Boy Scouts of America®

2015 World Scout Jamboree Guide for Participants



BOY SCOUTS OF AMERICA

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23RD WORLD SCOUT JAMBOREE

The 23rd World Scout Jamboree will be held in Japan from July 28 until August 8, 2015. It will bring together more than 30,000 Scouts, Venturers, leaders, and staff to share adventures, international friendship, personal growth, and development over the 12 days.

LOCATION

The 2015 World Scout Jamboree will take place in Kirara-hama in Yamaguchi, the western part of Japan, facing the calm Seto Inland Sea.

THEME

The theme of the 23rd World Scout Jamboree is "WA: a Spirit of Unity." The Kanji character "#n" (WA) embraces unity, harmony, cooperation, friendship, and peace. WA also represents Japan and its culture. The overall jamboree theme, "WA: a Spirit of Unity," embraces these three concepts: Energy, Innovation, and Harmony.

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 23rd 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 enable them to take action in their local and wider communities.

With active participation of Scouts from all around the world, the 23rd World Scout Jamboree will be a small world where participants discover the integration of tradition and cutting-edge technology, peace building, environmentalism, and disaster prevention through experience.

After this once-in-a-lifetime event, Scouts will return to their countries as Messengers of Peace with a feeling of unity in Scouting in their hearts.

JAMBOREE LOGOS

The Jamboree Logo



The jamboree logo is based on the traditional Japanese *Mizuhiki* knot. The impressive and decorative string and knot represent the energy, new experiences, and meetings at the jamboree and the unity of the Scouts gathered from all over the world. The three colors represent the jamboree concepts of Energy, Innovation, and Harmony.

The Mizuhiki knot, made of Japanese paper, is used as a gift for occasions such as weddings and childbirth. It is said that the motion of the knot represents the bond between people. The logo represents the bonds that will form between the Scouts gathered from all over the world. On the lower right side of the logo, the kanji character "#\(\text{T}\)" (WA) illustrates the meaning of the Mizuhiki.

In addition, the jamboree title is indicated in English and French, and as the jamboree is an official event of the World Organization of the Scout Movement (WOSM), the World Scout emblem is featured.

The BSA's Contingent Logo



The BSA's 23rd World Scout Jamboree's emblem combines the official jamboree logo with the BSA fleur-de-lis imposed over a field of Boy Scout blue embellished with tone-on-tone stars. The USA contingent graphic identity was designed to reflect this spirit of unity between the Scout Association of Japan and the Boy Scouts of America.

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 23rd World Scout Jamboree Committee roster found at the front 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 at the front of this manual.

UNIT (Troop or Crew) ORGANIZATION—The Patrol Method

Contingent units will consist of 40 members—36 youth and four adults—and organized using the patrol method. Each patrol will have nine youth. The patrol will be the functioning unit at the jamboree. As there is not an equivalent to the patrol within Venturing, the term "patrol" will refer to both a Scout troop and a Venturing crew unit of nine youth and one unit leader. Job specifications for unit staff are listed below.

Adult

Unit Leader

The personal leadership of the unit leader 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 unit leader should:

- Maintain policies and coordinate efforts of other unit Scouters.
- . Work through the assistant unit leaders, senior patrol leader/crew president, and patrol leaders/activity chairs to ensure fulfillment of their duties.
- Accompany the unit to and from the jamboree.
- Be responsible at all times for the proper behavior and conduct of the members of the unit; unit follows code of conduct.
- Be personally responsible for the health, safety, and morale of the unit.
- Receive a report from the senior patrol leader/crew president on bed check each evening after taps.
- Cooperate with jamboree leadership at all times.

First Assistant Unit Leader (Unit Activities)

- Serves as the unit leader in the absence of the unit leader.
- Works with the assistant senior patrol leader/vice president of program in administering unit operations.
- Works with the unit scribe/vice president of communications in scheduling unit participation in jamboree activities and in other duties.
- Is responsible for arranging for or conducting appropriate religious observances while unit is traveling to and from the jamboree.
- Counsels and advises the unit chaplain's aide.
- Is responsible to the unit leader for program and activities of the unit, including events, campfires, and reviews.
- Cares for unit exhibits.

Second Assistant Unit Leader (Unit Records)

- Is responsible for collecting and keeping the Annual Health and Medical Record (No. 680-001) forms of all unit members.
- Is responsible for keeping all unit medical records.
- Is responsible for unit first aid; contacts the subcamp medical officer on serious cases. Responsible for unit first-aid kit and keeping it fully assembled and available for use as needed.
- Is responsible for proper completion and filing of accident and sickness claim forms.
- Encourages youth to send news to their hometowns including responsible use of social media using visual storytelling.
- Maintains general morale of the unit, including distributing mail and other communications.

