

# SCOUT PASSPORT

22ND AUSTRALIAN JAMBOREE  
Cataract Scout Park, January 2010

# Personal Stuff

Name

Jamboree Troop

Patrol Number

Sub Camp

Troop Leader's Name

Home Troop

Scouts Australia, the NSW Branch and the Jamboree Organising Committee reserve the right to change or omit activities being offered at the Jamboree without notice to participants.

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# Message from the Camp Chief

*Welcome to Cataract Scout Park for AJ2010!  
I have been to many Jamborees and the excitement  
always gets to me as it gets closer. I am sure you  
are all excited about this wonderful new adventure.*

*A Jamboree is a unique event in your scouting life  
so make the most of it. You will be able to do all  
sorts of fun and exciting activities to "Test Your  
Limits". Don't hold back, jump in feet first and  
revel in the experience. You will meet many people  
and make new friends from all over Australia.  
Share your experiences with them. The excitement  
of the water activities, the thrill of abseiling, the  
fun to be had at Jamberoo.*

*This book will give you lots of information about the  
Jamboree, what is on site, how to make sure you  
look after yourself, your gear and your fellow scouts.  
Remember the Scout Law is the Law of the Camp.*

*I look forward to seeing you there.*

*Yours in Scouting*



*Grant De Fries  
Camp Chief*

# Welcome!

You can use this passport as a reference at the Jamboree, and to keep a record of your time at AJ2010. It is designed to help you make the most of your Jamboree experience.

Make sure that you record your details on the 'Personal Stuff' page.

Read the passport thoroughly before the Jamboree and show it to your parents so that they know what you will be doing and how they can contact you.

As you read about the incredible program of activities planned for AJ2010, you will realise that this will be 10 days of extreme fun, from the spectacle of the Opening Ceremony it will be non-stop action and excitement.

Make sure that you last the distance, read the section on health and hygiene, get plenty of sleep, wear covered shoes, sunscreen and a hat at all times. Be sure to drink plenty of fluids every day.

After 'Testing your Limits' for ten days, join in the celebration of the Closing Ceremony as spectacular video images help you to reflect on the experiences you have enjoyed and the friends you have met, while we send our overseas friends away with memories of a great Jamboree and a great country.

# The Scout Law

## The Scout Law is the Law of the Camp.

A Scout is not asked to do the impossible but you should keep the Scout Law and Promise to the very best of your ability. You have made this promise on your honour. At the Jamboree we trust you to carry this out.

As a component of the Jamboree Award your Jamboree Troop Council must certify that you have adhered to the Scout Law and Promise.

### The Scout Law

A Scout is trustworthy  
A Scout is loyal  
A Scout is helpful  
A Scout is friendly  
A Scout is cheerful  
A Scout is considerate  
A Scout is thrifty  
A Scout is courageous  
A Scout is respectful  
A Scout cares for the environment

### The Scout Promise

On my honour  
I promise that I will do my best  
To do my duty to my God  
And to the Queen of Australia  
To help other people, and  
To live by the Scout Law

## Your Jamboree Contact Details

All incoming mail should be addressed to:  
Your full name  
Your Troop Number  
22nd Australian Jamboree  
Appin NSW. 2560

Sender should include a return name and address.  
Phone Number  
(for emergencies only):  
**(02) 4631 6600**  
Website Address  
**[www.ScoutsAJ2010.com](http://www.ScoutsAJ2010.com)**

# EMERGENCY INFORMATION AND PROCEDURE

## Emergency Alarm

The Camp is equipped with an Emergency Alarm Siren which, in the event of a major emergency, will be sounded as a series of tones.

## Emergency Warnings

Placards around the site will explain the tones, and there will be regular tests during the Jamboree, listen for the announcements and follow the instructions of your Leaders.

- Stage 1 – Alert

All on-site personnel return to Troop and await instructions from the Sub Camp Leader.

- Stage 2 – Movement

Troop Leaders and Sub Camp personnel and all other personnel are to await directions for movement from emergency personnel who will be clearly identifiable by wearing 'emergency' vests.

- Stage 3 – Stand Down

Everyone returns to activities.

## Fire

Each troop will be issued with 6 x plastic buckets, they are to be kept full of water and only used in case of fire.

Each troop will also be supplied with a small ABE Fire Extinguisher and Fire Blanket.

There is a fire ban in place during AJ2010.

No open fires may be lit.

The person discovering a fire must raise the alarm by shouting 'Fire' and, if appropriate, use fire equipment to quell the fire.

The person must ensure that a Leader and/or the Emergency Fire Service are notified immediately.

The Jamboree site has a full-time Fire Service presence on-site at all times.

Scouts must not have cigarette lighters or matches.

# EMERGENCY INFORMATION AND PROCEDURE

## **Bomb or Improvised Explosive Devices**

If any suspicious package, object or other item is located by any person and is suspected of being an explosive device, do the following

- 1. DO NOT TOUCH, TILT, TAMPER OR OTHERWISE INTERFERE WITH THE OBJECT.**
- 2. DO NOT OPERATE A MOBILE PHONE OR TWO WAY RADIO WITHIN 100M OF THE SUSPECTED DEVICE.**
- 3. IMMEDIATELY NOTIFY LEADERS IN THE VICINITY.**
- 4. IMMEDIATELY EVACUATE THE AREA.**

## **Storm & Flood**

In the event of a major storm or flood requiring emergency action, you will be advised by your Leader as to the appropriate action.

