

Jamboree Information Guide for Troop Leaders and Staff (Combined Document)

The online publication of the Jamboree Information Guide is under the authority of the 23rd Aotearoa New Zealand Scout Jamboree – Jamboree Leadership Team (JLT).

Version Control - To ensure the latest information in this Guide, please refer to the version and date authority in each page footer.

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Thank you and a BRAVO!

Volunteering is a complicated role that will test your endurance physically and mentally. It will test your patience when things go wrong. It's not easy, but it is a great time, and the sense of accomplishment you get at the end is terrific.

You and your fellow Leaders will support our Scouts for an adventurous, enjoyable, life-changing experience.

The National Programme influences the Jamboree, and the Programme design reinforces the Youth Leading - Adult Supporting partnership between young people and adults.

Providing opportunities for Scouts to lead, influence, inform, shape, design and contribute to their Jamboree journey is essential.

These rules and information guide you and help you understand everything we have signed up for.

Thanks for volunteering at the 23rd Aotearoa New Zealand Scout Jamboree! Have a great time!

Introduction and Basic Information

The 23rd Aotearoa New Zealand Scout Jamboree will be held from Sunday, 30 December 2023, to Sunday, 7 January 2024, at Mystery Creek Events Centre, 125 Mystery Creek Rd, Ohaupo, New Zealand, located south of Hamilton City.

The Jamboree phone number is 0800JAMBO23 (0800 52 62 62) and the Medical phone number is (+64) (0) 7 839 9499.

Troop Lines

Arrival and Setup

The excitement will begin as you travel to the Mystery Creek site and arrive in the Jamboree uniform.

It's crucial to remember that there is no hurry to arrive at Mystery Creek. The site will be open for entry for all participants on Saturday, 30 December.

NO site access will be available before 8:00 am, and there may be a delay waiting for safety checks to be completed by the Risk Team.

Please be patient on arrival day, as many excited Troops are arriving simultaneously, and getting everyone on site may take a while. Ensure you have a water bottle and a snack if you have to wait for your Troop to be processed.

Troops will be welcomed on their buses, individually walked to their site, and given welcome packs and ID cards (to be worn at all times). Entry to the Jamboree could be delayed if you must complete any incomplete prerequisite paperwork, so it's better to arrive well-prepared! Troop Support and the Jamboree Hub will help resolve any discrepancies.

Please note that only Troop Leaders, and one other, can collect their Troop's Registration Packs from The Hub.

If you travel in individual vehicles, you must meet at a predetermined location before Mystery Creek so that the Scouts and Adult Leaders can simultaneously arrive at the Jamboree site and be welcomed as one Troop.

The nearest airport for Troops arriving by air is Hamilton Airport, which is 1 km from the Mystery Creek Events Centre. For those participants arriving at Hamilton Airport after 8:00 am

and before 6:00 pm, there will be a free shuttle to Mystery Creek. For those who will arrive before 8:00 am or after 6:00 pm, please email Chris Cox at chris.cox@jamboree.scouts.nz with your details.

Once your Troop site has been set up, consider supporting Troops that arrive later in the day. A welcome smile and help offer will go a long way to ensuring mutual support during your Jamboree.

There are no planned activities until 7:00 pm on Saturday, 30 December (the opening ceremony).

Pack down and Departures

Troops may not depart the Jamboree site until Sunday morning, 7 January 2024. For the safety of all, all Troops must respect the departure times. The last rations issued to Troops will be for breakfast on Sunday, 7 January 2024.

Vehicles may move on to the site on Sunday, 7 January 2024. Times for this will be advised during Jamboree as we gather departure information from each Troop, as we know troops will need to depart at different times for flights and ferry bookings.

The site will remain open till 5:00 pm, so there is no urgency to leave.

Enjoy the time collecting contact details for the friends you have made, swapping badges, and reflecting on the last nine days. Share stories of the experiences of Jamboree. After the Jamboree, your troop site must be left clean and tidy. Whatever you bring, you take away!

Each Troop site must be returned to its original state immediately. It is the Troop's responsibility to ensure this happens before leaving.

Regularly airing the ground under the tents will ensure the site returns to normal faster.

Each Troop must remove materials used for gateways and flagpoles from the site.

Note: Digging or removing turf will not be allowed. Only pegs can be used to secure gateways and flagpoles.

A site inspection and clearance must be obtained from the Camp Support and the Hub before a Troop is permitted to depart from the site.

Note: Troops that do not remove items at the end of the Jamboree may be subjected to an additional charge for rubbish removal. There will be no exceptions.

Laundry

Each Troop must provide a method for Scouts to do their laundry. This will be required for swimming gear used at Lake Karapiro/WATBOAPAFLY Adventure to treat the Asian Gold Clam infestation on the Waikato River.

In previous Jamborees, we have seen some very ingenious ideas such as old agitator machines hooked up to a bicycle where the Scouts provide pedal power, and Handyman concrete mixers (plastic barrels with screw-on lids) which the Scouts can roll around. There's always the old faithful – large buckets/bowls in a row – wash, rinse, rinse.

The use of generators or petrol-powered washing machines is prohibited.

All wastewater from the Troop laundry must be disposed of only at the established wastewater points.

NOTE: Treatment of all swimming gear used at WATBOAPADFLY/Lake Karapiro for Asian Gold Clam biosecurity threat

Biosecurity New Zealand/Ministry for Primary Industries has issued a Controlled Area Notice for the Waikato River. This includes Lake Karapiro where the WATBOAPADFLY Adventure is being staged.

Biosecurity New Zealand/MPI has agreed to the following treatment approach for all swimming gear used by Scouts, Venturer Active and Adults supporting Patrols/Small Teams that come into contact with lake water:

- All swimming gear, including wet shoes, that have been exposed to water at Lake Karapiro will need to be put in a bag for each small team/patrol (and their accompanying adult if they get gear wet) when they leave the Water Base Activity.
- The bag with the gear will be transported to the Mystery Creek Jamboree Troop Site with the small team/patrol on their buses.
- The gear in the bag must be washed with normal washing powder/soap, preferably with hot water, rinsed and then dried fully by the Troop.
- Each Scout, Venturer Active and any accompanying Adult must wash their swimming gear, including wet shoes, at the Jamboree Troop site in hot water (higher than 45 degrees) when they return home.

Basic Gear Lists

An essential gear list for a Jamboree Troop of 44 (36 Scouts and 8 Adult Leaders) is detailed below. Ensure your gear is clearly marked with your Jamboree Troop name and site number, and include an inventory with it as well.

Pages of information detailing types of gear are available online (Time to Plan document). The information is not exhaustive, as every Troop will have different requirements.

Tents

- Provide sufficient tents to segregate adults, male and female Scouts, plus at least one store tent and a first aid/time-out tent.
- A large dining shelter or small marquee and a cooking shelter.

Suggested Cooking and Dining Equipment

Base your list on what you would typically take to a week or weekend Troop camp, then add in the requirements for making yourselves more comfortable and having food delivered every day, rubbish removed every day, not having to keep perishable food (as uneaten perishable food will be disposed of every day), and then double what you would generally take for cleaning.

Think about each meal and what you need to prepare, cook, and serve, such as large bowls, platters, tongs, and chopping boards. Do you provide glad wrap to wrap lunches, or will you have many bread roll bags to utilise?

Each Scout Group or Jamboree Troop will have a variety of gear available in their QM store and should utilise what they have to minimise costs.

Cooking Equipment

- Tables to mount stoves on / preparation and serving tables
- Gas burner stoves
- BBQ
- Large and small dixies (cooking pots)
- Frypans, toaster
- Utensils (for use with all of the above)
- Tongs, fish slices, serving spoons, wooden spoons for stirring
- Pot mitts and aprons
- Peelers, knives, can openers

- Chopping boards – enough for separating meat and vegetables
- Plastic buckets, plastic basins, plastic mixing bowls
- Containers for storing essential items (empty 2-litre ice cream containers with lids are ideal)
- Jugs (covered) for pouring water or cordial
- 20 L drink containers with taps
- Food covers

Dining Equipment

- Sufficient tables and chairs/forms to seat 44
- Salt and pepper shakers
- Plates, bowls, cups, knives, forks and spoons (either each person brings their own or the Troop provides enough)

Cleaning Equipment

- Bucket marked for scraping food scraps (lined with a plastic bag for ease of cleaning)
- Rubbish bag for used paper towels after wiping down plates
- Washing up basins
- Bucket for sanitising tea towels and cleaning cloths
- Dish scrubbers, goldilocks/scourers, and baking soda to help clean the burnt pots.

General Equipment

- Hammer and mixture of nails
- 2-ply lashing rope
- Large ball twine
- Spade
- Mallets
- Clothesline (incl. poles) and pegs
- 1 or 2 Extra sleeping bags
- Rubbish & recycling bins and bags
- FM battery-powered radio
- Steel peg extractor
- Fire extinguishers
- Pegs for boundary markers
- Flag pole
- Whiteboard and pens
- Trolley for collecting food and water
- Led lighting

- Sign-in/outboard

Personal Gear List

This list is not exhaustive, as everyone will have their requirements. Name **ALL** items with Personal Name and Troop Site Number.

Luggage

- 1 x pack or suitcase, covered plastic box, wooden box or cricket bag, something that will fit under your Camp Stretcher
- 1 x day pack
- 2 x drink bottles (about 1 litre each)

Uniform

- Full Scout uniform - silver shirt (or air/sea blue shirt) - including black shorts/trousers/shoes/socks

Clothes

This is the minimum required.

- 5 x changes of undergarments
- 1 x wide-brimmed sun hat with a string attached (no baseball caps as we adhere to be Sunwise policy)
- 1 x warm/woolly hat
- 3 x pairs of shorts
- 4 x collared shirts
- 1 x set of old clothing for Challenge Valley – these will get very dirty!
- 2 x pairs of long trousers
- 6 x pairs of socks (minimum)

Outerwear

- 1 x raincoat (waterproof)
- 1 x windproof jacket

Footwear

- 2 x pairs of closed-toed shoes

- 1 x pair of old shoes for Challenge Valley
- 1 x pair of gumboots
- 1 x pair of wet shoes, required for Lake Karāpiro (compulsory) - beach shoes that cover the whole foot and will stay on, lightweight and can get wet
- Optional: Jandals can be worn in the showers and Troop sites at the discretion of the Site Leader

Sleeping Gear

- 1 x sleeping bag
- 1 x inner sheet/liner
- 1 x stretcher
- 1 x pillow
- 1 x blanket
- 1 x pair pyjamas
- 1 x groundsheet if not provided in the tent

Dining gear (this is dependent on your Troop's requirements)

- 1 x ditty bag - 2 large plates (1 shallow, 1 deep) 1 knife, fork, spoon and teaspoon, 1 mug
- 2 x tea towels

Toiletries

- 3 x towels
- 1x toilet bag containing:
 - Soap
 - Shampoo and conditioner
 - Hairbrush or comb
 - Deodorant (not aerosol)
 - Toothbrush and toothpaste
 - Females: Sanitary Supplies

Additional Gear

- Sunglasses
- Personal First Aid Kit and medications (to be carried in daypack)
- 1 x container for swap badges
- Sunscreen and Insect repellent (not aerosol)

- Swimming gear – togs, rash shirt (no cotton will be allowed), wet/beach shoes or shoes to be used in the water (compulsory no bare feet) – . Note: Swim Gear - must cover the shoulders and midriff. Rash Shirt (as sun protection is compulsory)
- Photographic equipment (optional)
- Bags for dirty washing
- Lunch box
- Laundry/ washing powder (check with your Troop)
- 3 x clean and empty 1.5-litre plastic bottles (preferably Coca-Cola brand because it will work best – can be shared between small team/patrol members. (The plastic bottles are for the water-based activity)
- 6 x 300-420g empty tins (e.g. small spaghetti tins) – can be shared by each small team/patrol in a Jamboree Troop. (The empty tins are for the MasterChef activity)
- Medication (if any)

Please note the requirements for empty plastic bottles and small tin cans are for New Zealand-based participants. International participants will be catered to due to New Zealand biosecurity border restrictions. However, to help, we welcome assistance with any extra empty plastic bottles and small tin cans to be dropped off at The Hub on arrival at the Jamboree.

Staff

Arrival

As Staff, you can arrive after noon on Friday, 29 December. Some staff will be required to come on Boxing Day and most of the Adventure Directorate Staff are required if possible for Thursday, 28 December 2023. Your Managers will confirm when they need your arrival for briefing and setup and which days you will have off.

Note: There will be an onsite Jamboree Staff meeting at 5:00 pm on Friday, 29 December 2023, followed by dinner. Please attend if you can make it.

It is vital to let your Manager know your plans and to adhere to arrival dates and times so that registration, catering, medical, camping and safety personnel are in place to process your arrival. Checking in onsite before your assigned arrival date will not be allowed.

When you arrive at the Jamboree site for the first time, you should...[go to the registration desk in the Hub and then to the Staff Camp (first seeing the Staff Camp Manager) to set up your tent/ park your Caravan?]