Third Assistant Unit Leader (Physical Arrangements)

- Is responsible to the unit leader for unit physical arrangements.
- Works with the unit quartermaster/vice president of administration on the issuance of supplies.
- Arranges directly with the subcamp for supplies.
- Working through and with the quartermaster/vice president of administration and patrol leaders/activity chairs, trains and oversees the patrols in their tasks of
 drawing food and food supplies, food preparation, serving food, and cleaning up.
- Is responsible for commissary pickup and keeping track of pantry items, 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.
- Responsible for the care and neat appearance of all equipment.
- Responsible for transportation of personal baggage to and from the jamboree.
- Coordinate with the Contingent Management Team on the receipt and return of contingent provided equipment (tents, cots, first aid kits, etc.)

Youth

Senior Patrol Leader/Crew President

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

Assistant Senior Patrol Leader/Vice President of Program

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

Quartermaster/Vice President of Administration

- Is responsible for unit equipment and supplies.
- Works with the third assistant unit leader on physical arrangements, controlling the storage and issuance of all equipment and supplies belonging to the unit
 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 unit leader for the return of all equipment in good repair.

Scribe/Vice President of Communications

- Is the custodian of all unit records.
- · Works directly with the second assistant unit leader in handling registration procedures and in keeping such records, as required.
- Keeps the log of the unit and carries out other duties as may be assigned by the unit leader.

Chaplain's Aide (Contingent Member)

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

Historian (Contingent Member)

- Takes care of unit trophies and keepsakes.
- Keeps a log book about unit meetings and activities.
- Keeps a scrapbook of newspaper clippings and other items about the unit's activities.
- Collects photographs from other unit members to make photo album of unit 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 unit members (collect addresses and/or email addresses of each member's local media outlet prior to jamboree departure).
- Encourage the responsible use of social media using visual storytelling.

Patrol Leader/Activity Chair

- Sees that youth follow the code of conduct.
- Sees that youth wear the appropriate jamboree uniform.
- Represents patrol as a member of the unit leader council.
- Receives assignments for patrol members from the unit leaders.
- Informs patrol members of assignments and sees that they are carried out.
- Brings the needs and concerns of the patrol members to the unit 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 the patrol for organizing patrol formations.
- Gets their patrol to the point where the unit is forming and—when called upon by the senior patrol leader/crew president—reports and accounts for its full membership.

Assistant Patrol Leader/Assistant Activity Chair

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

Contingent Members

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 youth and adult.

EQUIPMENT AND UNIFORMS

Proper Uniforming

Proper uniforming is important for the image of Scouting. 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 Scouting and Venturing activities.

Youth and Unit Leader Uniform

The official jamboree uniform is:

Scout/Venturer shirt, short sleeves recommended Scout/Venturer shorts/trousers

Scout/Venturer socks BSA 2015 World Scou

BSA 2015 World Scout Jamboree neckerchief

Scout/Venturer web or leather belt with buckle

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

Please note: Tattoos are culturally not acceptable in Japanese society. In public places tattoos are not to be on display, and those with tattoos should cover them. The Scout Association of Japan has suggested using wetsuits when in swimming pools. We ask that you respect Japanese culture and try to cover your tattoos when possible.

ACTIVITY AND TRAVEL UNIFORMS

Activities Uniform

The activities uniform for youth and unit leaders will be a Scout/Venturer T-shirt, Scout/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

Youth and unit 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 Tokyo and then change back into their travel uniform before landing.

Official Neckerchiefs and Patches

Six official jamboree contingent patches and five neckerchiefs will be sent to participating youth, unit leaders, and the International Service Team (IST). At this time no additional patches or neckerchiefs will be offered for sale. If extra items become available we will notify all participants on how these items can be purchased.

Additional Insignia to Be Worn

- · Badge of rank
- Council shoulder strip
- Jamboree unit numeral, to be provided
- Jamboree badge of office
- Official BSA Jamboree Contingent patch, to be provided

Nameplates

Each member of the BSA contingent (youth, Unit Leaders and IST) will be provided with one official nameplate engraved with their name.

Remember

- Scouting/Venturing headgear shall be the only type of headgear worn.
- Only Scout/Venturer or plain T-shirts may be worn. Only Scout belt buckles may be worn.
- No pendant awards, or merit badge or Order of the Arrow sashes are to be worn.
- Only unit leaders are permitted to wear the regional patch.
- · Order of the Arrow members are urged to bring their sashes for a meet up and photo opportunity (not to be worn otherwise)

Duffel Bag Marking

As part of their jamboree fee youth, unit leaders and IST will receive a duffel bag and day pack, which will be shipped to them in the spring of 2015. You will also receive a bag tag. You should confirm that the tag's color is correct for your region, as designated below. If it is not contact your unit leader immediately so they can have a replacement sent to you. Fill out all personal information blanks on this tag and attach it prior to checking in at the airport.

