products at any BSA activity involving youth participants. All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

The use of alcoholic beverages and controlled substances will not be permitted at the jamboree, or while en route to and from the jamboree.

Council jamboree committees should discuss this with their leaders so everybody understands the conduct expected.

NON-APPROVED ACTIVITIES

Scouts, Venturers, and Scouters may observe during their tour of other countries or at the world jamboree, activities that are not approved by the Boy Scouts of America and, therefore must be avoided, including the following:

- All-terrain vehicles (ATVs) are banned from program use. ATVs are defined as motorized recreational cycles with three or four large, soft tires, designed for off-road use on a variety of terrains.
- Boxing, karate, and related martial arts—except judo, aikido, and Tai Chi—are not authorized activities.
- Chainsaws and mechanical log splitters may be authorized for use only by trained individuals over the age of 18, using proper protective gear in accordance with local laws.
- Exploration of abandoned mines is an unauthorized activity.
- Varsity football teams and interscholastic or club football competitions and activities are unauthorized activities.
- Fireworks secured, used, or displayed in conjunction with program and activities is unauthorized, except where the fireworks display is conducted under the auspices of a certified or licensed fireworks control expert.
- Flying in hang gliders, ultra-lights, experimental class aircraft, or hot-air balloons (whether or not they are tethered); parachuting; and flying in aircraft as part of a search and rescue mission are unauthorized activities.
- Motorized go-carts and motorbike activities are unauthorized for Cub Scout and Boy Scout programs.
- Participation in amateur or professional rodeo events and council or district sponsorship of rodeos are not authorized.
- Pointing any type of firearm (including paintball, dye, or lasers) at any individual is unauthorized.
- Hunting is not an authorized Cub Scout or Boy Scout activity, although hunting safety is part of the program curriculum.
- Motorized personal watercraft, such as a Jet-Ski®, are not authorized for use in Scouting aquatics, and their use should not be permitted in or near BSA program areas.
- Except for (1) law enforcement officers required to carry firearms within their jurisdiction, and (2) circumstances within the scope of the BSA hunting policy statement, firearms should not be in the possession of any person engaged in camping, hiking, backpacking, or any other Scouting activity other than those specifically planned for target shooting under the supervision of a certified firearms instructor. (Among the purposes of this policy is to prohibit adult leaders from bringing firearms to BSA camping and hiking activities or to unit meetings.)
- Parasailing, or any activity in which a person is carried aloft by a parachute, parasail, kite, or other device towed by a motorboat or by any other means, is unauthorized.
- All activities related to bungee-cord jumping (sometimes called shock-cord jumping) are unauthorized.

SAFE SWIM DEFENSE

All swimming activities in Scouting are conducted according to the Safe Swim Defense. The proven procedures included in this water safety plan have given Scouting what is believed to be the most exemplary water safety record of any youth organization. Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card (No. 34243) with them, and agree to use the eight defenses in this plan.

But despite the success achieved through adherence to the Safe Swim Defense, drowning on unit activities still occur in Scouting. The lack of responsible and informed adult leadership is a contributing factor in most of these accidents. For this reason, Scouting gives a high priority to efforts that expose unit leaders to the Safe Swim Defense, achieve an understanding of water safety and the elements of the defense plan, and encourage every unit leader to make a commitment to follow the Safe Swim Defense whenever the unit swims. One of the best opportunities for Safe Swim Defense training is at camp.

Teach Safe Swim Defense

1. Thoroughly explain each point of the Safe Swim Defense.
2. Demonstrate and explain:
 - . How to prepare a swimming area.
 - . How to crew and equip lookouts and lifeguards.
 - . How to improvise floats, lines, buddy tags, and other safe swim equipment.
 - . How buddies are paired.
 - . How a check-in system can be improvised on shore. Show a sample portable buddy board.
3. Participation. Have the group organize and carry on a 15-minute swim after making the above preparations.
4. Reconvene the group. Hold a brief critique on the activity.
5. Obtain a commitment to use the Safe Swim Defense plan at all times.

The Eight Defenses

1. Qualified Supervision

All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of youth members in their care, who is experienced in the water and confident of their ability to respond in the event of an emergency, and who is trained in and committed to compliance with the eight points of BSA Safe Swim Defense. (It is strongly recommended that all units have at least one adult or older youth member currently trained as a BSA lifeguard to assist in the planning and conduct of all swimming activities.)

2. Physical Fitness

Require evidence of fitness for swimming activities with a complete health history from a physician, parent, or legal guardian. The adult supervisor should adjust all supervision, discipline, and protection to anticipate any potential risks associated with individual health conditions. In the event of any significant health conditions, an examination by a physician should be required by the adult supervisor. Those with physical disabilities can enjoy and benefit from aquatics if the disabilities are known and necessary precautions are taken.