## **First Aid and Medical Help**

In the event of accident or illness, you should first report

to your Jamboree Troop Leader if possible – or go directly to a First Aid Post. These posts are located around the camp and at off-site activity areas.

The hospital has emergency facilities for dealing with major accidents and sudden illness. Severe cases may be evacuated to a nearby public hospital. Dental services and emergency replacement of prescription medicine are also available through the First Aid posts but talk to your Leader first.

## **Absences from Camp**

It is Jamboree policy that youth members cannot leave the Jamboree (either on-site or off site activity) without the approval of the Contingent Leader. Approval should be sought PRIOR to the Jamboree via your State Contingent.

## **Bullying**

If you feel you and/or others are being bullied you must notify your Troop Leader or Sub Camp Office.

# Camp Info

## **Footwear**

Closed footwear is to be worn at ALL times around the site. Sandals and thongs may ONLY be worn when showering. Old sneakers or similar will be needed for water activities.

## **Health and Hygiene**

Good personal hygiene is essential to prevent the outbreak of illness in the camp. Make sure you ALWAYS wash your hands with soap after using the toilet and before preparing or eating food.

Each toilet and troop will have a foaming soap dispenser, and a DEB alcowash hand sanitiser. You should use the hand sanitiser before all meals. DEB alcowash hand sanitiser will also be placed around the park for your convenience.

You should shower and clean your teeth every day. Regular use of a personal pack size antiseptic handwash is recommended.

Sunburn can really wreck your enjoyment of the Jamboree. You should wear a hat and use sunscreen on all exposed skin. ALWAYS drink plenty of water to avoid dehydration and watch that you don't get too tired.

## **Identification**

Jamboree members MUST wear their identification tags at all times. If you lose your ID call in to your Contingent HQ.

Even visitors to the site will have ID tags, if you see someone on site without ID please advise the nearest security.

You will not be able to participate in Activities without your tag!

## **Knives**

Within NSW the possession, in public, of a knife or blade of any description can lead to an arrest. Scouts are not to bring a knife, other than a cutlery item and kept with their eating utensils, to AJ2010. Leaders must have a specific reason to carry any form of knife in

# Camp Info

public, the law requires them to have a reasonable excuse (proof of which lies on the person) to carry a knife.

## Lights Out

By 10.30pm at the latest you must be back at your Troop site, quietly getting ready for bed.

## Tents

Scouts and Venturers are not allowed in sleeping tents used by members of the opposite gender.

## Tobacco, Alcohol and Drugs

A Scout or Guide who uses tobacco, alcohol or drugs at the Jamboree may be sent home at their own expense. The State of NSW doesn't have a personal use amount for illegal drug possession, any amount in your possession could lead to an arrest by the Police.

## Souvenirs

A range of special edition Jamboree souvenirs will be available for purchase from shops located in the Jamboree Marketplace.

## Souvenir DVD

You can order a copy of the AJ2010 DVD through any JNN Internet Café, located in your Sub Camp Frat Tent.

## Special Needs

Special needs facilities are available in Sub Camp 7 and in all off site locations.

All AJ2010 activities are designed to allow all Scouts to participate. If you need assistance ask any of the helpful Leaders.

## Telephones

Public telephones are located in the Mall and Marketplace. You will be able to make STD and ISD calls so remember to know your local or country code. Scouts are encouraged to organise a 'Home Link' card.

## Uniform

Scout uniform is to be worn to the Opening and Closing ceremony. Your Jamboree Troop Leader will advise you on what to wear to and from AJ2010.

# Camp Info

On the day trips you will need to wear either your Scout Uniform or your official AJ2010 shirt, scarf and hat as stated in this passport.

At other times it is up to you. Please remember:

- Hats are to be worn outside at all times during the day.
- Be 'sun smart'.
- Modest clothing should be worn at all times.

## Visitors & Future Scout Day

Visitors will only be allowed to AJ2010 on 9th January for Market Day and Future Scout day. The Jamboree site will be open to 'Future Scout Day' Scouts from 9.00am – 9.00pm. Please make all of our visitors welcome.

## Water

The water from all taps at the Jamboree site will be suitable for drinking. Make sure that you carry a drink bottle with you to all activities.

## Badges

1. Youth badge swapping area – is located within the Badges Club located on Crabtree drive, located in Sub Camp 3 but Opposite Sub Camp 8.
2. Sales only by authorised shops, Contingent & Sub Camp HQ's, the JNN Media Centre and Adult Resources/International/Administration (ARIA)

## Environment

As Scouts and Guides, we are committed to minimum impact on the environment. You can help by making sure that all waste is disposed of in the correct bin, recyclable items in 'green' bins and all other waste in the 'black' bins provided.

## Food

Lots of care and thought has gone into providing a nutritious and interesting menu for everyone at AJ2010. Scout and Guide Patrols will take it in turns to cook for the whole

# Camp Info

**Troop.** The catering handbook contains menu suggestions for Troops based on the ingredients collected each day from the Q store. Special food is available for those members who have advised us of their special requirements when they filled in their application form.

## **Frat Tents**

Frat tents are located in every Sub Camp. These tents are great places to relax or have a talk to a Welfare Leader.