Northeast Region—Yellow Southern Region—Orange Central Region—Blue Western Region—Red

PERSONAL EQUIPMENT

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

The Boy Scouts of America will provide two-person tents and cots for its contingent units and IST members. Youth will share tents, but unit leaders in most cases will each have their own. IST members will share tents.

Camp Items

Jamboree duffel bag Laundry detergent in plastic container Jamboree day pack Plastic folding hangers (optional)

Sleeping bag Eating kit: knife, fork, spoon, cup, plate, bowl 1

Sleeping bag liner 1 Flashlight

Stuff stack for sleeping bag Canteen or water bottle Heavy-duty plastic bag Clothes pins—spring type Laundry bag Camping mattress or foam

Air pillow (optional) pad

Personal Items

Lip balm 2 ea. Bath and hand towels

Small bottle of hand sanitizer Sewing kit

Insect repellent Combination lock for duffel bag

Tube sunscreen, 30-45 SPF 1 pr Sunglasses

Bible or prayer book, according to faith Small body powder

Notebook and pen (optional) Comb

Toothpaste and toothbrush Camera (optional) Deodorant Shaving gear

Personal Clothing

**5 2 Full sets Scout/Venturer uniform Neckerchiefs

4 Sets of underwear 3 pr Scout or Venturer socks

2-4 Activity T-shirts (long- and short-sleeved) Pajamas or sweat suit 1 pr 1 Swimsuit

Hiking shoes-already broken in 1 pr Jeans

1 Rubber-soled shoes (optional)

**6 Jamboree contingent patches Sturdy shoes—already broken in (optional) 1 **1 Nameplate Jacket, lightweight and waterproof 1

Legend: **provided

NOTE: Standard outlets in Japan operate on 100 volts of electricity. This is different from the United States, which uses 110 volts. Japanese plugs have two flat prongs like many of the plugs you see on American electronics and appliances. Some American plugs have only two prongs and those fit into outlets in Japan. Most North American equipment will work fine in Japan without an adaptor; however, certain equipment, especially equipment involving heating (e.g., hair dryers), may not work properly or may even get damaged. Anything from the U.S. with a three-prong plug does not work in a Japanese outlet without an adaptor.

IMPORTANT NOTE ABOUT KNIVES: Possession of a knife with a locking blade or a folding blade that is longer than 5.5 cm (a little more than 2 inches) is illegal in Japan. U.S. citizens and U.S. military personnel have been arrested and detained for more than 10 days for carrying pocketknives that are legal in the United States but illegal in Japan. For this reason, we DO NOT recommend bringing any type of pocketknife to this jamboree.

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 Mixing bowls 24 & 26cm **Renches Tables** 2 Measuring cups Dining Shelter 2 Chopping boards 2 Cooking stoves 1 Potato Peeler 2 Cooking pots-5 liters 1 Colander 25cm 1 Frying pan 26cm 2 Kitchen knives 1 Kettle-3 liters 1 Plastic bucket

2 Water carriers (10 liters) 2 Tongs 2 Spoons 2 Ladles

1 Kitchen scissors 1 Cleaning kit (liquid soap, cleaning cloths and brushes)

2 Spatula

All items included in the patrol kit have been tested for camping purposes, and Japan 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 and cots for youth, unit leaders, and our IST members that will be available once you arrive at the jamboree site.

Regional Pre-Jamboree Training

Your unit leader will provide you with information about your pre-jamboree training weekend (shakedown campout). This important event will help you get to know the youth you will travel and live with during the two weeks of this great adventure. Make sure you attend this event. A swim test may be administered during this event to assure the leaders that they do not allow a youth to take part in a water activity that would be above their ability. If unit leaders decide to accept accredited Red Cross swim test results provided by the youth, a repeat test may not be necessary at the pre-jamboree training.

TRAVEL INFORMATION

World Scout Jamboree Travel Policy

It is BSA policy that all youth and unit leaders in the 2015 World Scout Jamboree contingent travel to and from the jamboree site with their assigned jamboree unit. This applies to all registered members of the BSA living in the U.S. and its assigned territories. For those youth living outside the U.S. and its assigned territories, as well as members of the Far East and Transatlantic councils, who will not be part of the tour, will need to secure their own travel to and from the jamboree site.

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 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. Citizens of the United States of America are not required to have a visa to enter Japan if staying under 90 days. It is the responsibility of BSA members who are citizens of other nations to determine if they are required to obtain a visa to enter Japan, obtain this visa, if necessary, and ensure that they will be able to enter back into the United States at the end of the event.

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 be processed, we suggest you apply as soon as possible. To find more information on applying for a passport, visit http://travel.state.gov/content/passports/english.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/content/passports/english.html.