3. Safe Area

When swimming in areas not regularly maintained and used for swimming activities, have lifeguards and swimmers systematically examine the bottom of the swimming area to determine varying depths, currents, deep holes, rocks, and stumps. Mark off the area for three groups: not more than 3 1/2 feet deep for non-swimmers; from shallow water to just over the head for beginners; deep water not over 12 feet for swimmers. A participant should not be permitted to swim in an area where he cannot readily recover and maintain his footing, or cannot maintain his position in the water, because of swimming ability or water flow. When setting up a safe swimming area in natural waters, use poles stuck in the bottom, or plastic bottles, balloons, or sticks attached to rock anchors with twine for boundary markers. Enclose non-swimmer and beginner areas with buoy lines (twine and floats) between markers. Mark the outer bounds of the swimmer's area with floats. Be sure that clear-water depth is at least 7 feet before allowing anyone to dive into the water. Diving is prohibited from any height more than 40 inches above the water surface; feet first entry is prohibited from more than 60 inches above the water. For any entry from more than 18 inches above the water surface, clear-water depth must be 10 to 12 feet. Only surface swimming is permitted in turbid water. Swimming is not permitted in water more than 12 feet deep, in turbid water where poor visibility and depth would interfere with emergency recognition or prompt rescue, or in white water, unless all participants wear appropriate personal flotation devices and the supervisor determines that swimming with personal flotation equipment is safe under the circumstances.

4. Lifeguards on Duty

Swim only where there are lifeguards on duty. For unit swims in areas where lifeguards are not provided by others, the supervisor should designate two capable swimmers as lifeguards. Station them ashore, equipped with a lifeline (a 100-foot length of 3/8-inch nylon cord). In an emergency, one carries out the line; the other feeds it out from shore, then pulls in his partner and the person being helped. In addition, if a boat is available, have two people, preferably capable swimmers, take it out—one rowing and the other equipped with a 10-foot pole or extra oar. Provide one guard for every 10 people in the water, and adjust the number and positioning of guards as needed to protect the particular area and activity.

5. Lookout

Station a lookout on the shore where it is possible to see and hear everything in all areas. The lookout may be the adult in charge of the swim and may give the buddy signals.

6. Ability Groups

Divide into three ability groups: non-swimmers, beginners, and swimmers. Keep each group in its own area. Non-swimmers have not passed a swimming test. Beginners must pass this test: jump feet first into water over the head in depth, level off, swim 25 feet on the surface. Stop, turn sharply, resume swimming as before, and return to the starting place. Swimmers must pass this test: jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating. These classification tests should be renewed annually, preferably at the beginning of the season.

7. Buddy System

Pair every youth with another in the same ability group. Buddies check in and out of the swimming area together. Emphasize that each buddy lifeguards his buddy. Check everyone in the water about every 10 minutes, or as needed to keep the buddies together. The adult in charge signals for a buddy check with a single blast of a whistle or ring of a bell, and call "Buddies!" The adult counts slowly to 10 while buddies join, raise hands, and remain still and silent. Guards check all areas, count the pairs, and compare the total with the number known to be in the water. Signal two blasts or bells to resume swimming. Signal three blasts or bells for checkout.

8. Discipline

Be sure everyone understands and agrees that swimming is allowed only with proper supervision and use of the complete Safe Swim Defense. The applicable rules should be presented and learned prior to the outing, and should be reviewed for all participants at the water's edge just before the swimming activity begins. Scouts should respect and follow all directions and rules of the adult supervisor. When people know the reasons for rules and procedures they are more likely to follow them. Be strict and fair, showing no favoritism.

Surf Swimming

The Safe Swim Defense applies to swimming at the beach, private or public pool, wilderness pond, stream, lake, or wherever Scouts go swimming. Here are some additional points for the surf:

Surf: The surf swimming environment of wave actions, currents, tides, undertow, run outs, and sea pests like stinging jellyfish requires precautions for safe swimming that aren't necessary in other environments. A swimmer's physical condition is very important and should enable the swimmers to recover footing between waves, swim vigorously for at least five minutes without becoming exhausted, and remain calm and in control when faced with unexpected conditions.

Designated swimming areas are marked by flags or pennants that are easily seen. Non-swimmers and beginners are positioned inshore from standing lifeguards with reach poles; better swimmers are permitted seaward of the lifeguards, but must remain shoreward of anchored marker buoys. The limits of the swimming area up and down the beach should be marked with flags or pennants that can be seen easily from any point in the designated swimming areas. The standing lifeguards should be positioned at the point in the surf where waves crest no higher than chest level and runoff falls to mid-thigh, or below. The outer marker buoys should be positioned at a point where the water is not over chest deep between waves. The buoys should, of course, be weighted and tied with enough line to prevent being moved by waves. The entire swimming area should be located where beach contours and other factors do not produce a runoff or current in which the smallest swimmer cannot readily recover and maintain his footing between waves.

The lifeguards, standing in the water between the swimming areas, should have reach poles and be positioned at the outer bounds and in between so that the entire diameter of the area is within pole reach. At least one lifeguard or rescuer team should be stationed on the beach with proper equipment. (See the *Lifesaving* merit badge pamphlet. A torpedo buoy or rescue tube is strongly recommended. The guard to swimmer ratio of 1-to-10 should always be maintained. Of course, the Safe Swim Defense rules on supervision, lookouts, and discipline apply. **Moreover, it should go without saying that no one swims without a buddy. Check-in and check-out procedures are carefully administered, and periodic buddy checks are called.** In short, for safe surf swimming, follow the eight points of the Safe Swim Defense.