## **International Scouting**

We welcome visiting Scouts and Leaders from more than 20 countries at AJ2010. These include Scouts from the Asia-Pacific region and others from Europe and America. Visit the International Centre in the Mall to discover more about Scouting overseas. There is also information available about heaps of opportunities to travel overseas with Scouts and have the chance to experience different cultures and amazing locations for yourself.

## **Internet**

Get in contact with your family and friends at the Internet Café. Use the one on your Subcamp, in or near the Frat Tent. The first hour you use at the Jamboree is free, and there is a charge of \$5 per hour after that.

## **Laundry**

You will need to do your own laundry in the sinks provided. Make sure you hang your clothes back in your own camp to dry. Remember - all clothing, including socks and underwear, needs to have your name and Troop number on them.

## **Lost Property**

Please hand any lost property that you find to your Jamboree Troop Leader who should arrange to forward it to the appropriate Sub Camp/ Jamboree Lost Property Office.

Looking for lost property, ask your Jamboree Troop Leader, Sub Camp HQ and the Jamboree Office.

# Camp Info

## **Money**

You will probably want to bring some pocket money for drinks, ice creams, snacks or gifts while you are out and about at the Jamboree. Your Jamboree Troop Leader may give you some guidance on this. Your Troop may also operate a 'Troop Bank' to mind your cash and valuables.

Otherwise, there are ATMs on site together with a Westpac Bank. Also, you will be able to access other limited financial institutions on some of your trips off site.

## **Jamboree News Network (JNN)**

"JNN daily" is the newspaper of the Jamboree and it will be delivered to your Sub Camp Q store each evening. As part of your Jamboree Award, visit your Internet Café or the JNN Media Centre in the Marketplace where you can submit a short story or photo for possible inclusion. For a small fee you can even order a special souvenir edition to be mailed to you after the Jamboree.

While you are there you can also drop in to the JNN fm 103.7 live broadcasting stage (9.00AM to 9.30PM daily) where you will hear the latest music, interviews and competitions throughout the Jamboree. You can even listen in on your own radio!

## **Patrol Code**

Each Patrol will be issued with a five digit code – your Troop Number followed by your Patrol Number - e.g. 0634-2. Your Troop Leader is responsible for assigning your patrol number 1 to 6. This code will identify the timetable of your patrol's activities.

## **Security**

The Ranger Team, including Police Officers, is responsible for site security and your personal safety. Please follow their instructions. Look after your own valuables and store them in your Troop security box. All personal items should be marked with your name and Troop number. Do not bring

# Camp Info

items such as iPods/Mobile Phones or items of value that are not necessary for camping. The AJ2010 organisers take no responsibility for lost items.

## Shops

A range of shops will be located throughout the Jamboree stocking a range of toiletries, batteries, food, drinks, and snacks etc, such as the Jamboree Canteen, Supermarket, Mini Markets or Mini Canteens and other department stores which can provide those forgotten camping items (Kangaroo Tent City) or souvenirs (Corporate Express). There will be a Jamboree Coffee Van, Coffee Shop, Frozen Yoghurt and Ice-cream Shop, Pie Shop and Takeaway Shop which along with cold drink and snack vending machines will cater for your every need.

## Youth Forums

Every Troop will be represented at the AJ2010 Youth Forums. Not sure who your delegate is? Speak to your Jamboree Troop Leaders. Want to be a delegate? Make sure your Troop Council knows you want to nominate yourself to represent their points of view fairly and effectively to the rest of the delegates.

Each evening, a Youth Forum will be held for a different group of Sub Camps. There will be notices in the JNN daily the Jamboree newspaper and information from your Troop Leader explaining when your Sub Camp's forum is. You will get all the information you need at a briefing session for your Sub Camp early in the Jamboree or drop into the Yakkery to find out more.

Briefing sessions and the Youth Forums will be held in the Yakkery tent in the Jamboree Mall.

# Camp Info

## Jamboree Sub Camps

Sub Camp	Name	Colour
Sub Camp 1	Andromeda	Light Blue
Sub Camp 2	Gemini	Turquoise
Sub Camp 3	Orion	Gold
Sub Camp 4	Taurus	Red
Sub Camp 5	Aries	Maroon
Sub Camp 6	Leo	Orange
Sub Camp 7	Pegasus	White
Sub Camp 8	Aquarius	Dark Blue
Sub Camp 10	Scorpius	Purple

## Jamboree Award

To receive your Jamboree Award you must take your passport with you and have it stamped at each of the activities listed on the following pages.

# Scheduled Activities

Complete all 9 of the following:

City Tour	Endurance 2010	Water Activities	Jamberoo
Cirque Du Scout	Skills Village	Browsea Island	
Adventurous Activities 1			
Adventurous Activities 2			

## Free Time Activities

Complete these 3 activities:

Venturer Kaleidoscope	Yakkery	JNN Media Precinct. JNN fm, JNN daily, JNN tv
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# Free Time Activities

PLUS EITHER

A) At Least 2 of the following:

Australiana Village	Jamboree Idol	Main Arena: Behind the Scenes
Amateur Radio Base	ROC	Video Activity Base
International	Radical Reptiles	National

OR

B) Be pre-allocated to 1 of the following:

Air Activities	Australian Jamboree Gang Show	Scout Senate
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# Scheduled Activities