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 your scheduled return date from Japan, which is:

Western and Northeast regions: August 9, 2015 Central and Southern regions: August 11, 2015

Therefore, your passport must be valid through February 9, 2016, or February 11, 2016, respectively.

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 and put one copy in your backpack. Your unit leader will collect the passports of your unit and turn them in to the BSA headquarters at the jamboree for safekeeping. You will receive your passport back after the jamboree for travel home.

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

Youth and unit 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 Tokyo 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 (Tokyo). Prior to the day of departure, it is highly recommended that you 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 (youth and unit 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 have strict restrictions on the weight of checked baggage (usually 50 pounds maximum before excess baggage fees, approximately \$50–\$200, are charged), and participants must be responsible for their own baggage. Because of this, it is suggested that the checked duffel bags not weigh more than 40 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 resealable bag.
- One resealable bag per passenger.
- Any amount of liquid medicine is allowed but must be declared at the screening checkpoint.
- Larger containers of liquids and gels—including shampoo, sunscreen, 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.
- Laptops, cell phones, and tablets 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 are allowed.)

REQUIRED DOCUMENTS

<u>Documents Needed At the Security Checkpoint.</u> Passenger screening checkpoints will accept only 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 emailed to you. Otherwise, before you go through security at the airport, visit any ticket counter to obtain a boarding document.

<u>Getting Through the Security Checkpoint.</u> 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 and 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 youth, unit leaders should share some points to get them thinking about this important aspect of their 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 doing things the way we do them over here."
- "Courtesy is contagious."
- "No one is all wrong or all right."
- "We represent the U.S. People and other countries will judge all citizens of the U.S. by what they see in us."

ARRIVAL PROCEDURES

Keep your unit 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.

Japanese transportation runs like clockwork. It will not wait for those that are late. Furthermore, when debarking (getting off), the train in Yamaguchi, everyone will need to be prepared to exit the train very swiftly as there may be less than 1 minute to have 500 people exit the train. It may be best to practice exiting in an orderly fashion but doing so very swiftly. Because of this expedience of embarkation and debarkation, duffle bags will be transported separately. The Unit leader will let participants know when and where their duffle bags need to be so they can be transported properly.

SWAPPING

Many youth 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 contact info with youth you swap with. Make new friends.
- At past world Scout jamborees, trading neckerchiefs and even uniform shirts has been very popular. Remember that a youth 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.

VISITOR INFORMATION

The 23rd World Scout Jamboree is open for day visitors to come and experience the spirit of Scouting on seven days* from 9 a.m. to 5 p.m.:

Thursday, July 30 Friday, July 31 Saturday, August 1 Monday, August 3 Tuesday, August 4 Wednesday, August 5 Thursday, August 6

* The Day Visitors Program will be available only on program days.

Number and Admission Fee

The maximum number of day visitors allowed per day will be 5,000. Day visitors are requested to book and purchase entrance tickets in advance. Tickets will be available at the jamboree website (www.23wsj.jp) beginning in February 2015. A day visitor ticket is JPY 2,000 (approximately \$20 USD) for adults (14 years old and above), JPY 1,000 (approximately \$10 USD) for children (7–13), and children under the age of 7 are free of charge.

Access

Shuttle bus service (price unknown at time guide produced) will be available from Shin-Yamaguchi Station and Yamaguchi Ube Airport. Free parking is also available at the jamboree site.

Day Visitor Experience

Day visitors will be greeted at the Welcome Centre for check-in and will be led on a guided tour of the jamboree site. Day visitors will be able to visit the public access areas such as the World Scout Centre and the Plaza. Light meals and cuisines of the world can be enjoyed at the Plaza. Jamboree items can be purchased at the Scout shop. The jamboree site may be hot during the jamboree and there may be occasional rain. Day visitors are recommended to prepare for these conditions.

JAMBOREE PROGRAM

MODULE ACTIVITIES

The jamboree will include three on-site module activities (Global Development Village, Culture, and Science) and four off-site module activities (Nature, Community, Water, and the Hiroshima Peace Program). Each module activity occupies either one day or half a day. Each subcamp has a schedule so that all youth will have the opportunity to participate in all the module activities by the end of the jamboree. In addition, whenever there is no module activity on the schedule, youth will take part in free-time activities. There will be a wide choice of free-time activities.

GLOBAL DEVELOPMENT VILLAGE (GDV)

Through GDV module activities, youth will learn about what they can do in their daily lives to help tackle various global issues. They will deepen their understanding of human rights, global warming, and hunger from six perspectives—peace, environment, human rights, health, development, and disaster prevention. They will also learn about what the United Nations and nonprofit organizations are doing around the world to deal with these issues. Actions taken by the 30,000 participants will help raise the consciousness of over 40 million youth in 162 countries and territories. Sharing ideas among youth worldwide on how to create a better world will trigger "Innovation," which will help resolve global issues. Ultimately, this will contribute to global peace and thus embody the theme of "WA: a Spirit of Unity."