SAFETY AFLOAT

Safety Afloat has been developed to promote boating and boating safety, and to set standards for safe unit activity afloat. **Before a BSA group may engage in an excursion, expedition, or trip on the water (canoe, raft, sailboat, motorboat, rowboat, tube, or other craft), adult leaders for such activity must complete Safety Afloat training (No. 34159), have a commitment card (No. 34242) with them, and be dedicated to full compliance with all nine points of Safety Afloat.**

1. Qualified Supervision

All activity afloat must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of the children in their care, who is experienced and qualified in the particular watercraft skills and equipment involved in the activity, and who is committed to compliance with the nine points of BSA Safety Afloat. One such supervisor is required for each 10 people, with a minimum of two adults for any one group. At least one supervisor must be age 21 or older, and the remaining supervisors must be age 18 or older. All supervisors must complete BSA Safety Afloat and Safe Swim Defense training and rescue training for the type of watercraft to be used in the activity, and at least one must be trained in CPR. It is strongly recommended that all units have at least one adult or older youth member currently trained as a BSA lifeguard to assist in the planning and conducting of all activity afloat.

2. Physical Fitness

All persons must present evidence of fitness by a complete health history from a physician, parent, or legal guardian. Adjust all supervision, discipline, and protection to anticipate any risks associated with individual health conditions. In the event of any significant health conditions, a medical evaluation by a physician should be required by the adult leader.

3. Swimming Ability

A person who has not been classified as a "swimmer" may ride as a passenger in a rowboat or motorboat with an adult swimmer, or in a canoe, raft, or sailboat with an adult who is trained as a lifeguard or a lifesaver by a recognized agency. In all other circumstances, the person must be a swimmer to participate in an activity afloat. Swimmers must pass this test: jump feet first into water over your head. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating. This qualification test should be renewed annually.

4. Personal Flotation Equipment

Properly fitted U.S. Coast Guard-approved personal flotation devices (PFDs) must be worn by all persons engaged in activity on the open water (rowing, canoeing, sailing, boardsailing, motorboating, waterskiing, rafting, tubing, kayaking, and surfboarding). Type II and III PFDs are recommended.

5. Buddy System

All activity afloat necessitates using the buddy system. Not only must every individual have a buddy, but every craft should have a buddy boat when on the water.

6. Skill Proficiency

All participants in activity afloat must be trained and experienced in watercraft handling skills, safety, and emergency procedures. (a) For unit activity on white water, all participants must complete special training by a BSA Aquatics Instructor or qualified white-water specialist. (b) Powerboat operators must be able to meet requirements for the Motorboating merit badge or equivalent. (c) Except for white-water and powerboat operation as noted above, either a minimum of three hours of training and supervised practice or meeting requirements for basic handling tests is required for all float trips or open-water excursions using unpowered craft.

7. Equipment

All equipment must be suited to the craft, to water conditions, and to the individual; must be in good repair; and must satisfy all state and federal requirements. Spare equipment or repair materials must be carried. Appropriate rescue equipment must be available for immediate use.

8. Discipline

All participants should know, understand, and respect the rules and procedures for safe unit afloat activities. The applicable rules should be presented and learned prior to the outing, and should be reviewed for all participants at the water's edge just before the activity begins. When Scouts know and understand the reasons for the rules, they will observe them. When fairly and impartially applied, rules do not interfere with the fun. Rules for safety, plus common sense and good judgment, keep the fun from being interrupted by tragedy.

Note: For cruising vessels (excluding rowboats, canoes, kayaks, and rafts, but including sailboats and powerboats greater than 20 feet long) used in adult-supervised unit activities by a chartered Venturing crew or ship specializing in watercraft operations, or used in an adult-supervised program activity in connection with any high-adventure program or other activity under the direct sponsorship and control of the National Council, the standards and procedures in the *Sea Scout Manual* may be substituted for the Safety Afloat standards.

Personal Flotation Devices (PFDs)

Properly fitted U.S. Coast Guard-approved personal flotation devices (PFDs) must be worn by all persons engaged in activity on the open water (rowing, canoeing, sailing, boardsailing, motorboating, waterskiing, rafting, tubing, and kayaking). Only U.S. Coast Guard-approved equipment (type I, II, or III) is acceptable for use in Scouting aquatic activities. Ski belts are not acceptable. Scouts and unit leaders should learn which type is appropriate for each specific circumstance and how to wear and check for proper fit.