Pack down

The conclusion of the Jamboree activity days is Saturday, 6 January. Arrangements should be made to return all equipment to the Procurement area in the Pavillion before departure. All Staff should confirm with their Managers that everything is in order. Any pack down that can occur while the Scouts are on site can occur. Some Staff may be scheduled to remain later than Sunday, 7 January, to accomplish pack-down tasks.

Accommodation

Staff will be camping together on the Mystery Creek site. As you can expect, the Staff Camp will be about the same size as a Youth Site!

We will need each Staff Member to register/book a site for your tent or caravan to ensure the Staff Camp will be big enough for everyone.

The Staff Camp area must follow the same rules applied to Troop sites. This includes tent spacing, fire precautions, and maximum structure heights.

We require the information to assist us in planning the Staff Camp area. Please complete the Google form with as much of this information as possible, help that Camp Support has a rough idea of the size needed.

We have limited space in the Staff Camp area, and we would like to promote the sharing of tents as much as possible. If you have a large tent and are the only one in it and would like to share the space with someone, please let us know in the form, and we can put you in contact with someone who requires some accommodation at the Jamboree if you need your personal space, please be mindful of the size of tent you are bringing as well.

To save on doubled-up information you are sharing with someone, please can just one person register a site and then list the others you are sharing within the space on the form.

Please follow the link to a Google form: <https://forms.gle/h7MjS5Lwxkuzuj1CA>

If you cannot access the Google form, please email staffcamp@jamboree.scouts.nz and we can send you a Word or PDF Document to fill in.

Days Off

It is crucial that, as Staff, you take your designated day off. Talk to your Manager if you want to swap your day off with someone on your team.

Note for Adventure Directorate Staff (except JST): The day off will be on 1 January 2024 for most staff. Managers will discuss with you if you need to take a break outside of this time (including for events etc. on New Year's Day)

Your day off will allow you to look around the sites, meet with other Staff and Leaders for a relaxing coffee or chill out and read a book. Shuttles will be running from the Jamboree site to Hamilton — more details to be advised. Check with the Jamboree Hub to see what's available, or head down to the Leaders Café.

Fees

Staff fee of \$495 covers all meals from arrival to departure of the Jamboree. It also covers a Staff t-shirt, ID lanyard, scarf, and Jamboree badge.

You **MUST** wear your Jamboree ID lanyard and scarf correctly when onsite.

Part-time Staff pay a fee of \$40, which covers the cost of an ID card, a T-shirt and a small admin charge.

If part-time Staff require additional services from the Jamboree, typically meals, they must pay for them. The charges for meals are:

- Breakfast \$20
- Lunch \$15
- Dinner \$35

The easiest way to pay for these is to buy the meals needed when you arrive at the Jamboree (check-in in the Hub). Upon payment, your ID card will be updated to allow you into the Staff Dining Hall for your purchased meals.

For those who want lunch and will be off-site, the food to make a packed lunch will be available at breakfast.

Note: only breakfast is available on Sunday, 7 January (the pack-out day).

There is no charge for staying on the site overnight.

Laundry

There will be washing machines only available for Staff to use. Please bring along a clothes airer and pegs as other options.

General

Visitors

There will be only one open visitors day at the 23rd Aotearoa New Zealand Scout Jamboree. The visitors or open day is planned for Monday, 1 January 2024, between 10:00 am and 2:00 pm.

Visitors planning to visit the Jamboree should communicate with their Scout's Troop Leader or appropriate Jamboree Leadership Team directors or managers about their plan to visit the Jamboree site.

Banking

The onsite Café will have Eftpos but will not have a 'cash out' facility. Please note that there are no cash machines or other banking facilities at Mystery Creek. The nearest banking facilities are in Glenview, Hamilton or Cambridge.

Souvenirs

The Café will stock a limited range of Jamboree Souvenirs. These range from badges to specially branded items ideal as gifts.

Refreshments

A range of soft drinks, snack foods, coffee and ice creams will be available for purchase by Jamboree participants.

Note: no energy drinks will be available for Scouts to purchase.

Section 2

Jamboree Adventure

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Introduction to the Jamboree Adventure

Ko ngā taiohi ki te arataki, ko ngā pakeke ki te tautoko

Youth Leading - Adults Supporting

Scouts will work in small patrols (teams) throughout the Jamboree. There are six activity days: two offsite, five onsite and a Duty Team day. We suggest each Troop have a whiteboard onsite for the Scouts to write up their next day's activity. At a glance, anyone in the troop can see where each Patrol (Team) is going.

Jamboree World and Adventures

The Jamboree programme has been created using the Adventure Skills and Better World framework. See if you can identify each skill and Adventure when you complete each Adventure/World.

Adventure Skills

Skills to own your adventure



Boating Water Safety Paddling Aviation



Camping Tramping Biking



Vertical Emergency Skills

Better World

Making a positive difference through environmental and community engagement



Sustainable Choices Climate Change Antarctica Oceans



Conservation Community



Global Citizenship Peace Education Civil Defence Equity

Youth Experience Review (Plan > Do > Review)

During the Jamboree, it is envisaged that Patrols (Teams) will undertake a **Youth Experience Review process each day** before dinner. Each afternoon, each Patrol (Team) will get together and discuss the day that has passed. This is a time to reflect on their activities and feelings and discuss what they could change to enhance their experience.

Each evening, there will be an opportunity for each Jamboree Troop Patrol (Team) and Venturer Active Units to provide feedback to Jamboree from their Review.

Plan > Do > Review will also play a part in some activities.

The Adult Leader's role is to support the Scouts with the Plan > Do > Review process, not to control and direct. You can find a two-page guide on the Plan > Do > Review process on the Scouts Aotearoa Members Resources and Downloads webpage.

Daily Timetables

Troop Lines

Times are approximate.

Every morning, the Scouts will pack a day pack with the required gear for the day's planned activities and their packed lunch before they depart for activities.

The only Scouts that should be left on site will be the Duty Patrol (Team), who will be planning their daily tasks. The Duty Patrol (Team) will be responsible for the Troop for 24 hours.

High-level

Time	Onsite	Transport	Duty Team
6:30 am	Wakeup		Prepare breakfast
7:00 am	Breakfast Make packed lunch		Cleanup
7:15 am 7:45 am 8:00 am 8:15 am	Assemble for buses or leave for onsite activities	VERTEMERGE leaves at 7:15 am WATBOAPADFLY leaves at 7:45 am CAMTRAMBIK leaves at 8:00 am All other Worlds leave at 8:15 am	Breakfast Clean up
8:30 am	Activity Starts		Duty Team activities *Masterchef and Challenge Valley are scheduled*
12:00 pm (Noon)	Activity Ends Lunch Starts		Duty Team activities
1:00 pm	Lunch Ends Activity Starts		Duty Team activities
4:30 pm	Activity Ends Travel back to camp	Buses leave WATBOAPADFLY 4:45 and VERTEMERGE 5:00 pm	Dinner preparations
5:00 pm	Cook dinner Eat dinner		Cleanup
7:00 pm	Evening activities: show/free time Plan > Do > Review		7:30 pm briefing for Patrol (Team) leaders and Troop Leaders going to the WATBOAPADFLY the next day
8:00 pm	Team Leader Council		Duty Team handover
8:30 pm	Evening activities end		
10:00 pm	Bedtime		
10:30 pm	Camp Quiet		

Staff

Times are approximate.

From 6:00 am	Rise and Shine	
6:00 am to 8:00 am	Breakfast opens	Bledisloe Building
From 7:15 am	<p>VERTEMERGE staff bus is 7:15 am</p> <p>WATBOAPADFLY staff bus is at 7:30 am</p> <p>CAMTRAMBIK staff bus is at 8:00 am</p>	All Adventure staff will be expected to be on bases and be prepared to start by 8:30 am
08:00 am	Depart to job role (Office/site roles and offsite bases)	
From 12:00 pm	Lunch	Lunch will be provided in the Bledisloe Building for all staff, and many Adventure staff will have to prepare lunch and take it with them to site activities in the mornings. Some onsite Worlds (COMTY, ENVO, GLOBCITPEA and ADVENTUREEV) are close to the Bledisloe building, and Staff can have lunch there (if they choose).
4:30 pm	Adventures and Worlds end	Clean and secure bases, prepare for the next day and have team meetings.
6:00 pm	Dinner	Bledisloe Building

Adventure Timetable

Introduction

Programmed activities will commence at 8:00 am Sunday, 31 December 2023 and conclude with the entire day of offsite activity participants returning on Saturday, 6 January 2024.

Some facilitated spontaneous ice-breakers, orientation, and community-building-type activities may be run on the Village Greens.

Sat 30 Dec		Arrival and Setup 8:00 am onwards Opening Ceremony will be held at 7:30 pm
Sun 31 Dec	Day 1	Adventure Day #1 New Year's Eve Party
Mon 1 Jan	Day 2	Pepeha/Connections Day
Tue 2 Jan	Day 3	Adventure Day #2
Wed 3 Jan	Day 4	Adventure Day #3
Thu 4 Jan	Day 5	Adventure Day #4
Fri 5 Jan	Day 6	Adventure Day #5
Sat 6 Jan	Day 7	Adventure Day #6 Closing Ceremony will be held at 7:30 pm
Sun 7 Jan		Pack up and departure

Special Events

Opening Ceremony – Sunday 30 December 2023

The 23rd Aotearoa New Zealand Scout Jamboree Opening Ceremony will take place after dinner in the Pavillion. **Please assemble in the Pavillion for a 7:30 pm sharp start.**

A full formal Scout uniform is required.

Faith Awareness

A prayer area has been set aside for prayer of any faith. Please see the Hub for the location.

A Catholic Mass will be held at 5:00 pm on Sunday, 31 December 2023, and 5:00 pm on Saturday, 6 January 2024, in the Gallagher Building. - All welcome- For the Catholic Mass, a specially made badge will be available for those attending. For more information contact Edmund le Grelle, phone 021 261 9369.

New Year's Eve Party – Sunday, 31 December 2023

A highlight for many Scouts is the much anticipated New Year's Eve Party at Jamboree. The theme for this year's Jamboree is - **OUT OF THIS WORLD**. We encourage groups to plan costumes and ideas for this night. Please take what you will from the theme and be creative with it. Whether it's glow-in-the-dark paint on white shirts or UV-reactive material, we leave it up to you. No glow sticks will be allowed at Jamboree.

The Party begins at 8:00 pm, but you can come and go until the clock strikes 12. Embrace the festivities and bid farewell to the year in style!

Connections Day – Monday, 1 January 2024

Activities will be held every hour between 10:00 am and 4:00 pm—a fun day with visitors onsite and the chance to connect with new Scouts.

Join the whole site for a picnic lunch on the village green.

Food trucks will be onsite today only.

Chief Scout and Queen's/King's Scout Award Reunion – Monday, 1 January 2024, at 1:30 pm

Scouts who have earned their Chief Scout or Queen's/King's Scout Award by the close of National Scout Centre 2023 are invited to attend a function to celebrate their achievements. The Queen's and King's Scout Award recipients must register their intention to participate in the function at The Hub by 10:00 am Sunday, 31 December 2023. The event will be held on the second floor of the Pavilion building behind The Hub

Gilwell Reunion Supper – Monday, 1 January 2024, at 8:00 pm

It will be held on the second floor of the Pavilion building behind The Hub. Gilwell woggle holders must register their intention to attend the function at The Hub by lunchtime on Monday, 1 January 2024.

Campfire Night – Tuesday, 2 January 2024

Be prepared for a campfire like never before! It is to be held in the Pavilion starting at 7:30 pm. Bring your campfire blankets to show off.

Gangshow on Stage – Wednesday, 3 January 2024

Join us for our National Gang Show get-together and a chance to see something from each of the Gang Shows from around the country, meet and greet other like-minded performers, and chat all things Gang Show. Open to everyone! Assemble in the Pavilion for a 7:30 pm start.

International Night – Thursday, 4 January 2024

A cultural exchange, including colourful performances from overseas contingents and our Aotearoa Scouts. Come along and support your troop guests and our international visitors. Assemble in the Pavilion for a 7:30 pm start.

Te Ahi Ora Fire & Flow – Friday, 5 January 2024

Come along to "The Green" and be amazed. Evening entertainment and performance, starting at 7:00 pm.

Movies on "The Green" at 7:00 pm

The Green will play a movie chosen by the Jamboree Youth Team each night from Sunday, 31 December, to Thursday, 4 January.

Come to the Green with your Scout blankets and snacks for "Movie Night". All welcome. Movies will be advertised daily.

Closing Ceremony – Saturday, 6 January 2024

The 23rd Aotearoa New Zealand Scout Jamboree Closing Ceremony. After the ceremony, there will be no further programmed activities. Troops shouldn't drop tents before the Closing Ceremony. Jamboree Troop/Contingent or uniform can be worn. **Please assemble in the Pavilion for a 7:30 pm sharp start.**

Duty Patrol (Team)

The Jamboree Adventure is based on a rostered set of six-day activities. One of those activities is the Duty Patrol (Team). This is the Patrol's (Team's) chance to show off their culinary skills and take over their Troop site's management. The Patrol's (Team's) Adult Leader may need to provide support with any cooking questions.