GDV module activities will help youth:

- 1. Foster awareness that every small community in which we live is linked to the wider world
- 2. Learn that small actions have a cumulative effect that can ultimately make a big difference for the better in society
- 3. Remain active in their homes and communities after the jamboree

CULTURE

Our world is a rich and varied kaleidoscope of cultures. Think about clothing, to take one example. Japan has the kimono. But when we look around the world, we see the Korean chima jeogori, the Mongolian deel, the Fijian sulu, the Tahitian pareo, the Chilean poncho, the Scottish kilt, and the German lederhosen, to name but a few of the national costumes that brighten up our planet. Each culture is distinct and unique. By experiencing and welcoming different cultures, we can cultivate an appreciation of others, learn from one another, and extend the hand of friendship. Youth are encouraged to prepare presentations about their countries and cultures so that they can share their unique experience and traditions with fellow youth. This will be a great opportunity to learn more about one's own country and culture through the process of explaining and sharing with others. Through intercultural exchanges, youth will deepen mutual understanding and achieve harmony transcending national and cultural

differences. As the jamboree takes place in Japan, a country that is a fusion of Western and Eastern cultural influences, youth will have opportunities to gain insights into the Japanese culture of "Wa." They will learn about traditional arts as well as aspects of contemporary culture, such as anime.

Culture module activities will help youth:

- 1. Experience diverse cultures
- 2. Recognize, understand, and respect cultural differences
- Appreciate the influence of other cultures
- 4. Deepen their understanding of their own cultures

SCIENCE

The Science module activities will stimulate the fascination with and understanding of science. Youth will enrich their knowledge of the technologies underpinning contemporary societies—computers, the Internet, mobile phones, refrigeration, and so on. And they will learn about the innovative technologies or technological ecosystems that are enriching people's lives, and moreover, have the potential to help us achieve a balance between the environment and humankind on our planet. The experience of breakthrough technology will inspire youth to pursue innovation. In particular, the jamboree will offer youth opportunities to learn about cutting-edge technologies in Japan, helping them appreciate the theme of "WA: a Spirit of Unity" from scientific and technological perspectives.

Science module activities will help youth:

- 1. Take an intelligent interest in science by learning about the latest technological advances
- 2. Learn more about fundamental technologies and how they are applied in everyday life
- 3. Become motivated to learn more about science and technology

COMMUNITY

Yamaguchi is famous for its cultural richness and its ever-changing natural beauty as the seasons unfold in the course of a year. Occupying the westernmost portion of Honshu, Japan's main island, Yamaguchi is a mountainous prefecture bounded by the ocean on three sides. Yamaguchi's distinctive culture reflects its prominence in trade and transportation as Japan emerged from seclusion to take its place in the modern era. As well as being shaped by cultural influences originating elsewhere in Japan, Yamaguchi has also been open to influences from other parts of the world. The Community module activities will give youth the opportunity to visit the cities and towns of Yamaguchi. At each destination, youth will experience the local culture, architecture, and clothing while interacting with local people. This will create opportunities for youth to deepen their understanding of Japan in relation to their own culture, in keeping with the theme of "WA: a Spirit of Unity."

Community module activities will help youth:

- 1. Appreciate cultural differences
- 2. Strengthen their volunteer spirit
- 3. Improve communication skills and foster cross-generational understanding
- 4. Understand the role of industry in society

NATURE

With a coastline extending 932 miles and mountains rising up in the interior of the prefecture, Yamaguchi has much to offer lovers of nature. In this attractive natural setting, youth will go hiking, applying the skills they have acquired through Scouting/Venturing activities. They will take up new challenges and pursue new goals. Youth will also learn about the importance of biodiversity, the need to respect nature, and the power of teamwork undertaken in a spirit of international friendship. These values will be taught through the experience of daily life at the jamboree. The strong bonds among youth will generate energy that will enable "WA: a Spirit of Unity" to flourish.

Nature module activities will help youth:

- 1. Challenge their physical limitations and strengthen their physical capabilities
- 2. Develop the ability to work together for shared goals through the activities in their patrols
- 3. Deepen their appreciation of nature by learning about the importance of biodiversity as well as the need to achieve balance between people and nature
- 4. Foster emotional well-being

WATER

More than 50 countries are landlocked. Japan, on the other hand, is surrounded by the ocean. The jamboree will make good use of this maritime setting to offer various water activities, such as swimming, yachting, and fishing that are sure to inspire youth energy. Activities will be challenging and fun, designed to foster teamwork and expertise in, on, and out of the water. Moreover, as patrols will also have a chance to relax at the beach, youth will be able to cultivate friendships and emotional ties, leading to practical realization of the jamboree theme—"WA: a Spirit of Unity."