Water Clarity

Swimming activity in turbid water should be limited to surface swimming. Turbid water exists when a 12-inch white disk at the depth of 3 feet is not visible from above the surface of the water. Underwater swimming, headfirst entry (except for racing dives), and board diving are not permitted in turbid water. Supervised instruction in lifesaving skills and surface diving may be conducted in confined areas of turbid water not exceeding 8 feet in depth and free of bottom hazards. Snorkeling and scuba skills are taught and practiced only in clear water. Clear water exists when a 12-inch disk at a depth of 8 feet is visible from above the surface of the water.

CHEMICAL STOVES AND LANTERNS

1. Use compressed- or liquid-gas stoves or lanterns only with knowledgeable adult supervision and in Scout facilities only where and when permitted.
2. Operate and maintain according to manufacturer's instructions included with the stove or lantern.
3. Both gasoline and kerosene shall be kept in well-marked, approved containers (never in a glass container) and stored in a ventilated, locked box at a safe distance (a minimum of 20 feet) from buildings and tents. Keep all chemical fuel containers away from hot stoves and campfires, and store below 100 degrees (F).
4. Let hot stoves and lanterns cool before changing cylinders of compressed gases or refilling from containers of liquid gas.
5. Refill liquid-gas stoves and lanterns a safe distance from any flames, including other stoves, campfires, and personal smoking substances. A commercial camp stove fuel should be used for safety and performance. Pour through a filter funnel. Recap both the device and the fuel container before igniting.
6. Never fuel a stove, heater, or lantern inside a cabin; always do this outdoors. Do not operate a stove, lantern, or charcoal grill in an unventilated area. Provide at least two ventilation openings, one high and one low, to supply oxygen and exhaust for lethal gases. Never fuel (example: all liquid fuels, charcoal, etc.), ignite, or operate a stove, heater, or lantern in a tent.
7. Place the stove on a level, secure surface before operating. On snow, place insulated support under the stove to prevent melting and tipping.

8. Periodically check fittings on compressed-gas stoves and on pressurized liquid-gas stoves for leakage, using a soap solution before lighting.
9. To avoid possible fires, locate gas tanks, stoves, etc., below any tents, since heavy leakage of gas will flow downhill, the same as water.
10. When lighting a stove, keep fuel containers and extra canisters well away. Do not hover over the stove when lighting it. Keep your head and body to one side. Open the stove valve quickly for two full turns and light carefully, with head, fingers, and hands to the side of the burner. Then adjust down.
11. Do not leave a lighted stove or lantern unattended.
12. Do not overload the stovetop with heavy pots or large frying pans. If pots larger than 2 quarts are necessary, set up a separate grill with legs to hold the pot, and place the stove under the grill.
13. Do not place in or near fires. Empty fuel containers will explode if heated and should never be put in fireplaces or with burnable trash. The host country will provide information for proper disposal based on their country's regulations.

PARTICIPANT RESOURCE SHEET

Name _____



My friends call me _____

Troop no. _____ Community _____

Scoutmaster name _____

Scoutmaster phone no. _____

Passport no. _____

Passport country _____

Address _____

City _____ State _____ Zip _____

Phone () _____ Blood type _____ Date of birth _____

E-mail _____

Grade in school as of 5/31/2011 _____ Years in Scouting _____ Rank _____

Emergency contact during jamboree _____

Relationship _____ Phone numbers (D) _____ (N) _____

Current leadership position _____

Other leadership experience _____

Member of OA _____ Honor _____ Office _____

Are you a member of an Indian dance team? _____

Other Scouting awards _____

Non-Scouting achievements _____

Leadership training (describe) _____

No. of years at Boy Scout camp _____ Staff experience (camp, JLT, etc.) _____

Camping and backpacking experience _____

Jamborees, high-adventure camps, etc. _____

Leadership roles at these events and camps _____

Languages spoken (other than English) _____

Hobbies or musical instruments _____

Do you have special dietary requirements? (If yes, specify.) _____

Do you have a physical handicap or disability? (If yes, specify.) _____

Religious preference _____

Address of local media (newspaper, radio, TV) _____

Can you teach (mark appropriate boxes)

Nature ☐

Cooking ☐

Knots ☐

Lashing ☐

Compass ☐

Maps ☐

Axemanship ☐

First aid ☐

Stars ☐

Songs ☐

Stunts ☐

Camping ☐

Campfire and song-leading skills

For jamboree subcamp shows:

Play musical instrument (explain) _____

Sing _____ Dance _____

Other talent _____

Annual Health and Medical Record

(Valid for 12 calendar months)

Policy on Use of the Annual Health and Medical Record

In order to provide better care for its members and to assist them in better understanding their own physical capabilities, the Boy Scouts of America recommends that everyone who participates in a Scouting event have an annual medical evaluation by a certified and licensed health-care provider—a physician (MD or DO), nurse practitioner, or physician assistant. Providing your medical information on this four-part form will help ensure you meet the minimum standards for participation in various activities. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and B are to be completed at least annually by participants in all Scouting events. This health history, parental/guardian informed consent and hold harmless/release agreement, and talent release statement is to be completed by the participant and parents/guardians.