## Contingent Headquarters

Visit your Contingent Headquarters + 2 others

Your Contingent HQ	Contingent HQ	Contingent HQ
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## Troop Activities

Complete all 6 of the following:

Duty Patrol	Market Day	Service Activity
Patrol Meal Swap	Scout Law and Promise	Thank You Dinner

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## Jamboree Award Recommendation

Patrol Leader

Troop Leader

# My Record of AJ2010

## Day 0 – Sat January 2nd and Sun 3rd,

## Day 1 – Monday January 4th,

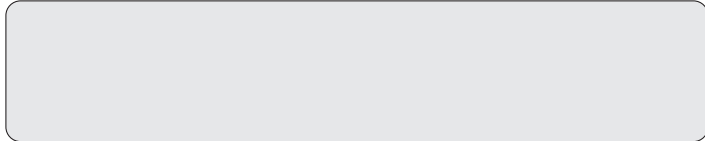
## Day 2 – Tuesday January 5th

## Day 3 – Wednesday January 6th

## Day 4 – Thursday January 7th

# My Record of AJ2010

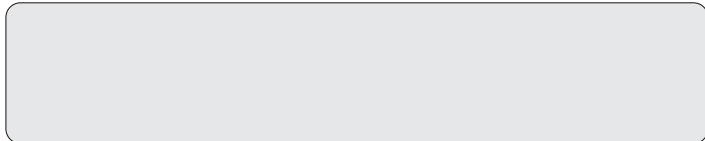
**Day 5 – Friday January 8th**



**Day 6 – Saturday January 9th**



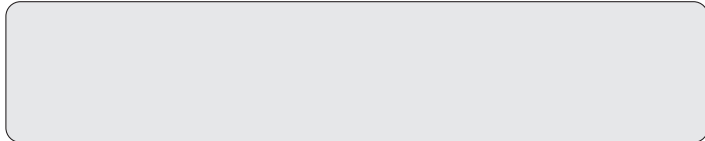
**Day 7 – Sunday January 10th**



**Day 8 – Monday January 11th**

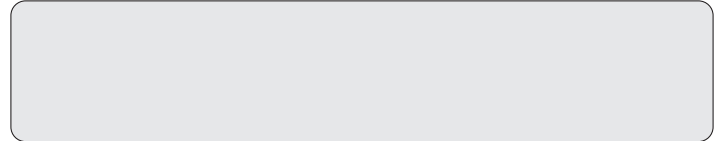


**Day 9 – Tuesday January 12th**



# My Record of AJ2010

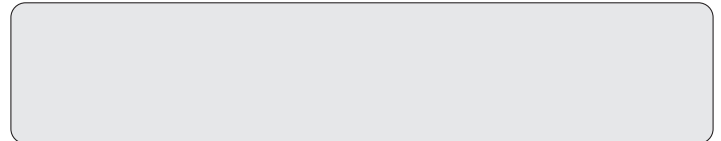
**Day 10 – Wednesday January 13th**



**Day 11 – Thursday January 14th**



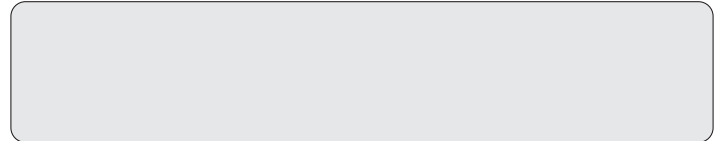
**Day 12 – Friday January 15th**



**Day 13 – Saturday January 16th**



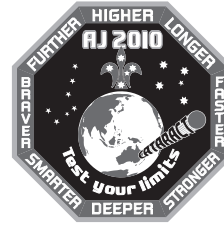
**Day 14 – Sunday January 17th**



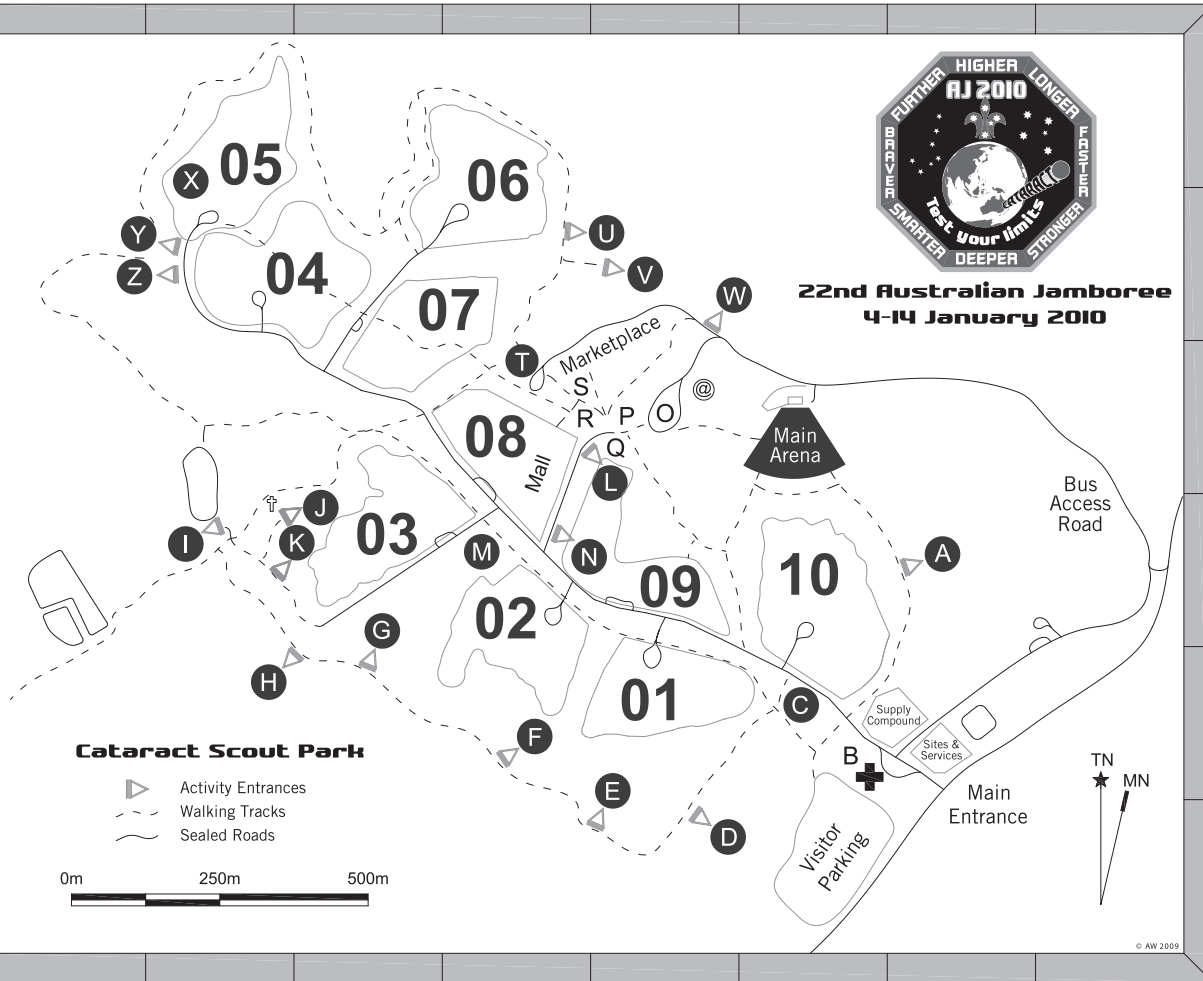
# SITE MAP

## Legend

- A Laser Skirmish
- B Hospital
- C Amateur Radio Base
- D Brownsea Island
- E BMX
- F Low Ropes
- G Alpine Rescue
- H High Ropes
- I Abseiling + Rock Climbing +  
Bike Bungle + Flying Fox
- J Giant Swing
- K Caving
- L Skills Village
- M Mini Arena
- N Cirque du Scout
- O Bus Terminal
- P Police
- Q Fire Station
- R JNN Media Centre
- S Activities HQ + Geocaching
- T Australiana Village
- U Water Slide 1
- V Water Slide 2
- W Endurance Muster
- X Endurance Exit
- Y Skateboarding
- Z Challenge Valley
- @ Helipad



**22nd Australian Jamboree  
4-14 January 2010**



## Sub Camps

- 01 Andromeda (Light Blue)
- 02 Gemini (Turquoise)
- 03 Orion (Gold)
- 04 Taurus (Red)
- 05 Aries (Maroon)
- 06 Leo (Orange)
- 07 Pegasus (White)
- 08 Aquarius (Dark Blue)
- 10 Scorpius (Purple)

# Activities Program

## Activities Program

The Activities program for the Jamboree Award has been put together to give you a wide range of challenges and experiences to 'Test Your Limits'.

