

Jamboree Information Guide for Troop Leaders and Staff

Section 12 Troop Organisation

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Size of Troops

The Jamboree programme, camping, and catering are based on six Patrols (Teams) of 6 Scouts in a Troop of 6 Patrols (Teams) (36 Scouts total).

The Troop will also have 1 Troop Leader, 1 Adult Leader per Patrol (Patrol counsellor), plus an additional Adult Leader.

Each Troop comprises 6 Patrols (Teams). There must be a minimum of 4 Patrols (Teams) (24 Scouts). Those that do not have 6 Patrols will be hosting international or New Zealand Scouts to make up to 6 Patrols.

Where Scout Troops do not meet the minimum requirement for 24 Scouts, Jamboree Troops have been organised by merging with other Troops in the Zone, adjoining Zones, or within New Zealand or by adding International Scouts.

Smaller Troops from the South Island have been encouraged to merge with those from the North Island to minimise gear movement and reduce costs. This connection could be reciprocated when future Jamborees are held in the South Island.

Jamboree Troop Leader

The Jamboree Troop Leader is responsible for the wellbeing and care of all Troop members. The Jamboree Troop Leader should allocate jobs to all Adult Leaders in the Troop and ensure that all Scouts and Adult Leaders are satisfactorily equipped.

The Jamboree Troop Leader is responsible, initially to the Zone Leader(s)/Group Leader(s) (depending on the Troop composition) and, during the Jamboree phase, to the Troop Support Manager. The Jamboree phase commences at the start of your journey to Jamboree.

The Jamboree Troop Leader should ideally be a Scout Leader with a strong Scout section ethos to empower the Patrol (Team) Leaders to take responsibility where required and to ensure they have the training and support to do this.

One of the Troop's Adult Leaders should also be designated the Deputy Troop Leader, who can step up as the Troop Leader if needed.

Someone from the Troop Support Team will visit daily and can provide you with advice and support. The Camp Support Team will run Troop Leader briefings, as required. They will be held at the Jamboree Hub meeting rooms. Generally, information from the Camp Support Team will be conveyed via the Patrol (Team) Leader representative attending the Jamboree Patrol (Team) Leaders Council's evening meeting.

Leaders with the Troop

In addition to the Troop Leader, each Troop will include 7 Adult Leaders who will act as counsellors supporting the Patrol (Team) Leaders and their Patrols (Teams). They will also help the Troop with welfare, quartermaster duties, and first aid – these are not positions allocated to one particular Leader but should be jointly managed to encourage succession planning. These Adult Leaders should preferably be Scout section trained.

All Adult Leaders are expected to hold a current First Aid Certificate, and it is preferable that, when taking youth outdoors, the Leaders are holders of a current Outdoor First Aid Certificate.

Quartermaster Duties – Shared by All Leaders with the Troop

- Collection, packing and transport of troop gear.
- Maintenance of Troop equipment.
- Return of gear.
- Associated records.
- Purchase of 'extras' needed for Jamboree.
- Support the duty Patrol (Team) supplying and controlling food delivered at Jamboree.
- Support the duty Patrol (Team) in collecting rations and appropriately storing food.
- Support the duty Patrol (Team) with ensuring 'Basic Issue' items (are replaced as required using the form supplied by the Catering Manager).
- Support the duty Patrol (Team) with preparing and serving meals (and the post-meal cleaning).

Rostered Leaders with Patrols (Teams)

There are six activity days, two offsite and four days onsite. Two Adult Leaders must accompany the two Patrols (Teams) to the offsite adventures. These adventures are Watboapadfly Adventure at Lake Karāpiro and Vertemerge Adventure.

The activity days include a day as a Duty Patrol (Team), and an Adult Leader will need to support the Patrol (Team) with collecting rations and preparing meals.

Adult Leader Time Off

It is recommended that all Adult Leaders take at least one day off.

Adult Leaders need R & R time too. There are many activities for adults to participate in, in and around the local area. Check with the Jamboree Hub to see what's available, or head down to the Leaders Café.

Scout Patrol (Team)

The principal unit for participation in Jamboree will be the Patrol (Team) of 6 Scouts. Each Scout will get an identity card attached to a coloured lanyard. Each Troop will receive six coloured lanyards to assign to their Patrols.

Jamboree Patrols (Teams) must have no more than 6 Scouts and be led by a Patrol (Team) Leader, with assistance from a trained Assistant Patrol (Team) Leader. The Patrol (Team) Leader mentors and manages their Patrol (Team). For a Patrol (Team) Leader to succeed in this role, Adult Leaders need to be available to support the process but not to take over.

A vital role of the Patrol (Team) Leader is to run a Plan > Do > Review process with their Patrols (Teams) every day before the Patrol (Team) Leaders Council meeting.

Patrol (Team) Leaders Council

The six Patrol (Team) Leaders of your Jamboree Troop should, through their Patrol (Team) Leaders Council, be part of Troop planning and decision-making processes and be able to seek advice on how to support and manage their Patrols.

A vital role of the Patrol (Team) Leaders Council is for the six Patrol (Team) Leaders to decide which activities they choose for the next day.

Refer Patrol (Team) Leaders to their Scout's handbook for the activity choice options.

Every Patrol (Team) does every activity, but they choose the order in which they do them.

Patrol (Team) Leaders Council meetings must be run before dinner so that a representative from each Troop can attend the Jamboree Patrol (Team) Council after dinner, where they will register the next day's activity choices for the six Patrols (Teams) in their Troop.

The Patrol (Team) Leaders Council can also choose whether to use a judging or points system to recognise the responsibilities of duty Patrols (Teams), improve camp standards and create a fun atmosphere for the duty Patrols (Teams).

Jamboree Patrol (Team) Council

After dinner, the Duty Patrol (Team) Leader (or another Scout representative on the days with no duty Patrol) from each Troop will attend the Jamboree Patrol (Team) Council. These will be held at the Jamboree Hub and facilitated by the Jamboree Youth Leadership Team.

The Jamboree Patrol (Team) Council will be the primary information pathway for Troops and Camp Support managers to communicate with each other.

Reporting Structure

All Troop Patrol (Team) Leaders and Adult Leaders report to their Troop Leader.

- The Jamboree Troop Leader reports to the Troop Support Manager.
- The Troop Support Manager reports to the Camp Support Assistant Director.
- The Camp Support Assistant Director reports to the Camp Support Director.
- Camp Support Director reports to Jamboree Director/Jamboree Leadership Team.

If you cannot get support from your immediate reporting Leader or Manager, you are invited to seek consent from the next level up.

Troop Identity

Most troops will have decided on some form of identity for their Jamboree Troop, either in uniform or activity dress. The Group or Zone scarf (where appropriate) may be suitable to identify the Troop when in uniform.

Troops are expected to be in full uniform - silver shirt (or air/sea blue shirt), including black shorts/trousers/shoes/socks - at the opening and closing ceremonies, and at any other events as required (e.g. Chief Scout Award morning tea).



Some Jamboree Troops produce special shirts and hats for activity dress (which will be most of the time at Jamboree). For health and safety reasons, the shirts should be collared to protect the neck, and hats must have a brim to protect the neck and ears.

Additionally, all Adult Leaders, Staff and Scouts must wear the 23rd Aotearoa New Zealand Scout Jamboree lanyard and identity.

The lanyards will be colour coded for each Patrol (Team) and come with a safety quick-release clasp. The lanyard and identity card must be worn at all times, including to and from the showers (but not necessarily in the shower).