Part C is the physical exam that is required for participants in any event that exceeds 72 consecutive hours, for all high-adventure base participants, or when the nature of the activity is strenuous and demanding. Service projects or work weekends may fit this description. Part C is to be completed and signed by a certified and licensed health-care provider—physician (MD or DO), nurse practitioner, or physician assistant. It is important to note that the height/weight limits must be strictly adhered to when the event will take the unit more than 30 minutes away from an emergency vehicle-accessible roadway, or when the program requires it, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

Part D is required to be reviewed by all participants of a high-adventure program at one of the national high-adventure bases and shared with the examining health-care provider before completing Part C.

- **Philmont Scout Ranch.** Participants and guests for Philmont activities that are conducted with limited access to the backcountry, including most Philmont Training Center conferences and family programs, will not require completion of Part C. However, participants should review Part D to understand potential risks inherent at 6,700 feet in elevation in a dry Southwest environment. Please review specific registration information for the activity or event.
- **Northern Tier National High Adventure Base.**
- **Florida National High Adventure Sea Base.** The PADI medical form is also required if scuba diving at this base.

Risk Factors

Based on the vast experience of the medical community, the BSA has identified the following risk factors that may limit your participation in various outdoor adventures.

- Excessive body weight
- Heart disease
- Hypertension (high blood pressure)
- Diabetes
- Seizures
- Lack of appropriate immunizations
- Asthma
- Allergies/anaphylaxis
- Muscular/skeletal injuries
- Psychiatric/psychological and emotional difficulties

For more information on medical risk factors, visit Scouting Safely on www.scouting.org.

Prescriptions

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Also, if state laws are more limiting, they must be followed.

Frequently Asked Questions (FAQs)

- Philmont Scout Ranch: www.philmontscoutranch.org or 575-376-2281
- Northern Tier National High Adventure Base: www.ntier.org or 218-365-4811
- Florida National High Adventure Sea Base: www.bsaseabase.org or 305-664-5612
- National Scout Jamboree: www.bsajamboree.org

For frequently asked questions about this Annual Health and Medical Record, see Scouting Safely online at <http://www.scouting.org/scoutsources/HealthandSafety.aspx>. Information about the Health Insurance Portability and Accountability Act (HIPAA) may be found at <http://www.hipaa.org>.



BOY SCOUTS OF AMERICA®

Emergency contact No.:

Allergies:

DOB:

Full name:

Annual BSA Health and Medical Record**Part A****GENERAL INFORMATION**

Name _____ Date of birth _____ Age _____ Male ☐ Female ☐
 Address _____ Grade completed (youth only) asf
 City _____ State _____ Zip _____ Phone No. _____
 Unit leader _____ Council name/No. _____ Unit No. _____
 Social Security No. (optional; may be required by medical facilities for treatment) _____ Religious preference _____
 Health/accident insurance company _____ Policy No. _____

High-adventure base participants:

Expedition/crew No.: _____
 or staff position: _____

ATTACH A PHOTOCOPY OF BOTH SIDES OF INSURANCE CARD. IF FAMILY HAS NO MEDICAL INSURANCE, STATE "NONE."

In case of emergency, notify:

Name _____ Relationship _____
 Address _____
 Home phone _____ Business phone _____ Cell phone _____
 Alternate contact _____ Alternate's phone _____

HEALTH HISTORY

Are you now, or have you ever been treated for any of the following:

Yes	No	Condition	Explain
		Asthma Last attack: _____	
		Diabetes Last HbA1c: _____	
		Hypertension (high blood pressure)	
		Heart disease (e.g., CHF, CAD, MI)	
		Stroke/TIA	
		Lung/respiratory disease	
		Ear/sinus problems	
		Muscular/skeletal condition	
		Menstrual problems (women only)	
		Psychiatric/psychological and emotional difficulties	
		Behavioral disorders (e.g., ADD, ADHD, Asperger syndrome, autism)	
		Bleeding disorders	
		Fainting spells	
		Thyroid disease	
		Kidney disease	
		Sickle cell disease	
		Seizures Last seizure: _____	
		Sleep disorders (e.g., sleep apnea) Use CPAP: Yes <input type="checkbox"/> No <input type="checkbox"/>	
		Abdominal/digestive problems	
		Surgery	
		Serious injury	
		Other	

Allergies or Reaction to:

Medication _____

Food, Plants, or Insect Bites _____

Immunizations:

The following are recommended by the BSA. **Tetanus immunization is required and must have been received within the last 10 years.** If had disease, put "D" and the year. If immunized, check the box and the year received.

Yes	No	Date
<input type="checkbox"/>	<input type="checkbox"/>	Tetanus _____
<input type="checkbox"/>	<input type="checkbox"/>	Pertussis _____
<input type="checkbox"/>	<input type="checkbox"/>	Diphtheria _____
<input type="checkbox"/>	<input type="checkbox"/>	Measles _____
<input type="checkbox"/>	<input type="checkbox"/>	Mumps _____
<input type="checkbox"/>	<input type="checkbox"/>	Rubella _____
<input type="checkbox"/>	<input type="checkbox"/>	Polio _____
<input type="checkbox"/>	<input type="checkbox"/>	Chicken pox _____
<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis A _____
<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis B _____
<input type="checkbox"/>	<input type="checkbox"/>	Influenza _____
<input type="checkbox"/>	<input type="checkbox"/>	Other (i.e., HIB) _____

☐ Exemption to immunizations claimed (form required).