### Scheduled Activities

Your troop and patrol has been given a program to attend these activities at specific times. Check with your Troop Activity Leader, they have a copy of your program. These activities include:

### Off-site Activities

Endurance 2010, City Tour, Jamboree and Water Activities

### On-site Activities

Cirque Du Scout, Brownsea Island, Adventurous Activities and Skills Village.

Allow time to get from your site to the activity or to the bus terminal. Being late might mean you miss out on the activities.

## Duty Patrol

At the discretion of your Troop Leader, each Patrol has its turn of being Duty Patrol to do their share in assisting in the smooth running of the Troop site.

It is up to the Troop Leader to delegate tasks for each Duty Patrol on a daily basis under the supervision of a Duty Leader.

When your Troop Leader has released you from your Duty Patrol, you may participate in any unscheduled activities on the Jamboree site.

### Service Activity

To maintain a good standard of camping it will be necessary for each Troop to provide a 'service' to the Jamboree within their Sub Camp or within the wider Jamboree itself.

### Patrol Meal Swap

This is a great opportunity for you to mix with Scouts who you did not know prior to the Jamboree. Your Patrol is

# Activities Program

to invite another Patrol from another Troop (preferably from another State, Territory or country) for a meal. The meal could be any meal, but the invitation should not affect the activities and duties that the Patrol/Troop is involved in. The most likely meal is the evening meal, to fit in with the program and departure times for activities at earlier times in day.

### Thank You Dinner

Many volunteers work together to make the Jamboree experience happen. Each Troop is to invite one of these volunteers to join them for a meal to express Thanks for their time and effort in making the Jamboree so special.

### Free Time Activities

You are free to attend these activities during your spare time. They include the ROC, Yakkery, Venturer Kaleidoscope, Australian Village, Amateur Radio Base, Video Activity Base, Main Arena: Behind the Scenes, and more.