The Duty Patrol (Team) will need to consider the following:

PLAN: For meals, water and waste management, washing clothes, hygiene, Troop site safety, attending home base activities, rest, and time for their Plan >Do >Review session*

DO: Manage the Patrol (Team) to achieve the day in the best way that suits all.

REVIEW: Before the handover to the next Patrol (Team), discuss. Each Duty Patrol (Team) starts after dinner, so they have time to prepare for the next day. The Patrol (Team) Leader allocates roles to each Scout and checks the next day's timings so that meals are ready on time. The Scout handbook advises Patrol (Team) Leaders on leading their Patrol (Team).

Troop site duties are integral to the Jamboree experience, and the Duty Patrol (Team) activity is part of the Programmed Plan. Scouts can excel in their responsibilities if they benefit from prior training and experience.

On days 1 and 9 (arrival and departure days) and day 3 (1 January), the Adult Leaders within the Troop will prepare the meals. Scouts may volunteer to help them.

The Patrol (Team) Leaders Council may work out a way of letting the Troop (Scouts and Adult Leaders) judge the best Duty Patrol (Team).

Note: The Duty Patrol (Team) may prepare dinner when the rest of the Troop's Patrols (Team) do their Plan > Do > Review sessions.

Completing their session earlier in the day allows the Duty Patrol (Team) to learn from their earlier meal preparation experiences and apply their newfound knowledge to cooking dinner.

Section 3

Health, Emotion and Wellbeing

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Scouts with Special Needs
Showering and Changing Clothes
Bedwetting
Homesickness
Sleep

Emotional Wellbeing

Everyone at Jamboree needs to feel they are a part of the good times to be had and supported when things get tough. Things get tricky at Jamboree when things happen like getting homesick, tired, bullied, or losing self-esteem in a strange environment.

At Jamboree, there will be three levels of help available.

Support in the Troop

Support for Scouts starts with the Patrol (Team).

The Patrol (Team) Leaders should be trained to identify and seek support for any issues within their Patrol (Team) and know who to turn to for help, either the Patrol (Team) Leaders Council or Adult Leaders in their Troop.

If the Patrol (Team) Leaders Council cannot support the Scout with this, then support will come from the Troop.

The Troop Leader needs to identify a 'care person' among their Team of Adult Leaders. They must be someone with a sympathetic ear, a broad shoulder for tears and a warm hug to help people feel better. (Insight, out of hearing)

Any bullying and harassment must be reported immediately to the Troop Leader or Camp Support Patrol (Team).

If the Scouts are pre-warned to tell you about bullying, and any bullying is stopped quickly, the problem should disappear in a day or two.

However, a watchful eye is always needed, onsite, offsite, on buses and in the shower or toilet blocks.

Jamboree Support

The Jamboree Wellness Patrol (Team) can offer some quality time with Scouts or Adult Leaders needing a sympathetic ear or just a little time out from their peers. Be aware that tiredness is a real problem at Jamboree. The Scouts have activities all day long, and Adult Leaders are looking after their Scouts. A Jamboree is mentally and physically exhausting for Scouts, Adult Leaders and Staff.

Some Adult Leaders may have problems before they come to Jamboree, and a word or action when they are tired may trigger resentment related to their home or work lives, which may cause a misunderstanding to start. Keep these issues from developing into something big. Instead, ensure that support is requested through your Camp Support Team.

Outside Support

If a problem is severe, an outside support organisation will be called in if needed. Most Scouts at this Jamboree are estimated to be under 13 years old. Although some Scouts may look old, they still need to be mature in mind.

Hormones and tiredness conflict to create problems, and we must be ever-watchful and ready to support each other at any time.

All Adult Leaders and Staff at Jamboree are required to:

- At least one day off.
- Time out to relax.
- Reassurance and guidance.
- Acknowledgement of a job well done.

All contact with the Jamboree Wellness Patrol (Team) will be confidential unless safety is an issue.

Sickness before Jamboree

Do not bring sick Scouts or Adult Leaders to Jamboree!

Everyone who attends the Jamboree should be in good health. An individual should join your Troop a few days later when they have recovered, rather than bring a 'bug' to Jamboree and infect others.

Jamboree Fitness

Consider the role you are undertaking at the Jamboree concerning your personal fitness. Jamborees are physically strenuous work. One of the concerns at previous Jamborees was the unfit staff. If you, or someone you know, is in this category, why not take time to improve your fitness? Just 15 minutes a day will make a huge difference. These active days can also cause blisters and chafing. Please bring comfortable clothes and a personal first aid kit that can deal with minor issues like blisters, insect repellents, medication for a headache, etc.

Leaving the Troop Site for Activities

Everyone leaving their Troop site for day activities should carry their day pack with a personal first aid kit, two drink bottles, lunch, snacks, sunblock, raincoat, insect repellent and any personal medication plus any specifically required gear for the activity. Remember to wear your Troop scarf and ID lanyard, as they are compulsory. If you need to remember, you will be sent back to your troop site to get your lanyard.

Dehydration

Everyone must drink plenty of water each day. Mystery Creek can get very hot, so it’s easy to get dehydrated. By the time you feel thirsty, you’re already dehydrated.

Dehydration might be the cause of tired, grumpy Scouts (and Adult Leaders) or that niggly headache in the afternoon, or just feeling out of sorts.

If you find someone in your Troop has a headache, check with them about how much they have had to drink during the day, and get them to sit down in the shade and sip their drink bottle.

Allocate their buddy or another Patrol (Team) member to sit with them. **DO NOT** offer painkillers.

Urine colour chart

This urine colour chart will show you whether you are drinking enough water. Hydrated means you are drinking enough; dehydrated means your body has lost water, and you must drink more to compensate for the loss.

Urine colour chart

This urine colour chart will give you an idea of whether a person is drinking enough or is dehydrated (lost too much water from the body).

ARE YOU DRINKING ENOUGH?

	<ul style="list-style-type: none"> • Very dehydrated • Drink a large bottle of water immediately
	<ul style="list-style-type: none"> • Dehydrated • Drink 2-3 glasses of water now
	<ul style="list-style-type: none"> • Somewhat dehydrated • Drink a large glass of water now
	<ul style="list-style-type: none"> • Hydrated – you are drinking enough • Keep drinking at the same rate

Be Aware! If you are taking single vitamin supplements or a multivitamin supplement, some of the vitamins in the supplements can change the colour of the urine for a few hours, making it bright yellow or discoloured.

Remember the four key messages to keep you and others healthy in the heat.



Electrolytes

Most Scouts and Adult Leaders will be exercising more than expected, just due to the nature of Jamboree being outdoors and active.

While drinking water will keep you hydrated, sometimes we need to replace all those sweated-out minerals which we may not be taking in again through meals.

You can add salt to your post-exercise meal as an economical way to get some electrolytes back in your system.

NOTE: Over-the-counter, ready-made electrolyte drinks may contain large amounts of sugar and may not be suitable for Scouts.

Insect Repellent

The Jamboree and activity sites will have sandflies. Insect repellent should be applied before and reapplied during activities.

First aid kits should have a product from the pharmacist for treating bites.

Sun Smart

Most Scouts and Adult Leaders will only be used to being inside someday, every day, for multiple days. To protect ourselves, we need to:

- Wear an adequate wide-brimmed sun hat that covers the face, ears and the back of the neck.
- Regularly apply sunblock to all exposed skin.



Blisters, Chafing and Hot Spots

Spending the whole day walking around in shoes and socks is something we do only some days, every day. Equally, wearing new clothing may cause chafing. Scouts and Adult Leaders need to be mindful of hot spots where shoes, socks or clothing are rubbing, which could turn into blisters if not sorted. Using your first aid kit and applying a plaster to a hot spot could make a difference in how well our bodies will cope with the activities the next day.

Feminine Hygiene

Be prepared - young female Scouts who have not yet started menstruating may do so at Jamboree may be brought on by being in a different environment from their norm.

Troop Leaders should talk to all female Scouts about having sanitary products with them and should also have backup supplies available.

Feminine product disposal will be available in the female toilets.

Note: Troop sites are unlikely to have appropriate facilities for sterilising menstrual cups.

Scouts with Special Needs

A caregiver must accompany all Scouts with special needs requiring 24-hour care.

Showering and Changing Clothes

All Scouts and Adult Leaders should shower and change their clothes daily. Jamboree is a full-on activity-based event; everyone will get hot and sweaty, which may mean they are not pleasant to be near.

Wearing shoes all day may mean changing your socks more often to provide better comfort. Encourage the use of roll-on deodorant (not aerosol or spray).

It is recommended that all Scouts and Adult Leaders wear jandals while using showers.

Arrange times for Scouts and Adult Leaders to do their laundry. If people wash every few days, that's much less work than doing a week's worth at once.

Bedwetting

Sometimes, being away from home, in a strange environment, or tired can result in bedwetting. Scouts should talk about this with Troop Leaders at the start of Jamboree so they know this could happen and can devise a plan to deal with it, providing a minor embarrassment for the Scout concerned. Have a spare sleeping bag just in case, and avoid having sleeping bags washed and dried quickly. But most of all, ensure the Scout involved feels supported.

Numerous 24-hour self-service laundromat facilities around Hamilton can clean sleeping bags. The Jamboree Hub will be able to provide contact and location details.

Homesickness

Yes, this can happen to even the hardiest of our Scouts and usually kicks in about Day 4.

Keeping our Scouts involved and fully informed about the following fantastic day's activities can go a long way to helping any homesickness issues. Dehydration and tiredness can be significant factors in Scout's feeling a little out of sorts.

The Jamboree Wellness Team supports any Scouts feeling a little 'lost' and will distract them with special activities.

Sleep

Getting enough sleep is vital to maintain resilience and health. All Scouts must be in bed and quiet per the Camp Support Team instructions. Adult Leaders are asked to keep a low noise level after 10:30 pm to be considerate of their neighbouring Troops.

Section 4

First Aid, Jamboree Medical Centre and General

Content

Subject

Staff

First Aid within Troop

Jamboree Medical Centre

NEMS Medical First Aiders

Specialist Medical Care

Serious Accidents

Accidents and Incidents Investigation

Media Action - Flow Chart

Next of Kin Contact

Community Services Card

COVID, Cold and Flu Symptoms

Diarrhoea and Vomiting

Dental Treatment

CPAP

Personal Medications

Medical Reminder

Staff

Staff members can go directly to the Jamboree Medical Centre on the Main Jamboree site, where there are trained medical personnel. NEMS Staff provides emergency care.

Any vomiting or diarrhoea cases **MUST** be reported to the Jamboree Medical Centre.

First Aid within Troops

Each Troop must always have an Adult Leader with a current first aid certificate. All Leaders should be first-aid qualified.

Each Troop must have an appropriately equipped, up-to-date, and sized first aid kit.

Jamboree Information Guide for Troop Leaders and Staff

Combined Version | Dated: 25 December 2023

All minor injuries or ailments should be treated on the Troop site if Adult Leaders feel competent enough to do so.

All accidents and injuries treated on the troop site must be reported on Vault.

You can attend to any issues where your typical personal or Troop first aid kit is sufficient.

Troop Leaders and Adult Leaders accompanying and supporting the Patrols (Team) in activities should be familiar with any medical conditions or disabilities of their Scouts and ensure that the required medication or medical attention is administered.

All medication must be kept secure.

Jamboree Medical Centre

The Jamboree Medical Centre will be operating for the duration of the Jamboree, and a Doctor will be available during the day. The Jamboree Medical Centre will be on call 24 hours a day for emergencies.

The Medical Centre can attend to injuries, accidents, or medical problems you cannot treat. An Adult Leader must accompany Scouts to the Medical Centre.

Any Adult Leader can go directly to the Jamboree Medical Centre.

Any vomiting or diarrhoea cases **MUST** be reported to the Jamboree Medical Centre.

NEMS Medical First Aiders

Qualified and equipped NEMS members will be located at or near most activities.

Specialist Medical Care

Anyone requiring specialist medical care will be referred to Waikato Hospital or the After Hours Medical Centre (two within driving distance) on a case-by-case basis. At least two Adult Leaders, including one from their Troop, must accompany any youth member sent to the Jamboree Medical Centre, After hours or Waikato Hospital.

Please remember your child protection responsibilities and, where possible, have another staff member, Leader, or Scout with you.

Serious Accidents

In a severe accident or emergency, please contact NEMS Medical in the first instance, who will assess the situation and advise the next steps.

You will need to state that you are at the Scout Jamboree and the Troop site or activity area where the accident has occurred and you are located.

Inform the Activity Leader of any accident or medical problems for all offsite activities.

All accidents or medical problems must be reported to The Hub and recorded in the Vault immediately by the Troop Leader or other adult, and for offsite activities by the Activity Leader.