(For more information about immunizations, as well as the immunization exemption form, see Scouting.org.)

MEDICATIONS

List all medications currently used. (If additional space is needed, please photocopy this part of the health form.) Inhalers and EpiPen information must be included, even if they are for occasional or emergency use only.

Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____
Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____

Administration of the above medications is approved by (if required by your state): _____
 Parent/guardian signature and/or MD/DO, NP, or PA signature

Be sure to bring medications in sufficient quantities and the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication.

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Part B

INFORMED CONSENT AND HOLD HARMLESS/RELEASE AGREEMENT

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

I understand that participation in Scouting activities involves a certain degree of risk and can be physically, mentally, and emotionally demanding. I also understand that participation in these activities is entirely voluntary and requires participants to abide by applicable rules and standards of conduct.

In case of an emergency involving me or my child, I understand that every effort will be made to contact the individual listed as the emergency contact person. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

I have carefully considered the risk involved and give consent for myself and/or my child to participate in these activities. I approve the sharing of the information on this form with BSA volunteers and professionals who need to know of medical situations that might require special consideration for the safe conducting of Scouting activities.

I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

☐ Without restrictions.

☐ With special considerations or restrictions (list) _____

TALENT RELEASE AGREEMENT

I hereby assign and grant to the local council and the Boy Scouts of America the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication.

I hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the Boy Scouts of America, and I specifically waive any right to any compensation I may have for any of the foregoing.

☐ Yes ☐ No

ADULTS AUTHORIZED TO TAKE YOUTH TO AND FROM EVENTS:

You must designate at least one adult. Please include a telephone number.

1. Name _____ Telephone _____

2. Name _____ Telephone _____

3. Name _____ Telephone _____

Adults NOT authorized to take youth to and from events:

1. Name _____

2. Name _____

3. Name _____

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity.

If I am participating at Philmont, Philmont Training Center, Northern Tier, or Florida Sea Base: I have also read and understand the risk advisories explained in Part D, *including height and weight requirements and restrictions*, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met. The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider.

Participant's name _____

Participant's signature _____ Date _____

Parent/guardian's signature _____ Date _____

(if participant is under the age of 18)

This Annual Health and Medical Record is valid for 12 calendar months.

Part B Full name: _____ DOB: _____

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High-adventure base participants:Expedition/crew No.: _____
or staff position: _____**Part C****TO THE EXAMINING HEALTH-CARE PROVIDER** (Certified and licensed physicians [MD, DO], nurse practitioners, and physician's assistants)

You are being asked to certify that this individual has no contraindication for participation in a Scouting experience. For individuals who will be attending a high-adventure program at one of the national high-adventure bases, please refer to Part D for additional information.

(Part D was made available to me. ☐ Yes ☐ No)**PHYSICAL EXAMINATION**

Height (inches) _____ Weight (pounds) _____ Maximum weight for height _____ Meets height/weight limits ☐ Yes ☐ No
 Blood pressure _____ Pulse _____ Percent body fat (optional) _____

If you exceed the maximum weight for height as explained on this page and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle-accessible roadway, you **will not** be allowed to participate. At the discretion of the medical advisors of the event and/or camp, participation of an individual exceeding the maximum weight for height may be allowed if the body fat percentage measured by the health-care provider is determined to be 20 percent or less for a female or 15 percent or less for a male. (Philmont requires a water-displacement test to be used for this determination.) Please call the event leader and/or camp if you have any questions. Enforcing the height/weight guidelines is strongly encouraged for all other events.

	Normal	Abnormal	Explain Any Abnormalities	Range of Mobility	Normal	Abnormal	Explain Any Abnormalities
Eyes				Knees (both)			
Ears				Ankles (both)			
Nose				Spine			
Throat							
Lungs							
Neurological				Other	Yes	No	
Heart				Contacts			
Abdomen				Dentures			
Genitalia				Braces			
Skin				Inguinal hernia			Explain
Emotional adjustment				Medical equipment (i.e., CPAP, oxygen)			
Tuberculosis (TB) skin test (if required by your state for BSA camp staff) <input type="checkbox"/> Negative <input type="checkbox"/> Positive							

Allergies (to what agent, type of reaction, treatment): _____**Restrictions** (if none, so state) _____**EXAMINER'S CERTIFICATION**

I certify that I have reviewed the health history and examined this person and find no contraindications for participation in a Scouting experience. This participant

- Meets height/weight requirements
- Does not have uncontrolled heart disease, asthma, or hypertension
- Has not had an orthopedic injury, musculoskeletal problems, or orthopedic surgery in the last six months or possesses a letter of clearance from their orthopedic surgeon or treating physician
- Has no uncontrolled psychiatric disorders
- Has had no seizures in the last year
- Does not have poorly controlled diabetes
- If less than 18 years of age and planning to scuba dive, does not have diabetes, asthma, or seizures