## Entertainment

A variety of entertainment that will leave a lasting impression of AJ2010 will be provided for the Scouts. There are a number of different venues that will fill any spare time for the enjoyment of all.

All night activities will commence at 7.30pm, except the Opening and Closing Ceremonies which will begin at 7.00pm.

### Main Arena

This will be the primary night time entertainment venue for large crowds providing the place for the Rock night, the Australian Jamboree Gang Show, Extreme Sports night, Carnival night and many more events. The main arena will stage the Opening Ceremony (as a celebration of coming together at the Jamboree) and the Closing (a celebration of the great times).

# Activities Program

To compliment the night time activities Scouts can participate in 'Backstage Tours' during the day.

NIGHT	MAIN ARENA	MINI ARENA
Mon 4 Jan	Opening Ceremony	CLOSED
Tue 5 Jan	Rock Night	Movie
Wed 6 Jan	Carnivale Night	Jamboree Idol / Dance Party
Thur 7 Jan	Extreme Sports	Basketball Show
Fri 8 Jan	Expeditions Night with Special Guests	Jamboree Idol / Dance Party
Sat 9 Jan	Australian Jamboree Gang Show	Movie
Sun 10 Jan	CLOSED	Little Bit of Soul
Mon 11 Jan	International Night	Jamboree Idol / Dance Party
Tue 12 Jan	Comedy Night	Electronic Games
Wed 13 Jan	Jamboree Idol Final	Movie
Thur 14 Jan	Closing Ceremony	CLOSED

NB subject to change at short notice

## Mini Arena

As an alternative to the main arena, the mini arena will be offering smaller events and providing the opportunity for Scouts to participate in Jamboree Idol auditions, dance nights and many more activities.

The Mini Arena will also be the place to test your electronic game skills in the 'Day Room'.

# Activity Locations & Information

## Endurance 2010

**Map Reference:** 

**Marshalling time:** 8.00AM

**What to wear:** Camp clothing and appropriate hiking footwear

**What to bring:** Lunch, sunscreen, filled water bottle, hat

**About the base:** Your patrol will spend the day navigating through the bush completing fun and exciting challenges along the way. Activities will include initiative bases, abseiling, skirmish and many more.

**Will you earn the Endurance 2010 award?**

**Duration:** Full day

## Venturer Kaleidoscope

As part of your Endurance experience, you will be able to talk with current Venturers and learn more about the Venturer section. Find out where your nearest Unit is located, and make plans to commence your link when you get home from the Jamboree.

## City Tour

**Map Reference:**  = Bus Terminal

**Marshalling time:** 8.00AM

**What to wear:** Scout Uniform, Jamboree Scarf and Hat and comfortable footwear

**What to bring:** Lunch, sunscreen, water bottle, camera, raincoat or jacket and personal first aid kit. Souvenir money can be brought at your own risk.

**About the base:** We will be taking you on a walking tour of Sydney City including the Harbour Bridge, Opera House, Museums and

# Activity Locations & Information

some activities that are a bit different... All patrol members must remain together during the activity. Scout uniform must be worn at all times.

**Duration:** Full day

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## Jamberoo

**Map Reference:** **O** = Bus Terminal

**Marshalling time:** 8.00AM

**What to wear:** Jamboree Shirt and Hat

**What to bring:** Lunch, sunscreen, water bottle, towel, swimmers, T-shirt or rash shirt and plastic bag for wet gear, all packed into a day pack for storage in the secure area. Spending money can be brought at your own risk.

**About the base:** Visit Sydney's premier action park for a full day of fun. The theme park is non-stop entertainment with all the thrills and spills you can handle. Catch a wave at Outback Bay, dare to jump from The Rock, ride the Rapid River, race the Bobsled, or face the fearsome Taipan!

**Duration:** Full day

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## Water Activities

**Map Reference:** **O** = Bus Terminal

**Marshalling time:** 7.30AM

**What to wear:** Scout Uniform, Jamboree Scarf and Hat

**What to bring:** Lunch, sunscreen, water bottle, towel, swimmers, T-shirt or rash shirt and plastic bag for wet gear, enclosed footwear suitable to wear in the boats at all times (i.e. old sandals).

# Activity Locations & Information

**About the base:** Enjoy a day on the water at Chowder Bay with activities including canoeing, kayaking, sailing, snorkelling and fishing along with an assortment of beach games. As well you can just lay about on the shaded grass, or for the competitive patrols, compete in the Survivor Wipe-Out Obstacle Course and see if you can get the best time.

For camera enthusiasts and those a little more adventurous, take a bushwalk up to the Middle Head Lookout with stunning views of the entire harbour.

Top the day off with a cruise around Sydney Harbour.

**Duration:** Full day

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## Cirque du Scout

**Map Reference:** **N**

**Marshalling time:** 9.00AM or 1.30PM

**What to wear:** Camp clothing, no skirts

**What to bring:** Sunscreen, water bottle, hat

**About the base:** Roll up to the circus and join up with the clown school. Become an acrobat and have a go at some juggling. Please arrive early to get the most out of the activity.