Water module activities will help youth:

- 1. Challenge their physical limitations and strengthen their physical capabilities
- 2. Learn about safe conduct concerning water activities

PEACE

Select youth will visit Hiroshima to deepen their awareness of the sanctity of life and the importance of empathizing with others. They will learn about the dreadful consequences of war. Youth will be encouraged to pursue peace in the world, consider practical initiatives to further the cause of peace, and share their feelings with others. They will become Messengers of Peace. The harmony created by Messengers of Peace is at the heart of "WA: a Spirit of Unity."

Peace module activities will help youth:

- 1. Cultivate a better understanding of the overriding importance of world peace
- 2. Develop their own ideas concerning world peace
- 3. Become individuals who can foster world peace
- 4. Act as Messengers of Peace after the jamboree

OTHER ACTIVITIES

Faith and Beliefs

Youth are encouraged to practice their own faiths at the Faith and Beliefs Zone. In this zone conducive to achieving peace of mind and self-awareness, youth can also reflect upon their experience during the jamboree. In addition, there will be booths representing different faiths in this zone. By learning about the faiths of others and their religious practices, youth will be able to gain insights into conflicts in the world that have a religious dimension. They will develop broader, more illuminating perspectives on such issues. Furthermore, youth will deepen their understanding of the relations between different faiths through religious dialogue. They will reaffirm their role as Messengers of Peace, cultivating durable friendships among youth from different backgrounds and thus working for harmony.

Faith and Beliefs module activities will help youth:

- 1. Learn about the diversity of faiths
- 2. Understand the distinctive features of each faith
- Reflect on their experience and values in a peaceful oasis that contrasts with the busy life at the jamboree

Free-Time Activities

There will be various walk-in activities that youth can enjoy during their free time. Such activities will include sports tournaments, an amateur radio workshop, exhibitions at the World Scout Centre, and cultural exchange programs.

SUBCAMP LIFE

You will spend the majority of your time during the jamboree in subcamps with other youth from your patrol and unit. It is at your subcamp that you will cook and eat your daily meals and sleep in tents. The subcamp will also serve as a home where you can reflect on what happened during the day and share your thoughts and feelings about the next day's activities.

It is important to maintain this area and your personal tent in a neat and organized manner. Doing so will make daily tasks easier since everything will be in its place and reduce time wasted looking for lost or misplaced items. Also be sure you secure or keep on your person any valuable items. Items such as cameras, mobile phones, music players, and game machines may be stolen if they are left unattended. When participating in a program, do not leave valuable items in your tent. Take good care of your property including travel documents such as your passport. Your unit leaders will have a plan or make you aware of how to secure these items when you are unable to have them with you.

There will be 12 subcamps at the jamboree. Each subcamp will consist of 50 units. A unit will consist of four patrols, each consisting of nine youth and one unit leader. Therefore, a unit will consist of 40 members and a subcamp will consist of 2,000 youth and unit leaders. Four subcamps will form a hub, and there will be three hubs at the jamboree.

During the jamboree, you will camp for many days, and, for many, it will be your first experience of such a long camp. In these circumstances, some of you may find it difficult to get enough sleep since there are so many activities to take part in at the jamboree. To get the most out of the jamboree, it will be important to ensure that you get sufficient sleep. In addition, you need to eat three nutritious meals a day so that you have plenty of energy to engage in the challenging activities each day and can adjust to the unfamiliar environment. You also need to drink plenty of water to stay hydrated.

The cooking of meals at the jamboree will also be an opportunity to foster leadership, stimulate cooperation, and for each person to achieve an understanding of his or her role within the patrol. Since cooking involves a number of different tasks, cooperation is the key to success. Each patrol can tackle its own recipes within the scope of the ingredients. Remember, there is much more to cooking than just preparing food; it is also a great opportunity for personal growth. Participants are required to use a portable gas stove for cooking.

Each unit will be allocated an area within the subcamp. This area will be used for many purposes: pitching sleeping tents and tarp tents, holding meetings, cooking, hanging up laundry to dry, etc. Working together to lay out the area where you will live can foster a greater understanding of the Scouting/Venturing ideals.

In the subcamp area, youth can take part in various enjoyable activities during their free time. These will include activities such as soccer, volleyball, and tug-of-war.

Youth can put on small performances, ideally on a theme related to their culture, on the stages placed in the subcamps, each of which will be equipped with a sound system. As there are 50 units in a subcamp, each performance should last no more than about five minutes. Preparing and sharing simple games or activities that

represent your country's culture and/or Scouting/Venturing will add greater variety to the program. Simple, easy-to-understand activities that appeal to many youth would be ideal. The activities can be presented at each unit's site or at the subcamp or hub for activities that require more space.