Accident and Incident Investigation

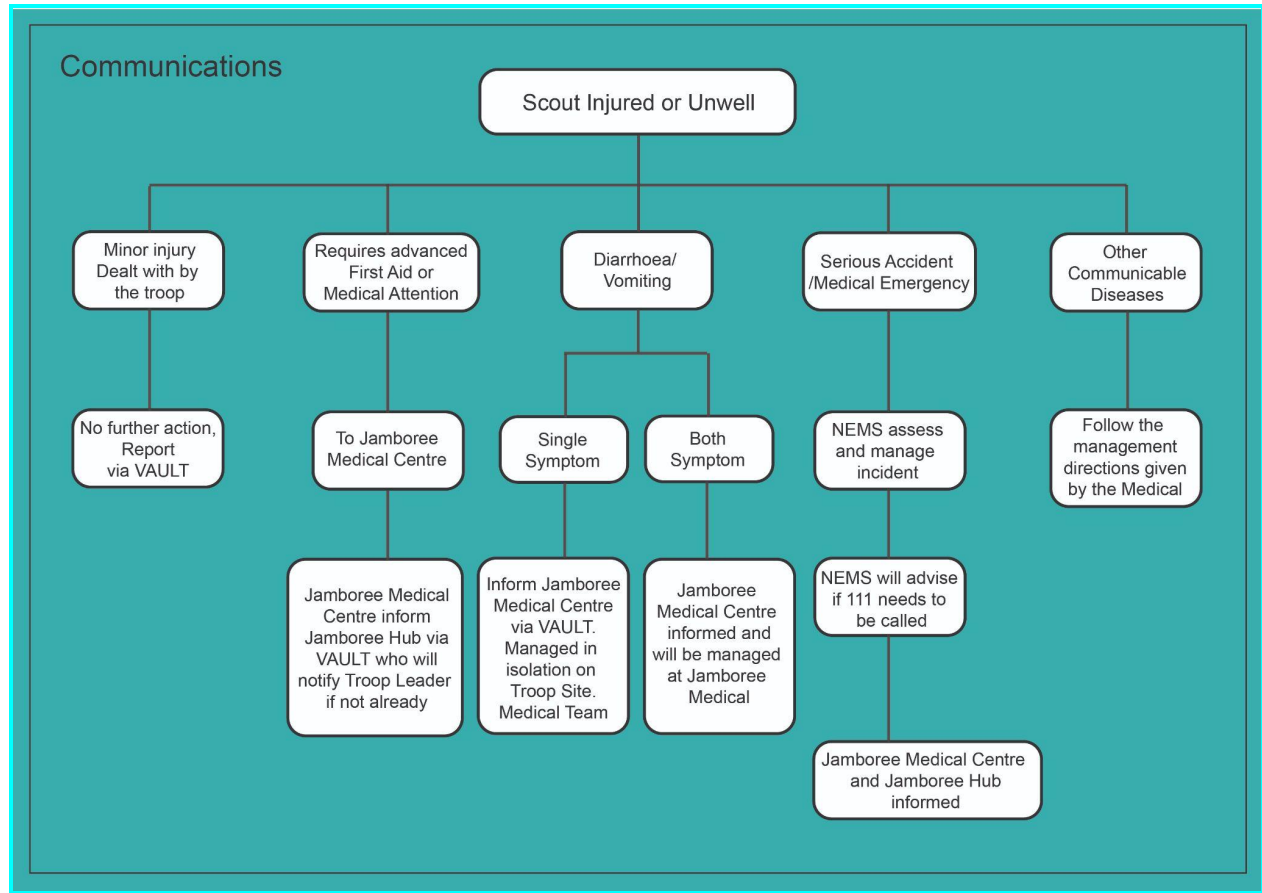
All serious incidents must be reported to the Jamboree Hub or via Vault within one hour of the occurrence. Other than immediate actions to preserve life or prevent damage, the site is to be frozen, and Jamboree Hub informed.

All accident details must be documented by the Adult Leader closest to the accident, who may be the Activity Base Leader or a Troop Leader, using Vault.

The Risk Manager (or designated Safety and Risk Team member) will review all Vault events. Where it is considered that a review of the accident is required, the 'Incident Analysis form' will be used by the Safety and Risk Team. Appropriate resulting actions will be carried out.

A designated 'Safety and Risk Leader' from the villages will attend to risk management and health and safety issues within the villages and follow a daily review meeting for all matters on safety and risk with the Safety and Risk Team.

Medical Action Flow Chart



Next of Kin contact

In the event of serious harm, injury, anything requiring hospital treatment, or a fatality, the Jamboree Director shall ensure that contact has been carried out with the person's next of kin.

Jamboree Staff and Troop Leaders are **NOT** to make direct contact with the next of kin or the media in this circumstance.

Community Services Card

Don't forget Community Services Cards (where applicable) will be needed for all offsite treatment and prescriptions. Otherwise, standard charges will be made by the treatment and prescription centres.

Scouts and Adult Leaders should ensure they bring their cards with them.

COVID, Cold and Flu symptoms

If you have a Scout with COVID, cold and flu-like symptoms, you can refer them to the Medical Centre for assessment. This includes a new or worsening cough, sneezing and runny nose, fever, temporary loss of taste or smell, sore throat, shortness of breath, and fatigue. Remember that they may need to isolate at your Troop site.

Diarrhoea and Vomiting

All cases of diarrhoea or vomiting **MUST** be reported to the Jamboree Medical Centre via Vault. For vomiting, line a bowl with a plastic bag and use that for the person who may vomit. The bag can then be sealed and placed in the rubbish bag.

The less aerosol, the better, as that will help minimise the spread of pathogens. The medical centre will have a limited number of vomit bags available.

For diarrhoea, remember dignity! This is also a reportable incident. Ensure cleanup is done with disinfectant, check toilet areas, and report via Vault or the Jamboree Hub.

Troop Leaders, don't hesitate to contact your Troop Support Team for support and advice.

Dental Treatment

Everyone should have had a dental check six months before Jamboree. While ACC partly covers dental treatments resulting from accidents, all other treatments do not.

The recipient of the treatment will be required to meet all charges.

Troops should budget for such charges and plan to recover them from the families after the Jamboree.

There are several emergency dental facilities in Hamilton - the Jamboree Hub will be able to provide contact details and addresses.

CPAP

CPAP (Continuous Positive Airway Pressure) delivers air to a person's lungs when they have difficulty expanding their lungs. It is used at night to help those people sleep. The CPAP machine blows air through your nose or mouth into the airways and holds the airway open. Some adults will have a CPAP machine, a mask that goes over their face at night while sleeping and is run by a small battery-operated device.

Note: there is no power to the Troop sites, and battery power will be required. The machine batteries can be charged during the daytime at the Jamboree Hub.

Personal Medications

Everyone should bring sufficient supplies of personal medicines to Jamboree.

The local pharmacies in Hamilton can provide emergency prescriptions if required. The recipient will be required to meet all charges.

Troops should budget for such charges and plan to recover them from the families after the Jamboree.

Medical Reminders

- Ensure all Adult Leaders know of any existing medical conditions in the Troop (such as asthma, diabetes, food allergies, bee sting allergies).
- If you have a plan for managing this on the Troop site, please ensure it is also in the medical section of the registration system.
- Please ensure any additional medical issues are updated on the registration online.
- Adult Leaders must familiarise themselves with symptoms and any medical management or response plan. Further information can be added at the health hub.
- The Scout should always carry this information with them, especially when they are away from the Troop site.
- All Patrol (Team) Leaders should also be made aware of any medical issues in their Patrol (Team).
- For any person with a known severe allergy or medical condition that is either self-medicated or that a support person administers, details and medicines must be carried on the person at all times (i.e. Medic Alert bracelet, inhaler, etc.).

- CPAP (Continuous Positive Airway Pressure) There is no power on the sites and battery power will be required. The machine batteries can be charged during the day at the Jamboree Hub.
- Everyone should have had a dental check six months before Jamboree. While ACC partly covers dental treatments caused by accidents, all other treatments are not. The recipient of the treatment will be required to meet all charges.
- Everyone should bring sufficient supplies of personal medicines to Jamboree. Emergency prescriptions can be filled at a local pharmacy, and the recipient must meet all the charges. Please keep your medication secure.
- Remember to be sun smart. We need to have an adequate sun hat (one that shades the face, ears and the back of the neck) and use sunblock and sunglasses to protect ourselves.

Section 5

Safety, Behaviour, Risk, Solar Power Systems and Batteries

Content

Subject

Introduction

Jamboree Identity

Expected Behaviour at Jamboree

DADS Rule

Drugs

Alcohol

Discrimination

Sex

Smoking and Vaping

Consequences

Noise

Sheath knives and Pocket knives

Drones

Resolving Conflict on Troop Lines

Suspension of an Activity

Staff - Safety Catch-ups

Staff while Working

Dispute Resolution

Solar Power Systems

Batteries

Generators

Fireworks

Firearms

General Safety Rules and Regulations

All incidents and accidents must be reported to the Jamboree Hub or via Vault.

**Make the site safe from severe incidents, conduct first aid, call 111 if needed,
and then freeze the scene. This is a legal requirement.**

The Risk Manager will assess the scene and take action from there.

Introduction

Risk management is the personal responsibility of every Scout, Adult Leader, Staff and all other personnel, including visitors and contractors associated with the Jamboree.

Instructions will be provided to each Scout, Adult Leader, Staff member or visitor who may be exposed to potential health hazards or risks during the Jamboree.

The Safety and Risk Team comprises the Risk Manager, Police, Fire, Site Security and Health Team.

The Safety and Risk Team ensures that all the relevant laws, regulations and contractual obligations are complied with. The team also ensures that all risks that have the potential to affect an activity adversely, the continuity of the Jamboree, or Scouts Aotearoa are identified and that, as far as is reasonably practicable, preventative or control measures are implemented to eliminate or at least minimise an adverse outcome.

The Safety and Risk Team is there to assist all Jamboree participants in understanding and managing the risks which are a natural part of Jamboree's life.

Jamboree Identity

All Youth, Troop Leaders and Staff must wear the 23rd Aotearoa New Zealand Scout Jamboree lanyard and identity card.

The lanyard comes with a safety quick-release clasp. The lanyard and identity card must always be worn, including to and from the showers.

Expected Behaviour at Jamboree

The Jamboree should be a safe and enjoyable experience for all participants. Scouts, Adult Leaders and Staff attending have a right not to have their experience or enjoyment diminished or spoiled by the behaviour of others.

The Scout Promise and Law are the fundamental rules for the Jamboree.

		
Have Respect	Do What is Right	Be Positive
<ul style="list-style-type: none"> - For yourself and others - For the environment 	<ul style="list-style-type: none"> - Be trustworthy and tolerant - Have integrity 	<ul style="list-style-type: none"> - Accept challenges with courage - Be a friend to all

All Scouts, Adult Leaders and Staff are expected to care about each other and care for and about their environment. Bullying will not be tolerated.

It is crucial to balance proper care and supervision of young people with respect for their privacy, and the overriding aim of the Scout section, SPICES and the empowerment of the Team – and giving the Scouts a chance to learn by doing so in a safe environment.

All Adult Leaders and Staff are expected to follow the Scouts Aotearoa’s Child and Youth Protection Policy, the Code of Ethics (NEW LINKS - TBC), the Drug and Alcohol policy, and DADS rules. (NEW LINK - TBC)

Any behaviour that offends or causes harm to others is not acceptable.

DADS Rules (Drugs, Alcohol, Discrimination, Sex)

Drugs

The possession of or use of illegal drugs is banned. Misuse of prescription drugs or other substances will be treated as unlawful drugs.

Alcohol

The Scouts Aotearoa Alcohol Policy has been published and circulated. In short:

- No alcohol will be served in front of or to youth members.
- Alcohol consumption is not to occur in front of or within the hearing of any youth member and is to be discrete.
- There is an expectation that all Adult Leaders and Staff will always honour their responsibilities of Duty of Care.

Members of the Jamboree Service Team (JST) Venturers are not permitted to purchase, possess, or consume alcohol on the Jamboree site or while participating in Jamboree.

Discrimination

Discriminatory behaviour that may be degrading or cause offence to others is unacceptable. This includes discrimination based on gender, race, religion, sexual orientation or any other reason.

Sex

The behaviour of a sexual nature is not appropriate. Couples shall not share sleeping accommodations alone. Affectionate behaviour is acceptable, providing it does not offend or cause others present to feel uncomfortable.

Smoking and Vaping

The Jamboree is a smoke-free site. A designated offsite area will be provided for smoking or vaping.

Consequences

Any form of illegal drug use is viewed seriously, and any person found possessing or using illicit drugs will be referred to the Police.

Persons breaching the rules on drugs, alcohol, discrimination, or sex may be withdrawn from the Jamboree.

They may be required to undertake a service activity or other duties as determined by the Jamboree Director for the remainder of the event or be sent home. Where appropriate, parents will be advised.

Persons found to be in breach of the rules on discrimination, violence, or offensive behaviour will be asked to make a written or verbal apology to the satisfaction of the Jamboree Director or Camp Support Director.