Provider printed name _____

Address _____

City, state, zip _____

Office phone _____

Signature _____

Date _____

Height (inches)	Recommended Weight (lbs)	Allowable Exception	Maximum Acceptance
60	97-138	139-166	166
61	101-143	144-172	172
62	104-148	149-178	178
63	107-152	153-183	183
64	111-157	158-189	189
65	114-162	163-195	195
66	118-167	168-201	201
67	121-172	173-207	207
68	125-178	179-214	214
69	129-185	186-220	220
70	132-188	189-226	226
71	136-194	195-233	233
72	140-199	200-239	239
73	144-205	206-246	246
74	148-210	211-252	252
75	152-216	217-260	260
76	156-222	223-267	267
77	160-228	229-274	274
78	164-234	235-281	281
79 & over	170-240	241-295	295

This table is based on the revised Dietary Guidelines for Americans from the U.S. Dept. of Agriculture and the Dept. of Health & Human Services.

DO NOT WRITE IN THIS BOX

REVIEW FOR CAMP OR SPECIAL ACTIVITY

Reviewed by _____ Date _____

Further approval required ☐ Yes ☐ No Reason _____ Date _____

By _____

Part C Full name: _____ **DOB:** _____680-001
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IMMUNIZATION EXEMPTION REQUEST

On religious, philosophical, or medical grounds, I request exemption for ☐ me and/or ☐ my child from all vaccinations and/or immunizations required by the BSA (found on www.scouting.org under Scouting Safely) for attendance to the 2011 World Scout Jamboree. I understand that a medical evaluation and screening by a licensed health-care practitioner is necessary to reduce the possibility of exposing other camp participants to a communicable disease.

In consideration of these exemptions, I understand that I accept complete responsibility for the health of ☐ me and/or ☐ my child, and I hereby release and agree harmless the Boy Scouts of America and any of its officers, agents, and representatives from any liability that might arise during Scouting activities by virtue of this exemption. It is further understood that, should an emergency arise, (name) _____, (telephone) _____, will be notified immediately. In the event that this contact cannot be located immediately, the Boy Scouts of America authorities may take such temporary measures as they deem necessary.

Participant signature

Parent/guardian signature

Date _____

Name (print) _____

Address _____

City, state, zip _____

APPENDIX D

SCOUTING AROUND THE WORLD

Background



Scouting began in England in 1907 based on Robert Baden-Powell's ideas and book, *Scouting for Boys*. The book and program proved to have universal appeal for boys, and quickly spread worldwide. Some aspects of the program vary around the world, but the principles of the Scout Promise and Scout Law unite the world brotherhood of Scouting and prepare boys for adulthood in today's world.

From its beginning on Brownsea Island, the Scouting idea spread around the world until it became what it is now—the largest voluntary youth movement in the world, with membership totaling more than 25 million. Although there might be some differences in program administration, the entire movement adheres to these fundamental principles.

Worldwide Principles

- Duty to God and respect for individual beliefs
- Loyalty to one's country and respect for its laws
- Strength of world friendship and Scouting brotherhood
- Service to others—community development
- Universal regard for the Scout Promise and Scout Law as a life guide
- Voluntary membership
- Service by volunteer leaders
- Independence from political influence and control
- Training youth in responsible citizenship, physical and mental development, and character guidance through the use of the patrol system, group activities, recognition through awards, and learning by doing
- Outdoor program orientation

Universal Practices

These acts and symbols of Scouting are familiar all over the world:

- Scout Promise and Scout Law—duty to God and country
- Design of badge—basic trefoil
- "Be Prepared" motto
- Universal three-finger Scout sign—sign of personal honor
- Scout left handclasp
- Use of the patrol system
- Basic ideal of the Good Turn

World Jamborees

A world jamboree involves thousands of Scouts from many nations, camping together in the spirit of world friendship. Such friendships and the desire to know one another overcome language barriers and differences in customs, races, and religions, making Scouting relevant to world brotherhood.

At jamborees, Scouts compete in Scout skills, trade friendship tokens, meet around campfires, and make lifelong pen pals. They sample each other's food, play games, swim together, and learn Scout stunts, how to make gadgets, and how Scouts live around the world. They also learn words and phrases in different languages. The first world jamboree, called by Lord Baden-Powell in 1920, was held in England. Since then, every four years, except during World War II, Scouts have met at a world jamboree.

World Organization of the Scout Movement

The World Organization of the Scout Movement (WOSM) is an international, non-governmental organization, composed of three principle parts: World Scout Conference, World Scout Committee, and World Scout Bureau.

World Scout Conference

The World Scout Conference meets once every three years and is the “general assembly” of Scouting, composed of all member national Scout organizations. The purpose of the conference is to promote unity, integrity, and development of the Scout movement worldwide.