YOUTH PROTECTION POLICIES

YOUTH PROTECTION TRAINING

Completion of the BSA's Youth Protection Training for Volunteer Leaders is required for each jamboree adult member including unit leaders and IST. You are responsible for taking this training before departing for the jamboree. Venturing Crew leaders are also required to also complete Youth Protection Training - Venture Version. 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 IST member must take Japan's Safe From Harm training. It is suggested that all unit leaders take Safe From Harm as well.

SAFE FROM HARM TRAINING

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 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. (The date the online course will be available was not provided prior to the production of this guide. When the course is available, we will communicate this to the unit leaders and IST members.)

- If you are an IST, the course is mandatory as part of the IST experience.
- If you are a unit leader, 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.

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

CULTURAL DIFFERENCES

It is important for all members of the BSA contingent to be aware that when attending events hosted by other countries, and while traveling outside the United States, cultural differences exist. It is the responsibility of every unit leader to the best of his or her ability to prohibit youth and themselves from participating in any activity that would violate BSA Youth Protection policies. Most notable is the Japanese will have portable restrooms and urinals at the jamboree site. The restrooms will have doors but the urinals will not, so it is requested all members of the BSA contingent, regardless of age or need, use the restrooms with doors.

HEALTH

MEDICAL REQUIREMENTS

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

PHYSICAL EXAMINATION

All youth, unit leaders and IST 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.

· Every member of the BSA contingent will be required to get a complete examination by a licensed medical practitioner any time after August 12, 2014.

Youth and unit leaders

- Youth and unit leaders must submit three legible copies of the Annual Health and Medical Record (No. 680-001). Please visit
 http://www.scouting.org/HealthandSafety/ahmr.aspx, click the download button within the "Are You Going to Camp?" section, and fill out all parts completely.
- One copy will need to be mailed to Dr. Kent Thorne at 2466 Briarcreek Circle, Salt Lake City, UT 84117 for pre-travel review and approval by the
 jamboree committee.
- The second must be turned in to and kept by the second assistant unit leader of the youth's unit. This copy may not be returned at the end of the jamboree.
- All leaders and participants should have a copy with them as well.

IST/CMT

- IST/CMT must submit two legible copies of the Annual Health and Medical Record (No. 680-001). Please visit
 http://www.scouting.org/HealthandSafety/ahmr.aspx, click the download button within the "Are You Going to Camp?" section, and fill out all parts completely.
- One copy will need to be mailed to Dr. Kent Thorne at 2466 Briarcreek Circle, Salt Lake City, UT 84117 for pre-travel review and approval by the jamboree committee.
- IST/CMT should have a copy 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 http://wwwnc.cdc.gov/travel/destinations/traveler/none/japan for further advice.) Youth and adults must provide proof of immunization for tetanus within 10

years (since 2005). In addition, youth should provide verification of the following immunizations since birth:

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

SPECIAL NEEDS

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 unit leaders of the BSA's contingent.

The caregiver must not be one of the four unit leaders assigned to the unit. They must take one of the unit's youth slots and will be required to sleep in close proximity to the youth in their care. 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 unit leadership team to which the youth will be assigned. Approval of the host country is also necessary in order to ensure 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 those with religious beliefs against immunization.
- All youth and unit leaders need to learn first aid, not only for their own use, but for service to others who may require it.

MEDICATIONS

Decisions on what medications or medical devices may be imported legally into Japan are made by the Japanese government. Unfortunately the limited information available at the U.S. Embassy and our consulates does not include comprehensive lists of specific medications or ingredients. This information is available only from the Japanese authorities and is subject to change.

Over-the-Counter Medicines

It is illegal to bring into Japan some over-the-counter medicines commonly used in the United States, including inhalers and some allergy and sinus medications. Specifically, products that contain stimulants (medicines that contain pseudoephedrine, such as Actifed, Sudafed, and Vicks inhalers) or codeine are prohibited. Up to a two-month supply of allowable over-the-counter medication and up to a four-month supply of allowable vitamins can be brought into Japan duty-free.

Prescription Medications

Some U.S. prescription medications cannot be brought into Japan, even when accompanied by a customs declaration and a copy of the prescription. Japanese customs officials have detained travelers carrying prohibited items, sometimes for several weeks. Japanese customs officials do not make on-the-spot "humanitarian" exceptions for medicines that are prohibited in Japan.

Generally, up to a one-month supply of allowable (not prohibited by Japan) prescription medicine can be brought into Japan. Travelers must bring a copy of their doctor's prescription as well as a letter stating the purpose of the drug. Travelers who must carry more than one month's supply (except prohibited drugs and controlled drugs) or are carrying syringes (pumps) or a CPAP machine are required to obtain a so-called "Yakkan Shoumei," or an import certificate, in advance and show the "Yakkan Shoumei" certificate with prescription medicines at Customs.