Continued or extreme instances or failure to apologise satisfactorily will result in withdrawal from Jamboree at the person's own cost.

Persons withdrawn from Jamboree for a breach of these rules will not receive a refund of the Jamboree fee.

Noise

As the Jamboree site is subjected to Waipa District Council noise restrictions. We must ensure no undue disturbance to any resident near the Jamboree site.

The noise requirements will be advised. The quiet time on all Troop sites starts at 10:30 pm.

Camp Support will be available during Jamboree to assist with your understanding of the requirements. The Safety and Risk Team will also monitor the noise levels and enforce the requirements placed upon the Jamboree.

Camp Support will have a process for managing and resolving noise complaints should they be received.

Sheath knives and Pocket knives

No sheath knives will be permitted on the Jamboree site or offsite bases unless specifically associated with the official Jamboree programmed activities.

Adult Leaders and Staff may carry pocket knives/multi-tools for repairs/maintenance if needed.

Scouts are not permitted to bring or carry pocket knives.

Drones

Drones are **NOT allowed** unless associated explicitly with official Jamboree media activities approved by the Risk Manager on a case-by-case basis.

Mystery Creek Events Centre and New Zealand National Fieldays Society property are in the Hamilton Airport Controlled Airspace Zone. Site-specific conditions and Civil Aviation Rules must be followed if authorisation is granted.

Resolving Conflict on Troop Lines

Conflict in the Troop is best resolved sooner rather than later. Often, conflict occurs when the Scouts and Adult Leaders are tired or stressed – very common at Jamboree, where they are out of sorts with their regular routines and on the go all day. Refer to the yellow youth card:



YOUTH CARD
What to expect of adults

- Safe From Harm**
 Kia Noho Haumaru i te Kino
 Provide safe spaces, have appropriate boundaries, and keep information private. *You feel safe.*
- Strengths Based**
 Ā-Pūmanawa
 Help you identify what you're good at and encourages you to try new things. *You feel cared for.*
- Participation**
 Te Whāinga Wāhi
 Support you to get involved, have a say, and make decisions. *You feel listened to.*
- Connection**
 Hononga
 Help you build stronger connections within SCOUTS, your community, and your whānau. *You feel included.*
- The Best They Can Be**
 Whāia te Iri Kahurangi
 They take part in regular training, understand and act within the Code of Ethics. *You feel good.*

In turn, adults will expect you to follow the SCOUT Law and your Group's rules.

- Have Respect**
 He Whai Whakaaro
 - for yourself and others
 - for the environment
- Do What is Right**
 Kia Tika
 - be trustworthy
 - have integrity
- Be Positive**
 Kia Ngākau Pai
 - accept challenges with courage
 - be a friend to all

Got an issue or want to give feedback? Then you can confidentially:

- Talk to a leader
- Talk to someone about an adult
0508 - SCOUT HELP (0508 726 884)
scouthelp@scouts.nz
- Or to make a report
report.scouts.nz
- For further support with non-SCOUT related issues check out Youthline:
0800 376 633
 Free text **234**
www.youthline.co.nz
- For more info go to our website
www.scouts.org.nz

PLEASE KEEP THIS WITH YOU.

The best resolution for a conflict among the Scouts comes through the Patrol (Team) system. The Patrol (Team) Leaders Council is where the Patrol (Team) Leaders meet to discuss issues in the Troop. Support can be sought from the Adult Leaders if no resolution can be agreed upon, but initially, the Patrol Leaders Council should try to forge solutions.

To resolve Adult Leader conflict:

1. Take a leaf from the Team system.
2. Sit down and discuss the issues, not the persons.
3. Find solutions.

Need more help? The Jamboree Wellness Team will be able to provide you with backup and support with any youth or adult welfare and counselling issues.

Suspension of an activity

Any Safety and Risk Team member can suspend an unsafe activity and, with the authority of the Risk Manager, may close down an activity until all appropriate actions have been taken to mitigate any identified risk.

Staff Safety Catch-ups

Safety catch-ups of all Jamboree functions, activities, and equipment onsite and offsite will be carried out to ensure that the relevant laws and regulations and reasonable practice procedures are complied with and prompt remedial action is taken where necessary.

Each Manager and Director must ensure that adequate checks are conducted in their areas of responsibility and are to satisfy themselves that:

- Structures or areas needing inspection have been identified.
- The commitment to inspect has been assigned.
- Frequency of checks established
- Inspections are carried out.
- A written checklist is used.
- Required actions resulting from an inspection are completed.
- If applicable, details of a preventative maintenance program of lubrication, cleaning, adjustments and testing are documented.
- That all Safe from Harm signs are displayed in mess areas.

All substandard conditions and practices observed during planned general inspections will be recorded and reported to the appropriate Manager.

A copy of each general inspection report must be given to the appropriate Adult Leader for remedial action.

A list of critical parts or items must be identified through a systematic review of each piece of equipment, structure, and area. A crucial aspect is a piece of equipment or a structure where failure is likely to result in serious harm, injury or property loss.

Staff while working

Staff will not bring pets, radios, or loud electronic equipment. Staff must always be contactable via mobile phone when running events or supervising events.

Please remember that Staff cannot provide adequate supervision if they are playing on their mobile phones, e.g., texting or engaging with social media (e.g. Facebook, Instagram, Twitter or Threads)

Dispute Resolution

Occasionally, disputes arise beyond the parties' skills to resolve.

Sometimes, agreeing to disagree doesn't remove the problem. A trained and qualified Mediator may help in these situations. Mediation is a private and confidential process that seeks solutions and agreement from the parties involved.

Contact the Jamboree Wellness Team for more information.

Solar Power Systems

The use of solar systems for low-voltage lighting and device charging is permitted. **However, no mains voltage (240v) appliances or devices are permitted. Facilities for charging phones, laptops and such are available in the HUB.**

Solar panels must be securely mounted and able to withstand high winds. Cables must be run so as not to create a trip hazard.

All solar systems charging storage batteries must have a solar charge regulator to protect the battery from overcharging.

All Systems shall operate at or below 48 volts DC, and no AC mains voltage is permitted on Troop sites. **No mains inverters are allowed** (no 12v to 240v inverters).

Any items found to be damaged or not fit for purpose will be assessed, and if found to be unsafe, the Troop may be requested to remove them from the site immediately.

Batteries

Batteries must be either GEL, AGM or Lithium. The batteries must be in an appropriate vented leakproof box, off the ground, with terminals covered. They cannot be stored near any heat source. Troops using batteries must also bring a suitable spill kit. Any battery or batteries connected to a solar panel must have the correct solar charger/regulator type, i.e., voltage and battery type. Batteries are not to be connected straight to a solar panel as this can cause overcharging and cause the battery to heat up and explode.

There will be a Battery recycling centre located in The Hub.

Generators

The use of petrol or diesel-powered generators is prohibited on Troop sites.

Fireworks

No fireworks or pyrotechnics are permitted at this Jamboree.

Firearms

No firearms (including air/gas operated items) will be permitted on the Jamboree site or offsite bases unless specifically associated with the official Jamboree programmed activities.

General Safety Rules and Regulations

The Safety and Risk Team will communicate to all participants the general safety rules the Team will enforce.

**All instructions from the Safety and Risk Team
must be complied with.**

SAFER SCOUTING - IT'S WHAT WE DO!

Section 6

Gas

Content

Subject

Gas Appliances

Transportation of Gas and other Fuels

Safety Requirements

Inspection of Gas Appliances

Gas Bottle Hire and Bottle Swap

General Safety Rules and Regulations

Gas Appliances

We recommend that all Scouts and Adult Leaders be competent in cooking with LPG and Butane.

LPG and Butane Gas are the only approved cooking methods on Troop sites. No other fuels will be used. Follow the link for an example of a butane cooker with a self-sealing butane canister. For more information, please click on the link below.

<https://www.mitre10.co.nz/shop/kiwi-camping-butane-camping-stove-double-burner-17-000-btu-black/p/233546>

Adult Leaders must ensure the correct fuel is used with the right appliance.

Gas or solar water heating is the only approved method on Troop sites.

Transportation of Gas and Other Fuels

Check relevant regulations on the transport of gas and other fuels. All personal gas bottles (i.e. not hired) must be removed from the Jamboree site at the end of the Jamboree.

When transporting Hazardous Goods, ensure that you comply with the appropriate regulations.

Safety Requirements

The cooking area must be of a safe design with appliances away from the sides and roof of the tent or marquee.

All gas cookers must be secured to the table that they are placed on. The legs of the cooking tables must be secured to the tabletop. These requirements are to prevent the cookers from falling off the table.

It is recommended that all Troops bring adequate spare parts for their gas cooking systems in case of failure or damage.

- All systems must be checked and serviceable before Jamboree.
- All gas fittings and hoses must be checked daily for leaks (using soapy water or a leak detection solution).
- All gas fittings, hoses and appliances must comply with New Zealand standards.
- **All gas bottles must be within their TEST date (10 years).**
- Persons connecting and disconnecting any gas bottles/canisters must be deemed competent and follow all safety recommendations for the type of gas bottle/canister.
- All gas bottles must be kept upright and secured to a fixed structure to prevent them from being knocked over or falling in an earthquake.
- All gas bottles and fuel must be stored in a safe position and **NOT** be stored in sleeping areas.
- There must be adequate separation and heat-resistant material between any gas cooker and the tabletop the cooker is placed on so as not to burn or melt the table.

The maximum size of gas bottles permitted on the Jamboree site is 9kg.

There is a maximum of **five** 9kg gas bottles per Troop site.

There is a maximum of 20 butane 220g gas canisters per troop site.

Inspection of Gas Appliances

A competent tradesperson or other authority must inspect all gas appliances before the Jamboree.

Please check the safety recall notice if you have a Campmaster or Wild Country Dual Burner Butane stove. For more information, please click on the link below.

<https://www.fireandemergency.nz/assets/Documents/Files/Campmaster-and-Wildcountry-Dual-burner-Butane-Stove-Recall-Notification.pdf>

Gas Bottle Hire and Bottle Swap

There will be no Gas Depot as such at this Jamboree. Instead, a truck will deliver the gas bottles. Some 225 bottles will be delivered on Saturday, 30 December (Day 1) of the Jamboree, enough for three bottles per Troop. The truck will return to the Jamboree site on Monday, 1 January, Wednesday, 3 January and Friday, 5 January, to **swap bottles**.

No deposit will be required, but Troops will need to “buy” their gas bottles at The Hub.

On the last day of the Jamboree, all the gas bottles are to be returned to the site of the gas delivery truck. **Note:** The Troop’s account must be fully paid before leaving the site.

All Troops using the Jamboree-hired 9 kg gas bottles must ensure they bring the appropriate adapters and tools for connecting to these bottles.

Please refer to The Hub for more information about the supplies and swapping gas bottles.

General Safety Rules and Regulations

The Safety and Risk Team will communicate the general safety rules that the Team will enforce to all participants.

HOW TO SAFELY USE A BUTANE GAS CANISTER

Like other bottled gas, you must take safety precautions when using butane gas canisters.

SAFE STORAGE:

Butane gas canisters should be stored out of direct sunlight in a cool, well-ventilated space away from consumables.

Ensure storage is in a well-ventilated space away from flammable liquids, aerosols, sparks, open flames and hot surfaces.

After use, remove the gas canister from the stove. Cap the valve of the canister and store it in a cool, well-ventilated area. Do this even if the canister is empty. Do not store your canister inside or attached to your stove.

SECURE TRANSPORTATION:

Keep canisters upright in a storage container and with the lid securely in place.

Ensure gas canisters are kept out of direct sunlight during transit.

Never dispose of empty canisters by throwing them in the fire. They may not be empty and will explode. Respect the outdoors. Pack out what you pack in.

SAFE CANISTER USAGE:

Always read the manufacturer's instructions before using butane products according to the manufacturer's standards.

Butane gas stoves should not be used indoors or in confined spaces. Ensure that you are in a well-ventilated area and have adequate airflow over the top and sides of the unit.

Take precautions to avoid inhaling butane for cooking, heating or lighting.

Take caution when using butane fuel in windy conditions, as burners can blow out.

When using pots or pans, do not use one larger than indicated in the manufacturer's instruction manual. They will concentrate heat backwards towards the butane canister, causing it to overheat. Gasmate 220gm canisters are fitted with twin safety devices - Triple Seam Seal (TSR) and Rim Vent Release (RVR)- that will activate in an over-pressure situation to release the built-up pressure safely. Learn more about butane canister safety features [here](#).

Butane stoves should not be operated for longer than what is recommended by the manufacturer. Check your manual for these recommendations.

If you have a butane fire, do not try to extinguish a butane-caused fire until the source of the gas can be turned off.

Avoid leaving a lit stove unattended or placed near flammable items during use.

If you smell a gas leak, put out all the flames and turn off the stove immediately. Do not use appliances if they give off a smell, as this indicates leaking gas or emissions linked to carbon monoxide poisoning.

If your appliance is malfunctioning – stop using it.

**All instructions from the Safety and Risk Team
must be complied with.**

SAFER SCOUTING - IT'S WHAT WE DO!