World Scout Committee

Because of its size and the fact that it meets only every three years, the World Scout Conference elects and delegates some of its authority to the World Scout Committee. The committee serves as the executive arm of the conference. It is responsible for implementing the resolutions of the conference and for acting on its behalf between meetings.

World Scout Bureau

The World Scout Bureau is the secretariat of the world organization, carrying out the instructions of the conference and the committee. Appointed by the World Scout Committee, the secretary general of the World Organization of the Scout Movement directs the bureau and serves as the chief administrative officer of the world organization.

World Organization of the Scout Movement Country Members

Albania	Georgia	Nigeria
Algeria	Germany	Norway
Angola	Ghana	Oman
Argentina	Greece	Pakistan
Armenia	Grenada	Palestinian Authority
Australia	Guatemala	Panama
Austria	Guyana	Papua New Guinea
Azerbaijan	Haiti	Paraguay
Bahamas	Honduras	Peru
Bahrain	Hong Kong	Philippines
Bangladesh	Hungary	Poland
Barbados	Iceland	Portugal
Belgium	India	Qatar
Belize	Indonesia	Romania
Benin	Ireland	Russian Federation
Bhutan	Israel	Rwanda
Bolivia	Italy	San Marino
Bosnia and Herzegovina	Jamaica	Saudi Arabia
Botswana	Japan	Senegal
Brazil	Jordan	Seychelles
Brunei Darussalam	Kenya	Sierra Leone
Bulgaria	Kiribati	Singapore
Burkina Faso	Korea, Republic of	Slovakia
Burundi	Kuwait	Slovenia
Cape Verde	Latvia	South Africa
Cameroon	Lebanon	Spain
Canada	Lesotho	Sri Lanka
Chad	Liberia	St. Lucia
Chile	Libyan Arab Jamahiriya	St. Vincent and the Grenadines
China, Scouts of	Liechtenstein	Serbia & Montenegro
Colombia	Lithuania	Sudan
Comoros	Luxembourg	Suriname
Congo, The Democratic Republic of	Macedonia, the former	Swaziland
Republic of	Yugoslav, Republic of	Sweden
Costa Rica	Madagascar	

Côte d'Ivoire	Malaysia	Switzerland
Croatia	Maldives	Tajikistan
Cyprus	Malta	Tanzania, United Republic of
Czech Republic	Mauritania	Thailand
Denmark	Mauritius	Togo
Dominica	Mexico	Trinidad and Tobago
Dominican Republic	Moldova, Republic of	Tunisia
Ecuador	Monaco	Turkey
Egypt	Mongolia	Uganda
El Salvador	Morocco	United Arab Emirates
Estonia	Mozambique	United Kingdom
Ethiopia	Namibia	United States
Fiji	Nepal	Uruguay
Finland	Netherlands	Venezuela
France	New Zealand	Yemen
Gabon	Nicaragua	Zambia
Gambia	Niger	Zimbabwe

FOUNDERS OF SCOUTING AND THE BSA

Robert S. S. Baden-Powell

As a youth, Robert Baden-Powell greatly enjoyed the outdoors, learning about nature and how to live in the wilderness. After returning as a military hero from service in Africa, Baden-Powell discovered that English boys were reading the manual on stalking and survival in the wilderness that he had written for British soldiers. Gathering ideas from Ernest Thompson Seton, Daniel Carter Beard, and others, he rewrote the manual as a nonmilitary nature skill book and called it *Scouting for Boys*. To test his ideas, Baden-Powell brought together 22 boys to camp at Brownsea Island, off the coast of England. This historic campout was a success and resulted in the advent of Scouting. Thus, the imagination and inspiration of Baden-Powell, later proclaimed Chief Scout of the World, brought Scouting to youth across the world.

Ernest Thompson Seton

Born in Scotland, Ernest Thompson Seton immigrated to America as a youth in the 1880s. His fascination with the wilderness led him to become a naturalist, an artist, and an author, and through his works he influenced both youth and adults. Seton established a youth organization called the Woodcraft Indians, and his background of outdoor skills and interest in youth made him a logical choice for the position of first Chief Scout Executive of the BSA in 1910.

Daniel Carter Beard

Woodsman, illustrator, and naturalist Daniel Carter Beard was a pioneering spirit of the Boy Scouts of America. Already 60 years old when the Boy Scouts of America was formed, he became a founder and merged it with his own boys' organization, the Sons of Daniel Boone. As the first national Scout commissioner, Beard helped design the original Scout uniform and introduced the elements of the First Class Scout badge. "Uncle Dan," as he was known to boys and leaders, will be remembered as a colorful figure dressed in buckskin who helped form Scouting in the United States.

William D. Boyce

In 1909, Chicago publisher William D. Boyce lost his way in a dense London fog. A boy came to his aid and, after guiding the man, refused a tip, explaining that as a Scout he would not take a tip for doing a Good Turn. This gesture by an unknown Scout inspired a meeting with Robert Baden-Powell, the British founder of the Boy Scouts. As a result, William Boyce incorporated the Boy Scouts of America on February 8, 1910. He also created the Lone Scouts, which merged with the BSA in 1924.