**Duration:** Half day (3 hours)

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## Brownsea Island

**Map Reference:** **D**

**Marshalling time:** 9.00AM or 1.30PM

**What to wear:** Camp clothing

# Activity Locations & Information

**What to bring:** Sunscreen, water bottle, hat

**About the base:** The activities on this base are a re-enactment of those Baden-Powell programmed for the first experimental camp held on Brownsea Island back in 1907.

Patrols will complete a selection of traditional activities including pioneering, rope making, knotting and a massive orienteering challenge to test your navigation skills.

**Duration:** Half day (3 hours)

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## Activity Locations and Information

Map Ref	Activity	Map Ref	Activity
Z	Challenge Valley	I	Abseiling
U	Water Slide – 1	I	Rock Climbing
V	Water Slide – 2	I	Bike Bungle
A	Laser Skirmish	I	Flying Fox
E	BMX	J	Giant Swing
F	Low Ropes	K	Caving
G	Alpine Rescue	S	Geocaching
H	High Ropes	Y	Skateboarding

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# Activity Locations & Information

## Adventurous Activities

**Map Reference:** S = Activities HQ

**Marshalling time:** 8.30AM or 1.30PM at your first chosen activity

**What to wear:** Covered shoes and dry clothing

PLUS

Challenge Valley – old clothes that can get muddy

Water Slide – swimming gear under dry clothing and towel

Bike Bungle – old clothes that can get muddy

Caving – old clothes that can get muddy and TORCH!!

**What to bring:** Sunscreen, water bottle, hat

**About the base:** Patrols participate in two half day sessions of adventurous activities. Packages will include 2 activities and either Challenge Valley or Water Slide.

Prior to your allocated session (max 2 days before), Patrol Leaders must attend the Activities Headquarters in the Marketplace and select an activity package. If failing to pre-book, an activity package will be allocated for you. So don't forget to book if you want to do certain activities.

## Activities HQ Patrol Booking Times

(Patrols need to book at least 1 day before their allocated session!)

9.00AM – 11.30AM

3.00PM – 7.00PM

**Patrols failing to book can collect their allocated package**

7.45AM – 8.30AM for Morning Session

1.00PM – 2.00PM for Afternoon Session

**Duration:** Two separate half day sessions (3.5 hours x 2)

# Activity Locations & Information

## Skills Village

**Map Reference:** **L**

**Marshalling time:** 9.00AM or 1.30PM

**What to wear:** Camp clothing

**What to bring:** Sunscreen, water bottle, hat

**About the base:** Proudly supported by World Skills Australia, this interactive venue will allow all Scouts to learn some tricks of the trade, learning new skills in construction, technology, manufacturing, and many other industries. How fast can you change the tyres on a racing car? Can you help build a new BBQ setting for Cataract?

**Duration:** Half day (3 hours)

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## Australiana Village

**Map Reference:** **T**

**Times:** 9.00AM to 12.00PM and 2.00PM to 5.00PM

Closed Thursday 14th January

The Jamboree's own colonial village will recreate life in Sydney over 200 years ago with re-enactments, a blacksmith's shed, candle making, gold panning and many more activities as history comes to life.

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## Radical Reptiles

**Map Reference:** **N** (next to cirque)

**Times:** Hourly sessions - 9.00AM to 12.00PM & 2.00PM to 5.00PM

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# Activity Locations & Information

With a Radical Reptiles Display you can:

- See some of the world's most dangerous and deadly snakes that you may encounter in Australia.
  - Learn about the engaging world of Reptiles.
  - Find out how these animals assist the environment.
  - Seek to overcome your fear of reptiles and learn how important and fascinating these wonderful creatures are.
  - Understand some of the challenges reptiles face in our world today.
  - Be taught what to wear in areas where snakes are found, what to do you if you see a snake and be shown the latest in First Aid treatment for snake bite.
- 

## Jamboree Idol

**Map Reference:** **M**

**Times:** 7.30PM as per Arena Program

The mini arena will be providing the opportunity for Scouts to participate in Jamboree Idol auditions throughout the Jamboree, with the competition final being held at the Main Arena on the night before the Closing Ceremony.

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## Main Arena – Behind the Scenes

**Times:** 9.00AM to 12.00PM and 2.00PM to 5.00PM

To compliment the night time activities Scouts can participate in 'Backstage Tours' of the Main Arena during the day.

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# Activity Locations & Information

## International Scouting

**Times:** 9.00AM to 12.00PM and 2.00PM to 5.00PM

Visit the International Centre in the Mall to discover more about our visitors' culture.

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## Amateur Radio Base

**Map Reference:** **C**

**Times:** 9.00AM to 12.00PM and 2.00PM to 5.00PM

Take a look at the Amateur Radio base and join in the activities. Try to communicate with other Scouts from around Australia and the world.

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## Video Activity Base

**Map Reference:** **R**

**Times:** 9.00AM to 12.00PM and 2.00PM to 5.00PM

Come along and join in some live acting. Perform in front of the camera with your patrol or even film a clip for the JNN tv!

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## Electronic Games

**Map Reference:** **M**

**Times:** 9.00AM to 12.00PM and 2.00PM to 5.00PM

Closed Thursday 14th January

Electronic Games at the Mini Arena with X-Box is a spare time activity, with the highest scorers to play off on Tuesday evening 12th January.