Section 7 Emergency

Content

Subject

Evacuation Plan

Jamboree site Evacuation

Trail Evacuation

Event or Threats

Emergency access

Fire services

Fire Equipment and Procedures

Campsites

These emergency and evacuation procedures are for all Jamboree participants from the Troop sites, Staff camp, JST camp, contractors and visitors.

Evacuation Plans

All personnel are expected to use common sense and discretion and to take all reasonable care at all times.

The main site Emergency Assembly Area (primary evacuation area) is behind the Venturer Active camp in the green area between the main Pavilion and the river.

All Troop, Staff camp and JST camp Leaders are responsible for the following:

- To develop their written evacuation plan to move all personnel quickly and safely to the designated primary evacuation area.
- Ensure that all personnel in their camp have a clear understanding and adequate training to carry out their emergency and evacuation plans. **Note:** personnel must stay clear of emergency service vehicles.
- Ensure that a duty warden is always onsite when an area is occupied.
- Have one practice evacuation to their designated assembly area by the end of Day 2, deemed satisfactory by the Camp Support Team.

Each Troop site, Staff camp and JST camp must have a fire evacuation plan for fires occurring on its site that includes the following details:

- Alert those concerned (by using your warning device), ensuring neighbouring sites hear it.
- Evacuate to the designated primary evacuation area (to be advised) only on advice from the Camp Support Team.
- Ensure any persons with disabilities are provided with assistance.
- Ensure the Fire and Emergency New Zealand (FENZ) is called (phone 111).
- Ensure the Jamboree Fire Team is notified – by mobile phone or APPs (mobile applications) Vault or Band.
- Fire extinguishers are to be used if it is safe to do so.
- Note anyone remaining to fight the fire – report to the evacuation controller.
- Ensure someone is designated to meet the Fire Service upon arrival at the main gate and direct them to the fire location.
- If it is safe to do so, turn off all gas or other appliances.
- Drop adjacent tents to the ground if safe – leave tent pegs in.

Jamboree site evacuation

An evacuation will be announced by the sirens or horns on designated emergency vehicles, Troops, or campsites being continuously activated.

Upon this evacuation signal, all Jamboree participants will move safely and as quickly as possible to the Primary Jamboree Evacuation Site unless advised otherwise by the Camp Support Team or the Safety and Risk Team.

The Primary Jamboree Site Evacuation Area is shown on your site evacuation sign. If required (due to the incident), you will be advised of an alternate evacuation area designated by the Risk Manager and the Officer in Charge (OIC) of the Jamboree Fire Crew at the time.

The Troop Support Team must also evacuate all common areas (toilets, showers, meeting areas).

Once at the Primary Evacuation Area, all troop participants must form into their troops. All other areas (Staff camp and JST camp) must include their camp locations as indicated by the appropriate signage.

All Jamboree Staff and Troop Leaders must ensure visitors and contractors follow the same evacuation plans and instructions.

All persons shall be accounted for, and the missing persons will be advised to the Camp Support, who will advise the Jamboree Leadership Team (JLT).

All persons will remain in the Primary Evacuation Area and must refrain from moving around. Under the control of the Camp Support Director or emergency services, Troops are to follow the instructions issued. Suppose an evacuation of this nature is required while away on Jamboree activities. In that case, the Activity Leader is responsible for safely evacuating the youth under their supervision.

No one may return to their Troop sites until the Risk Manager has given the 'all clear' signal. On the completion of the evacuation, and at the discretion of the Risk Manager, all persons will proceed back to their troop sites quietly and orderly.

Trial Evacuation

A trial evacuation may happen at any time without warning.

Events or Threats

The person receiving initial advice of an event or threat is to contact the Jamboree Director immediately.

The event or threat will be assessed by the Risk Manager, OIC Police, OIC Fire Safety Team, Jamboree Director and the Jamboree Relations Director who manages the media.

If required, instructions will be issued to the Jamboree Hub, which will alert any other parties as and when needed.

Troop sites will be alerted by runners.

Emergency access

Accessways, roads and other routes must be kept clear to a minimum of 3.5 metres wide and 4 metres high. This is to ensure emergency vehicle access at all times.

Fire services

A fully equipped fire appliance operated by qualified Fire and Emergency New Zealand (FENZ) personnel will be onsite for the duration of the Jamboree.

Fire Equipment and Procedures

Campsites

Each campsite (including Troop, Staff, and JST must have the following:

- An emergency evacuation procedure is documented and displayed. The primary evacuation site is to be advised.
- Fire warden (the duty Adult Leader).
- A designated meeting place (the nearest green area).
- Smoke detectors (audible when tested) are installed in marquees used for cooking (suitably positioned not to cause false alarms).
- A designated Fire Point where occupants can access fire equipment and a warning device and do not have to travel more than 30 metres. For consistency, the Fire Point must be inside the Troop gate to the right if you look out from the site.

At each Fire Point, there must be:

- Signage indicating it is a designated Fire Point.
- A minimum of 1 x 2.25 kg dry powder fire extinguisher per site.
- A suitable warning system for evacuation from fire (this may be an air-operated horn or siren, provided the warning sound is distinct from other sounds on the site and can be audible).
- Lighting during the hours of darkness and easily identified at all times. It is suggested that solar-type lighting or a lightstick should satisfy this requirement.

Each tent (if used for cooking) or where sources of ignition are present must have the following:

- A minimum of 1 x 2.25 kg dry powder fire extinguisher.
Fire extinguishers, alarms, etc., for marquees are now based on the number of occupants in a marquee.
- Each marquee for Jamboree (tents greater than 100 square metres) must have the following:
 - A minimum of 1 x 2.25 kg dry powder fire extinguisher.
 - Two exits of at least 1-metre width, with Exit signage

- A warning device – i.e., a portable air horn will suffice
- A written evacuation procedure.

It is unlikely that a marquee on a Troop site will hold over 100 occupants, but if you think it will, please contact the Camp Support Director, as there may be extra requirements.

All extinguishers must have been serviced within the last 12 months.

Fire alarms, air horns and other emergency alarms must only be used for trial evacuation or actual emergencies. They are not to be used for any other purpose.

The required signage can be bought from a safety product supplier.

Fire buckets do not meet New Zealand standards but can be used in addition to any fire extinguisher requirement.

Smoke alarms are not required in sleeping tents.

Section 8

Security

Content

Subject

Jamboree Security

Troop Site Security - and JST/Staff

Jamboree Security

Jamboree Police

Lost and Found Property

 Unclaimed items

Going Offsite

Scouts or Venturers leaving the Jamboree

Insurance

Jamboree Security

All areas of the Jamboree site will be under 24-hour surveillance by designated Jamboree staff managed by the Risk Manager, in addition to your own security and constant observance on your troop site and around the sites.

The main entrance to the Jamboree site is planned to be controlled after hours by external security staff, Jamboree Staff, or (at times) by the closure of an entrance.

Troop Site Security - and JST/Staff

Everyone (all participants) is responsible for securing their personal property and site. Scouts New Zealand and the 23rd Aotearoa New Zealand Scout Jamboree accept no responsibility for any stolen or lost property (e.g. mobile phones).

Security is not easy when one is away from the Jamboree site; therefore, other arrangements must be made within sites to store valuable property safely.

Each site should have its own lock-up box for any personal items (including mobile phones) or money that needs extra care. This box should be in a secure place during the duration of the Jamboree.

At least one Adult Leader must be on the site at all times.

The Troop Leader in Charge is responsible for the finances of the Troop, including credit or debit cards that the youth have brought to Jamboree.

The Troop Leader in Charge must ensure the youth under their care are not financially irresponsible.

Jamboree Security

The Camp Support Team will patrol the Jamboree site during high activity elsewhere (e.g., New Year's Eve and the Last Night) when thieves see a convenient time to work. Unfortunately, it is not always 'outsiders' that think of stealing.

Always wear your Troop scarf and the Jamboree ID lanyard: it is compulsory.

Police

The Police will visit the Jamboree site as part of their routine patrol schedule. There will be no set time that they are on-site. If required, they will also be on call to come to the Jamboree site.

Lost and Found Property

All items must be marked with the owner's name, Troop name, site number, and four-digit Jamboree ID number.

Lost property can then be returned to the appropriate owner through the Jamboree Hub as and when appropriate.

Check with the Jamboree Hub first if you lose any clothing or property. If required, they will advise you to report the loss as soon as possible after it is discovered.

All found articles must be taken to the Jamboree Hub.

Unclaimed Items

After the Jamboree, all unclaimed clothing and items of nominal value will be destroyed or donated to charity.

Valuable items will be recorded and retained by the Police.

Going Offsite

Under no circumstances are Scouts permitted to leave the site unless it is for the Adventure's offsite activities. They must wear their scarf and have had their Jamboree ID cards read as they get on the bus.

Other than activities, Scouts or Venturers leaving the site must be approved by the Camp Support Director.

Scouts or Venturers leaving the Jamboree

Scouts and Venturers are expected to remain for the duration of the Jamboree.

In exceptional circumstances, a Scout or Venturer may leave the Jamboree, but they must be accompanied by their parent, guardian or a person authorised by a court order.

If a Scout or Venturer leaves the Jamboree, their departure must be recorded by their Jamboree Troop Leader or JST Manager who must be satisfied that the Scout or Venturer is being released to an authorised person.

The circumstances of the departure are to be recorded on a Departure Form, which Camp Support provides. The completed form must be returned to Camp Support.

If there is a court order in force relating to any Scout or Venturer, a copy of the latest order issued by the Court should be mailed to –

Jamboree Executive Secretary
C/- The Scout Association of New Zealand
P O Box 11 348
Wellington 6142
New Zealand

Mark the envelope “Confidential.”

Or a copy can be emailed to – secretary@jamboree.scouts.nz

Insurance

Insurance of Troop equipment is the responsibility of each Group or Zone.

Insurance of personal equipment is the responsibility of the individual.

Section 9

Traffic Management

Content

Subject

Introduction

Unloading and Loading gear

Buses

Vehicle Parking

Speeds

Bicycles

Prohibited Vehicles

Accessways

Drink Driving

Introduction

A Traffic Management Plan for the Jamboree site has been approved and includes some details.

Instructions from Traffic Marshalls or Safety and Risk Team members shall always be complied with.

The site is relatively contained and will, by and large, be pedestrian traffic only, except on arrival and departure days.

The Jamboree Staff, which could include anyone from infrastructure to risk and security, will monitor traffic flows and address any short-term problems that may arise.

Vehicle headlights, or an approved warning light, must always be on when the vehicle's engine is running.

Unloading and Loading gear

Trucks and vehicles with trailers unloading or loading gear will be permitted on the site subject to the following:

- Unload and load vehicles and trailers promptly, then move vehicles to the long-term car park onsite. This will help keep the roads clear.
- Weather conditions may preclude vehicles from being permitted onto the Troop sites, and gear must be moved using your Troop trolleys or Jamboree site vehicles.
- Vehicles will be permitted on site on Saturday, 30 December 2023, from 8:00 am (and no earlier).
- Vehicles may move on to the site on Sunday, 7 January 2024. Times for this will be advised during Jamboree as we gather departure information from each Troop, as we know Troops will need to depart at different times for flights and ferry bookings.

To keep the roads clear, please ensure vehicles are unloaded/loaded promptly on your site, then removed to the long-term parking area on site (location to be advised)

Buses

Bus drivers must remain with their buses while they are loading and unloading.

Vehicle Parking

All vehicles owned by Jamboree participants are not permitted on the Troop sites or activity areas during the Jamboree and must be parked in the long-term car parks provided. When parked, all vehicle owners should ensure their vehicle is locked and all valuables removed or kept out of sight.

Scouts Aotearoa and the 23rd Aotearoa New Zealand Scout Jamboree accept no responsibility for stolen goods from parked vehicles or damage to cars parked in the car park.

There will be limited disabled parking by the Bledisloe building.

You must obtain a permit from the Jamboree Hub before you can access vehicles in the long-term car park and leave the site. The gates you will be permitted to leave and enter the site will be monitored during set times only and locked at any other time.

No after-hour access to these gates will be available.

Speeds

The maximum speed limit for all vehicles within the Jamboree site is **5 km per hour** (walking pace). For designated emergency vehicles, the maximum speed limit shall be **20 km per hour**, providing warning devices are operating.

Bicycles

Bicycles on the Jamboree site are permitted (but not essential) subject to the following: All cyclists must wear approved helmets.

The maximum speed limit for all bicycles within the Jamboree site is **5 km per hour**.

Prohibited Vehicles

Segways, electric scooters, skateboards and golf carts are prohibited onsite.

Accessways

Accessways must be kept clear to a minimum of 3.5 metres wide and 4 metres high.

This is to ensure emergency vehicle access at all times.

The Jamboree site has formed roadways, so what must be kept clear will be obvious.

Drink Driving

There is no dedicated Police Team onsite at the Jamboree. Anyone who could be intoxicated should not be onsite.