For more information about bringing medicines into Japan and how to obtain a "Yakkan Shoumei", please visit the website of the Ministry of Health, Labor and Welfare at http://www.mhlw.go.jp/english/policy/health-medical/pharmaceuticals/01.html, where you can also find an application form. When you make an inquiry to the Kanto-Shinetsu Regional Bureau, please do not forget to provide your fax number or your email address.

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. 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. A unit 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 policy does not mandate nor necessarily encourage the unit leader to do so.

Learning More

If it is necessary for you to bring medication with you, either prescription or nonprescription, you should consult the Japanese Embassy or a Japanese Consulate in the United States before leaving the U.S. to confirm whether you will be allowed to bring a particular medication into Japan. A full listing of phone numbers and email addresses is available at http://www.us.emb-japan.go.jp/jicc/consulate-guide.html.

INSURANCE AND CLAIMS

Accident and sickness insurance is provided to all those attending the 23rd World Scout Jamboree in 2015. 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. Unit leaders will be informed of the claims process.

SAFETY

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

UNIT EQUIPMENT SAFETY

Units will be issued numerous pieces of equipment for use during the jamboree. Each piece must be checked by a unit leader before being used by the unit or crew members

Sharp-Edged Tools

Prior to their arrival at the jamboree, youth should be taught the proper way to use and maintain knives. (Knives in this case are only regarding those in the patrol cook kit. We do not recommend bringing any type of pocketknife to this jamboree.) 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 youth or unit leader will be allowed to drive any vehicle during the jamboree experience (this does not apply to IST 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.
- Be aware that that traffic drives on the opposite side of the road than in the USA

Motor Vehicles

- No one should thumb rides at the jamboree.
- No one should ever ride in the bed of a truck.

FIRE PROTECTION

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

Upon arrival at the jamboree, the third assistant unit leader and senior patrol leader/crew president should check with jamboree subcamp leadership for their fire safety and evacuation procedures and then instruct unit 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. A 3 meter barrier should exist from cooking areas to the sleeping areas. 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 BSA 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 health of people with whom you interact. Scouting requires freedom to explore, which seldom involves staying clean for long. But this is different from 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 or while 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 you can help prevent the occurrence of foot problems:

- Make sure that you 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 dirty should not be worn.
- At the first sign of a blister or scratch, your unit medical officer should be consulted.
- Clean your 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.
- · Shoes must be worn at all times, except when in tents or swimming.

FIRST-AID KITS

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

INTERNATIONAL CALL CAPABLE PHONES

Each unit leader will be provided with an international call capable phone. The current plan is to distribute the phones, as well as a list of emergency numbers, to each of the unit leaders upon their arrival in Tokyo. More details will be provided to unit leaders closer to the event.

JAMBOREE WEATHER

On average, Japan will have warm humid weather during the jamboree, with warm nights, hot days, and temperatures ranging from 71 F degrees to 87 F degrees. Since the jamboree site faces the Seto Inland Sea, strong winds sometimes blow. Over the past eight years, the weather from July 31 to August 9 has been mainly sunny but with occasional showers and cloudy skies.

Our advice is to "Be Prepared." Bring sunscreen lotion and a waterproof coat. Pack a range of clothing that is suitable for either hot and sunny weather or rainy weather. Rain is a likely event and it is a good idea to use zip top bags or line your duffle with a waterproof garbage bag to prevent your items from getting wet during the likely event of a large rain storm.

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 youth and unit leaders is requested to see that all trash is deposited in containers provided. Constant leadership in this regard will be most helpful in preventing a major problem. Every youth and unit 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. Specific policies will be distributed upon arrival for separation of trash and recycling.

POLICY ON SMOKING, ALCOHOL, AND 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 youth and their unit 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.

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

NON-APPROVED ACTIVITIES

During their tour of other countries or while at the world jamboree, youth and unit leaders may observe 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.
- Participation in amateur or professional rodeo events are not authorized.
- Pointing any type of firearm (including paintball, dye, or lasers) at any individual is unauthorized.
- Hunting is not an authorized 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.
- 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.
- 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.

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.
- Operate and maintain according to manufacturer's instructions included with the stove or lantern.
- 3. Let hot stoves and lanterns cool before changing cylinders of compressed gases or refilling from containers of liquid gas.
- 4. Place the stove on a level, secure surface before operating.
- 5. Periodically check fittings on compressed-gas stoves and on pressurized liquid-gas stoves for leakage, using a soap solution before lighting.
- 6. 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.
- 7. Do not leave a lighted stove or lantern unattended.
- 8. 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.
- 9. Do not place empty fuel containers 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 the country's regulations.