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# Activity Locations & Information

## Yakkery

Got something to say about Scouting? Well, here's your chance! Drop into the Yakkery – in the Mall. Discuss your issues and ideas to take Scouting into the future in a BIG way! Help us to understand what we need to do to make Scouting better for you and your friends. Any immediate Jamboree issues will be given directly to the Jamboree Organising Committee to be addressed as soon as possible.

For the first time at any Jamboree, all patrols will be given a computer access code at the Yakkery so that you can record a short video clip with your comments on one of the topics. Computers will be located at Sub Camp Frat tents throughout the Jamboree and selected entries will be shown at the Closing Ceremony.

So whether it is something to make Scouting easier and more enjoyable or something to make AJ2010 even more exciting, drop in and tell us what's on your mind!

The Yakkery will be staffed by members of the Scouts Australia National Youth Council so you will get to speak to Youth Members about Youth Issues – and maybe even find out a little more about the National Youth Council too.

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## Australian Jamboree Gang Show

Cast members from Scout Gang Shows, Showtimes and Revues across Australia perform an amazing show at the Main Arena on the Saturday night. If you have been selected to take part, you will be required to rehearse for the performance throughout Saturday. More information will be sent to you directly before the Jamboree.

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# Activity Locations & Information

## Air Activities

**Map Reference:**  = Bus Terminal

**Marshalling time:** 7.15AM or 12.15PM (refer to Boarding Pass)

Buses depart promptly – late arrivals will forfeit your ticket.

**What to wear:** Camp clothing, Jamboree Scarf and Hat

What to bring: Air Activity Boarding Pass, lunch, water bottle, sunscreen, camera

**About the base:** POWERED FLIGHT – Scouts NSW owns and operates a fleet of modern Cessna aircraft from its Activity Centre at Camden Airport. You will have the opportunity to communicate with the pilot, observe cockpit operations and listen to Air Traffic Control. Experience first-hand the takeoff and landing procedures, enjoy the fabulous scenery and get a bird's eye view of the Jamboree campsite from up above.

ADVENTUROUS GLIDING – The self launching glider will takeoff and climb to about 3,000 feet above ground before the engine will be turned off. Relax and enjoy the magical floating sensation watching panoramic views over the Nepean Valley. With your own instructor, you may even like to have a go at the controls while gently searching the sky for any 'thermal' or rising air-currents to extend the flight. The experience will continue as you gradually descend back to the airfield for a smooth landing!

Throughout the day there will be other bases to explore, have a guided tour of the airport, fly the simulator, check out the model aircraft, watch a few movies or just have a snooze in the 'chill out zone'.

# Activity Locations & Information

## Scout Senate

The Scout Senate is a full day activity conducted on the final day of the Jamboree. Scouts nominated at each of the Sub Camp Youth Forums will be joined by previously selected Branch representatives to collate the ideas and suggestions received throughout the Jamboree into recommendations and strategies for the future. These recommendations will be presented to National Commissioners at the end of the day.

## Contingent HQ

Each contingent at the Jamboree has its own headquarters located in the Jamboree Mall (on site 8) with displays and full of exciting games and activities for you to complete. Remember, as part of your Jamboree Award, you will need to visit your own Contingent plus at least two others.

## Future Scout Day

On Future Scout Day (Saturday, 9th January) thousands of Joey and Cub Scouts will be invading the AJ2010 site to soak up the Jamboree experience.

**Welcome the Future Scouts to your 'Jamboree City' and share your experiences – they are our Scouts of tomorrow.**

## Market Day

Market Day (Saturday, 9th January) is your day to demonstrate your entrepreneurial skills. Tap into that fantastic imagination you have to be inventive and fun and at the same time demonstrate

# Activity Locations & Information

your marketing skills. Market Day activities will be coordinated by your Sub Camp staff. There are prizes to be had.

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## Reach Out Centre

**Times:** 9.00AM to 12.00PM, 2.00PM to 5.00PM and 7.30PM to 9.30PM + 24 hour spiritual support

Feeling lonely? All getting too much? Need a friendly ear? There is a place for you. The Reach Out Centre (ROC) is located in the Jamboree Mall where you will find a place to chill and people with willing ears. Chaplains will be available in the ROC at our Jamboree. They have come along to help us in our emotional and 'Duty to God' needs. They all have a great deal of experience in helping others and if you need someone in hurry there will always be someone around.

During the day there will be activities that will test your mind and allow you to explore different religions as part of your Jamboree Award. Evening programs will feature movies covering daily themes.

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## A Jamboree Prayer

In the spirit of companionship we gather for this Jamboree.

May we use this occasion to explore our limits and discover a new understanding of others and ourselves.

Give us, O Lord, the ability to be braver, stronger, and smarter in the way we relate to You, fellow Scouts and other people.

May we go longer and deeper in our willingness to live out our Scout Promise. So be it!

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# Activity Locations & Information

## Religious Observance

Go to the ROC for timetables of all religious services.

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## Scout Grace

Oh Lord the giver of all good,

We thank you for our daily food,

May Scouting friends and Scouting ways







Help us to serve you all our days.







For food, for clothing, for friendship, for Scouting,  
God, we thank you.


## People I've Met




# People I've Met







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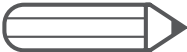
# People I've Met

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**THE SUMMER  
AJ2010  
OF YOUR LIFE**



**22ND AUSTRALIAN JAMBOREE**  
Cataract Scout Park, January 2010