Section 10

Communications

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Subject

Jamboree News

Social Media and Image Policy

Internet Hub

Media Relations

Mobile Phones

Public Telephone

Contact Details during the Jamboree

Where to Find More Information

Jamboree News

Keeping up to date with the Jamboree news, there will be a daily online digital bulletin Kōrero available via the website at <https://www.nzjamboree.com/> and short-form bulletins on:

- Facebook: @newzealandscoutjamboree
- Instagram: @23nzjamboree
- YouTube: @nzjamboree
- Electronic display screens will be located around the Jamboree site.

The Digital Broadcasting team will be in The Hub and staffed daily from 8:30 am to 9:00 pm.

Online Environment and Image Policy

We encourage all Adult Leaders and Staff attending the Jamboree to be familiar with Scouts Aotearoa's Online Environment and Images Policy.

The policy aims to create a safe online environment for all members of Scouts Aotearoa under the Scout Law, Promise and Code of Ethics when online for Scout purposes.

This policy applies to all young people and adults engaged in Scouting.

For details of the policy, please refer to:

<https://drive.google.com/file/d/1Iq5VdU8ielQQoQ5itzwb9ldLTpuQrUafT/view?usp=drivesdk>

Internet Hub

There will be an Internet Hub in the Jamboree Hub with facilities for Scouts and Leaders to access their emails and Facebook to send messages to family.

Also, the National Office team will have a section for youth to update their badge records in Mahi Tahi, and the team will be on hand to provide training.

Media Relations

The Jamboree Relations Director will manage all media relations - email address media@jamboree.scouts.nz

Mobile Phones

It is a Troop decision for Scouts to be permitted to bring their mobile phones to Jamboree. The Jamboree takes no responsibility for any loss or damage to mobile phones.

Mobile phones are encouraged. A free service for charging mobile phones will be available at the Jamboree Hub.

Note: Any device chargers plugged into any power source onsite or offsite base are subject to current health and safety requirements and must have recent test tags attached. No exceptions will be made.

Public Telephones

There will be no public telephones at the Jamboree site.

Contact Details during the Jamboree

The postal and courier address for sending anything to Jamboree is:

(Name of Scout or Leader)
(Jamboree troop name and site number)
New Zealand Scout Association
23rd Aotearoa New Zealand Scout Jamboree
P O Box 167
Cambridge 3450

Where to Find More Information

Before the Jamboree, information requests should be addressed to your local Jamboree Troop Leader.

Information is also available on the Jamboree website <https://www.nzjamboree.com/>

Troop Leaders – contact Camp Support at campsupport@jamboree.scouts.nz

Media enquiries – contact Jamboree Relations at media@jamboree.scouts.nz

International Scouts – contact the International Manager at international.manager@jamboree.scouts.nz

Section 11

Catering

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Subject

Important Dates

Troop Lines Supplies

The Supermarket

Staff Catering

Special Diets

Menu, Rations and Cooking

Birthday Cakes

Food Storage and Perishable Goods

Important Dates

- Troop Lines, the first rations will be for dinner on **Saturday, 30 December 2023**.
- The last rations issued will be for breakfast on **Sunday, 7 January 2024**.
- For Staff at the Jamboree, catering will start on **Thursday, 28 December 2023**, with dinner and conclude on **Sunday, 7 January 2024**, with lunch.

Troop Line Supplies

These are the rations that will be issued twice daily to Troops.

The Duty Patrol (Team) will pick up rations at their allocated time and must promptly deliver all supplies on time.

Every Troop will provide its own food trolleys that are sturdy enough to transport the food from the Jamboree Supermarket back to its Troop site for the duration of Jamboree.

A chiller will be located at the Food Distribution Hub. All rations can be collected from here except for Ice and Birthday Cakes. Times for Milk and Ice Cream collection will be available in the Food Distribution manual in the registration packs. Additional freezer and chiller space may be available in the Jamboree Hub if required.

Jamboree Information Guide for Troop Leaders and Staff

Combined Version | Dated: 25 December 2023

The Supermarket

The Food Distribution Hub will be the **Jamboree Supermarket**, where the Duty Patrols (Teams) will pick up their rations.

On entry to the Supermarket, the Duty Patrol (Team) Leader will be issued with their shopping list, and they will then proceed through the Supermarket to identify and pick their rations.

The Checkout at the end of the store will ensure the Duty Patrols (Teams) have the required rations.

This concept is similar to the previous Jamboree to empower the Scouts further and add to their Jamboree experience.

Staff Catering

This is for all Jamboree Staff, Venturer Active and JST members not attached to a Troop. All meals will be provided in the Bledisloe Hall Building. Access to this area will be through a scanning point.

Special Diets

For complex special diets, they should have been contacted by the Catering Manager. If you need further assistance with your special diet during the Jamboree, please discuss it with the Catering Manager.

If you have people on your site who are just fussy eaters, the Catering Team takes no responsibility for this, and the rations provided are the only ones you will receive.

Menu, Rations and Cooking

The high-level menu for Troop Lines is available here:

https://drive.google.com/file/d/1qCcUXdmynhEdIsRxDY_nvY23kpABa3Ur/view?usp=drive_link

The Troop registration packs will have a booklet with the menu, rations and cooking ideas.

The menu is comprehensive and has been approved by a dietician to cater for the mixed-aged Troop of Scouts and Adult Leaders and the outdoor physical nature of the activities the Scouts will participate in.

All information about pick-up times for food rations and milk and ice cream pick-up points will be issued at the event.

Birthday Cakes

Birthday Cakes and Ice can be ordered and paid for at The Hub and collected from a container next to The Hub at a designated time. The times will be included in the registration packs.

Food Storage and Perishable Goods

Only items from the 'Basic Issue' and unopened cans may be held over from one meal to the next. Butter, margarine, cheese and milk may be held over, provided they are kept in your chilly bin (with ice) or a gas-powered fridge.

Everything that might generally be refrigerated is treated as rubbish and must be disposed of correctly.

Store uncooked meat at the bottom of other items in your chilly bin or fridge.

Do not thaw frozen food in sunlight.

Section 12

Troop Organisation

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Subject

Size of Troop

Jamboree Troop Leaders

Leaders with the Troop

Quartermaster Duties - Shared by All Leaders with the Troop

Rostered Leaders with Patrols (Teams)

Adult Leader Time Off

Scout Patrol (Team)

Patrol (Team) Leaders Council

Jamboree Patrol (Team) Council

Reporting Structure

Troop Identity

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 well-being 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 initially responsible 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

- Collect, pack, and transport 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 the WATBOAPADFLY Adventure at Lake Karāpiro and the 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 the 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 must be available to support the process rather than 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.
- The Camp Support Director reports to the Jamboree Director/Jamboree Leadership Team.

If you are still waiting for support from your immediate reporting Leader or Manager, you are invited to seek consent from the next level up.

Camp Support Structure

Camp Support Director – Nathan Foster

Assistant Camp Support Director – Mason Cooksley

Troop Support Manager – Brian Hallinan

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).

Section 13

Campsites, Tents and Marquees

Content

Subject

Jamboree Villages

Site Allocations

Tents

- Tents Exits

- Distance between Sleeping Tents

- Distance between Other Tents

- Distance of Tents from the Site Boundary

- Tent Pegs

- JST - Hike Tents

Marquees

- Distance between marquees, cooking and storage Tents

- Distance of marquees from the site Boundary

- Marquee Exits

- Additional marquee safety requirements

Bringing Hire Marquees and Containers onto Site

- Caveats

- Removal

Blanket Resource Consent Information

Jamboree Villages

There are three youth villages at Jamboree. The names of the villages are - **Te Maire**, **Nihokeke** and **Mangawhero**. The other villages are - **Nukuhau** for Venturer Active and **Taipa** for the Staff Camp areas.

Each village is named after a river within the Waikato region, which flows past Mystery Creek. Each Troop has been allocated a site in one of these subcamps. The area allocated is based on a troop of 36 Scouts with 7-8 Adult Leaders, based on approximately 17 square metres per person.

Site sizes may vary slightly from this, depending on the most efficient layout within the site.

Site Allocation

Only Scouts and Adult Leaders with Troops may live on the Troop site. There is no place in a Jamboree Troop site for young children or babies of Adult Leaders.

There is no facility for Leaders' families to stay at the Mystery Creek Events Centre site. The Jamboree website has information about the Family Camp located across the road from the site.

Tents

Careful planning must be given to the number of tents and your tent type and placement.

Sufficient tents must be provided to segregate Adult Leaders and male and female Scouts. As an option, one store tent and a first aid tent may be added to the Troop site.

Only Jamboree registered Troop Leaders, Adult Leaders, and Scouts may sleep on a Troop site.

Adult Leaders may not sleep in the same tents as youth members. All other staff and family members may not sleep on Troop sites.

All tents and shelters should have spare poles, guy ropes, long pegs and storm-lashing equipment due to the possibility of high winds.

The FENZ, the Waipa District Council, and the Jamboree Safety and Risk Team have set the rules that must be complied with.

Tent Exits

Tents with a sewn-in groundsheet and one exit are permitted but can only sleep a maximum of six persons.

Distance between Sleeping Tents

All tents used for sleeping must be a minimum of 1.5 metres from another tent, provided there are no lanterns, naked flames, matches, lighters or other heat sources used within 3 metres of the tent. Some tents will require more distance for their guy ropes to support the tent properly.

Distance between Other Tents

Other tents like first aid, Troop activity or any multi-function use must be a minimum of 1.5 metres, provided there are no lanterns, naked flame, matches, lighters, or other heat sources used within 3 metres of the tent.

Distance of Tents from the Site Boundary

All tents must be a minimum of 1.5 metres from the Troop site boundary.

Tent Pegs

Tent pegs should ideally have rounded tops that can be driven flush with the ground. If pegs are above ground, the top must be brightly painted, or a secure cover be placed over each peg.

NOTE: Some sites may have underground services in their allocated area. Care must ensure that NO pegs are driven in these marked areas. There are NO EXCEPTIONS to this requirement. Troops will be advised via a site map if this is an issue, and, where possible, additional space will be provided to compensate for this loss of area.

JST - Hike Tents

Hike or lightweight tents can be used in the JST camp.

Tent spacing for a hike or lightweight tents is 0.5 metres between outside wall floor edges of adjacent tents, with a 2 metre break every 10 metres (approx. four tents) where possible.

Marquees

A marquee is a tent (with or without sides) with an inside floor area of over 100 m².

If you join two or more smaller tents and their combined area is over 100 m², you have created a marquee, and the following rules apply.

Distance between marquees, cooking and storage Tents

Any marquee must be a minimum of 3 metres from any other tent.

Any tent used for cooking, storing combustibles or having naked flames, matches, lighters, or any other heat source must be a minimum of 3 metres from any other tent.

Distance of marquees from the Site Boundary

All marquees must be a minimum of 1.5 metres from the Troop site boundary.

Marquee Exits

There must be a minimum of two exits per marquee.

Additional marquee safety requirements

Each marquee must have visible at all times:

- An emergency procedure notice is in a prominent place.
- A fire alarm – this may be an aerosol-type horn.
- An approved fire extinguisher.
- Appropriate exit signage.
- A smoke detector that is audible when tested.
- Safe From Harm Poster (laminated).

Bringing Hire Marquees and Containers onto Site

Marquee hire companies and container shipping companies will have access to the Jamboree site at Mystery Creek Events Centre only from Tuesday, 12 December to 12:00 pm Thursday, 21 December 2023 inclusive.

Due to other site preparation priorities, access for Troop-related truck movements after 12:00 pm Thursday 21 (TBC) on December 2023 will not be possible. This does not apply to Troop gear trucks arriving on Saturday, 30 December. No containers will be allowed to be unloaded off trucks and onto the ground on Saturday, December 30 (troop arrival day).

We cannot guarantee that the site beside you or behind you may not already be set up, and therefore, there may be restricted access for a side loader truck to unload a container.

We recommend using a hiab-type truck for site deliveries.

Drivers and companies should be advised to arrive at the site between 8:00 am and 4:00 pm and use the main entrance, GATE 2, on Mystery Creek Road.

All transport companies must be advised that, before arrival on site, a Lift Plan must be submitted, and drivers are to complete the Mystery Creek Events Centre online Health and Safety login.

No Lift Plan and No online form completed means NO access – this is a Mystery Creek Events Centre rule.

For your container or marquee to be put on your site, you must have completed the J21 Site Form 1 and returned it to the Camp Manager by the due dates.

Caveats

The driver or supplier is to place the container or marquee where you have directed with your plan.

We do not take responsibility for them placing it elsewhere, not according to your plan or instructions (e.g. off parallel to your borderline).

We endeavour to observe them unload, but this is only sometimes possible once we have shown them to your site.

If inclement weather precedes the Jamboree to the extent that the Mystery Creek Events Centre does not permit large trucks on the field, we will issue further instructions.

If a container or hire marquee turns up and we have no plan from you, it will not be delivered or erected on site.

Removal of Containers and Marquees

Access to the site to remove containers and hire marquees will be available from 8:00 am on Monday, 8 January 2024, to 4:00 pm on Tuesday, 9 January 2024. (**Note:** there will be no access to the site after this date without prior confirmation. Additional costs may be passed on if we have to return to the site to meet transporters.)

Any containers or hire marquees left on site after that time will be removed to a storage area at your cost and risk.

Drivers should contact the camp manager at (mobile phone number TBC) to be directed to the correct Troop site.

Blanket Resource Consent Information

The local council has advised they will grant blanket consent covering all marquees erected on the Jamboree site, as documented in the consent application.

All Troop Leaders are to ensure they have completed and returned (J21 Site Form 2 - TBC link to the form), which provides the details required by the council for marquees, to the Camp Manager by the required date.

This form has been issued under separate cover by the Camp Manager.

If Troops miss this deadline, they may be subject to any costs imposed by the council for amendments, approval, etc.

Please supply the required details to ensure your marquee can be erected on-site.

Section 14

Camp Hygiene

Content

Subject

Introduction

Hand washing

Clean up after meals

Camp Standards

Troop Site Health and Hygiene Checklist

Introduction

Every Troop needs to ensure that a high standard of hygiene is maintained at all times. An impervious food preparation surface (such as stainless steel) is compulsory. An antibacterial spray is recommended for food preparation surfaces before and after each meal.

All kitchens and cooking equipment must be cleaned directly after the meal. Under no circumstances may it be left for the next day.

All water bottles must be sterilised at the end of each day.

Tea towels must be laundered after each use. (Try a solution of Napisan or bleach that is changed regularly.)

Please do not leave partly filled rubbish bags in your kitchen after meals. Tie them up and store them away from the kitchen area. Take to the waste skips daily or more frequently as required.

The above precautions will keep pests and vermin to a minimum.

Hand washing

All Troop sites must provide a hand spray pump container of disinfectant water, a waste water container, or a hand spray pump of hand sanitiser at the front entrance to the Troop site **AND** the entrance to the kitchen/dining tent.

Everyone must clean and sanitise their hands before entering the troop site and preparing and eating food.

Duty Patrols (Teams) must check the hand washing facilities regularly and ensure they are clean and refilled as necessary.

The use of bowls to hold hand-washing solutions is not acceptable. Communal hand washing of this nature is prohibited.

Ensure the wastewater collection containers can be sealed for transporting wastewater to the established disposal points.

Troop Leaders must encourage thorough hand washing after toileting before returning to the Troop site **AND** entering the dining or kitchen areas.

Clean up after meals

It should be done as soon as the meal is over. All unused perishable food must be disposed of after each meal for health reasons. This instruction must be followed.

The following washing-up procedure is recommended:

- **SCRAPE** – scrape all the food waste off the plates into a lined bucket.
- **WIPE** – wipe the plates with a paper towel to remove the residue. This will then minimise the food residue going into the washing-up water, saving the water from ending up like soup.
- **WASH** – hot water wash with detergent.
- **RINSE** – hot water rinse. Adding a small amount of bleach will help to disinfect the plates.

Please ensure your Troop uses the rubbish facilities provided, disposes of wastewater at the designated disposal point, places recycling in bags at the recycling point, and puts food scraps and general rubbish into rubbish bags to take to the rubbish skips.

Camping Standards

Camping standards must be maintained to the highest level. Troop sites and facilities (including shower blocks and toilets) must be tidy, and all precautions necessary for the health and hygiene of all Jamboree participants must be taken.

Scouts Aotearoa will be on display to visitors throughout the Jamboree. Their first and only impression will be gained from the appearance of the Troop sites they happen to see or visit.

International Troops, some of whom look to New Zealand for their Scouting development and skills, will expect us to set a high standard.

Troops will encourage high standards through the **Camping Standard** pennant system. Troops will earn Camping Standard pennants for display. These will be awarded each day to the Duty Patrol (Team) at the Troop site.

Troop Site Health and Hygiene Checklist

- (1.1) Is the 0508 Scout help posters displayed
- (1.2) Adequate cold storage for perishable items
- (1.3) Checked Food storage clean and tidy
- (1.4) Food Storage Clean and tidy
- (1.5) Checked Food Prep area - clean and tidy
- (1.6) Food Prep area - clean and tidy
- (1.7) Checked Cooking Area Clean
- (1.8) Cooking Area Clean
- (1.9) Cooking appliances away from the sides of tents
- (1.10) Gas Bottles turned Off that are not being used
- (1.11) Gas fittings and hoses checked for leak
- (1.12) Gas fittings and hoses checked for any visible sign of damage
- (1.13) Checked Washing up area clean and tidy
- (1.14) Washup Area clean and tidy
- (1.15) First Aid equipment adequate and in date
- (1.16) Gas boiler safe and cordoned off

- (1.17) All tents pitched securely and in safe condition
- (1.18) Ground under tents aired regularly
- (1.19) All pegs safely in-ground or marked
- (1.20) Flagpole's safe and correct dimensions
- (1.21) Unobstructed exit from all tents and no obstructions through to the gateway
- (1.22) Site evacuation procedure displayed in a prominent location
- (1.23) All fire extinguisher seals intact
- 1.24) Battery/ies of GEL/AGM or Lithium based and safely stored in a vented box and not next to any heat source
- (1.25) Dedicated First Aid station with signage

Marquee

- (2.1) Marquee has a minimum of two unobstructed exits
- (2.2) Check that any lighting/wires/switches are safe
- (2.3) Dining Area clean and tidy
- (2.4) Marquee has an emergency procedure notice visible
- (2.5) Marquee has an audible smoke alarm
- (2.6) Marquee has a Fire extinguisher (1x 2.25kg dry powder)
- (2.7) Marquee has exit signage

Site

- (3.1) Site clean and tidy
- (3.2) Fire point
- (3.3) Gateway safe to use
- (3.4) Hand washing or Sanitizer available at Gateway

Section 15

Gateways, Flagpoles, Fences and Structures

Content

Subject

Introduction

Troop Gateways

Flagpoles

Fences

Other Structures

Introduction

All structures, including gateways and flagpoles, must be well constructed to minimise the risk of injury to persons passing through or near the structures.

Troop Gateways

All Troop sites must have a front entrance with their site identification number and their Jamboree Troop name visible. The site number will be in the Troop registration packs.

The Jamboree Youth Leadership Team (JYLT) has decided that all gateways shall be constructed as follows - **all gateways must be made of pioneering material (Manuka/Bamboo and rope) and must be completed and designed by the youth.**

We want to keep with traditional Scouting skills of pioneering and let Scouts be creative in how they want the gateway to look. Scouts should build the gateway onsite using materials they use in everyday Scouting.

These may be attached if Troops have small signs or banners, but the gateway must be pioneered.

There are to be no plywood sheets, corrugated iron or plastic sheeting.

The maximum height of Troop gateways is 2.4 metres, with a minimum opening of 2 metres wide and 2 metres high with no obstructions such as gates or turnstiles. The gateway must be at least 1.5 metres from either side of your site boundary.

The gateway can be on the front boundary line, but no support or guy lines are allowed into the roadway in front of that line. You will also need to allow room on or near your entrance to display Camping Standard pennants and your site number, a laminated copy of which will be provided.

Sustainable materials may be used to decorate your gateway. Still, the structure must comply with the JYLT direction to be constructed onsite in a pioneering style from materials such as Manuka poles or Bamboo. You may use solar or battery-powered fairy lights to illuminate your gateway.

ALL gateway materials must be removed from the site after the Jamboree and taken home.

NO EXCEPTIONS!

Examples of Gateways



Flagpoles

Some Troops may wish to have their own Troop site flagpole. A flagpole is not a requirement but more of a personal Troop option.

If choosing to have or not to have a flagpole on your Troop site, please consider some of the following:

1. Do we need one?
2. Can we keep it safe and not interfere with the Troop site? If it falls, what is it going to hit/damage?
3. Does it meet the height requirements of less than 5 metres?

The maximum height of the Troop flagpole is 5 metres.

The flagpole **MUST NOT** be part of the gateway and shall be located in such a position that if it fails or falls in any way, the whole flagpole and any attachments remain within the troop site boundary.

All flagpole material must be removed from the site after the Jamboree and taken home.

NO EXCEPTIONS!

Fences

Should fences be erected between Troop sites, they can be at most 1 metre in height, not including gateways. Typically, Troops use electric fence standards and rope for boundary fences.

Other Structures

The maximum height for any other structures, such as water towers or tanks, is 2.4 metres. Once erected, these structures must not be climbed on. The Jamboree Safety and Risk Team or Infrastructure Services may require any structure deemed unsafe or that does not comply with the relevant regulations to be deconstructed.

NOTE: a shipping container is approximately 2.6 metres tall so that nothing may be placed on top of the shipping container.

Deconstruction and removal of any structures are the responsibility of the Troop.

Section 16

Utilities and Services

Content

Subject

Introduction

Utilities and Services

Water Hoses

Open Fires and Gas Lighting are Prohibited

Toilets and Shower Blocks

Solid Waste Disposal

Transportation and Disposal of Waste Water

Introduction

The following facilities and services will be located throughout the Jamboree site:

- Fresh water points
- Disposal points for waste fluids (grey water)
- Toilets and showers.

The Camp Support Team office will all be located in the Jamboree Hub in the main building.

Utilities and Services

All underground utilities and services will be clearly marked. If in doubt, please ask a member of the Site Team for more information.

All pegs, poles, fences, structures, etc., must be clear of all such services, including any overhead cables (phone and power).

No trenches or holes are to be dug without prior approval from the Site Services Team.

All electrical power supply boxes and underground cables will be treated as live. No electrical mains power is available for Troop sites.

If medical equipment on Troop sites requires power, Troops are encouraged to source battery-powered equipment. Charging facilities will be available at the Jamboree Hub. Without the Infrastructure Manager's first authorisation, no connection may be made to any utilities or services.

Any electrical cables, data cables, phone lines, etc., strung over roads or accessways shall be securely fixed a minimum of 4 metres above the ground and identified by highly visible streamers or flags.

Water hoses

Water hoses, if used, must be either food-grade or brand-new. They must be installed so there is no trip hazard and, as practically as possible, remain on your Troop site, not obstructing the service way between sites or roadways. Do not unplug someone else's water hose to use yours. Make sure you have sufficient adaptors to connect your hose. No hose is to be left connected and unattended. Should any hose connected be left unattended or turned on, it may be turned off at any time. If someone turns up at a water point to fill their containers and a hose is attached and not attended to, that person has the right to unplug the hose and use the tap. The water taps are for everyone to use.

Open Fires and Gas Lighting are Prohibited

No open-fire cooking, heating, campfires, or gas lighting are permitted. Open fires and gas lighting are prohibited because of the high fire risk within the Jamboree site.

Toilets and Shower Blocks

Commercial cleaners will clean the shower blocks and toilets regularly (up to twice daily). However, between these cleans, **EVERYONE** has to take responsibility for their actions and ensure these areas are kept clean and damage-free.

Vandalism of any description will not be tolerated.

Any issues should be reported to the Camp Support Team or through Vault. Everyone should deal with incidents when they occur, with minimal delay.

Solid Waste Disposal

Solid waste will be separated into different waste streams at Jamboree. This allows for easy collection and appropriate disposal, whether recycling, reuse, treatment, or disposal to landfill.

On your Troop's site, you will be provided with:

- one 240L wheelie bin for 'Landfill'
- one crate for 'Recycling' – plastics 1, 2 & 5, glass and cans
- one small 12L bucket for tetra paks & soft plastics
- two 20L buckets with lids, for 'Organics' – food waste (not liquids)

ALL recycling (plastics, glass, aluminium, and tin cans), soft plastics, and tetra paks are to be clean and dry.

You will then dispose of the waste as follows:

Central waste stations:

- Landfill wheelie bin
- Recycling crate (where further separation will be required)

ENVO World activity base:

- Bucket with soft plastics and tetra paks
- Bucket(s) of organic food waste

Distribution Centre:

- All cardboard boxes must be flattened and put into the large cages next to the Food Distribution Hub when getting your food supplies.
- All washed and squashed milk bottles were returned to the Food Distribution Hub for recycling.

The Hub:

- All batteries need to be disposed of at the Hub

Soft plastic refers to bread bags, bubble wraps, plastic wrappers of products such as biscuits, chips, pasta, cereal liners, cling film, netting citrus bags, and anything with a soft plastic sheath.

Caps and lids from bottles should be removed and put in the Landfill wheelie bin.

Broken glass must be wrapped and disposed of in the Landfill wheelie bin.

Transportation and Disposal of Waste Water

All liquid waste (including hand washing, cooking, cleaning and laundry) must be strained or filtered in sealed containers before transportation to the wastewater disposal point. It is recommended muslin/cheesecloth or Chux cloths be used as filtering cloths. These must be replaced regularly and disposed of with solid waste.

All containers used for the transportation of wastewater must have a sealable lid. Each troop must bring a trolley to transport these containers to the disposal points.

The containers should be of a size where Scouts can lift them. Only fill them to a level where the smallest Scout can cope with emptying them.