

A.



# YOUTH LEADER GUIDE

April 2026



# Welcome to the 2026 National Jamboree!



**Welcome to the 2026 National Jamboree!** This is your chance to make memories and create lasting friendships with Scouts across the nation (and beyond!). It's also your opportunity to step up as a leader to ensure Scouts in your unit have the chance to do the same, all while staying safe.

This Guide is your How-To, your "How do I do that?", your encyclopedia of knowledge passed down from the Senior Patrol Leaders and Crew Presidents who came before you. Use it as a reference but be sure to check your Jamboree app for program details and consult your adult leaders when it comes to all things health & safety!

Now, as promised, here are the top tips and tricks for surviving the National Jamboree!

Sincerely,

Those Who Have Gone Before–The Aides to Chief

# IN CASE OF EMERGENCY

In many cases, the first person to notice an unsafe condition, emergency (medical or other), or security concern will be a Jamboree participant or staff member.

Safety is everyone's responsibility. If you  
**SEE SOMETHING, SAY SOMETHING!**

Summit Emergency Hotline

**304-465-2900**

24/7 Emergency and Incident Reporting

If you are unable to make a phone call, have any staff member with a radio contact the Summit Operations Center on the Emergency Channel (Channel 16).

***SHOULD EITHER OF THESE METHODS FAIL, CALL 911 TO BE ROUTED TO THE COUNTY DISPATCH CENTER. ONCE YOU IDENTIFY YOURSELF AS BEING AT THE SBR OR NATIONAL SCOUT JAMBOREE, THEY WILL ROUTE YOUR INFORMATION TO THE JCC.***



# Table of Contents

Top Tips and Tricks.....	1
A Day at a Glance.....	2
Arrival and Departure .....	3
Arrival at Camp.....	3
Unit Checkout Process.....	4
In Camp Information.....	5
Support in Camp .....	5
Food and Meals .....	6
Trash/Recycling.....	7
Equipment.....	8
Campsite Arrangement.....	10
Lost and Found.....	11
Postal Service.....	11
Unit Role at Jamboree .....	12
Scouts BSA Organization .....	12
Venturing / Sea Scout Organization.....	14
Health and Safety .....	16
Program Guidelines and Items .....	16
Safeguarding Youth.....	17
Health and Wellness .....	18
Hazardous Weather .....	20
Wildlife Hazards.....	22
Overview of Program Events .....	26
Program Highlights .....	26
Gnorm’s Great Jamboree Hunt .....	31
What to Bring: Required Equipment by Program Area .....	33
Helping Scouts Get the Most Out of the Jamboree .....	33

## Top Tips and Tricks

Here are some helpful tips to help make sure your troop/crew has the best experience:

- Bring solar chargers... there are limited charging opportunities in camp and around campsites. Nobody wants to spend Jambo waiting on a phone to charge.
- “Ambient Temperature Showers” mean that hot showers aren’t guaranteed... cold showers are real; the best time to shower might be in the middle of the day.
- Bring shoes/boots that are broken in. You’ll walk 10+ miles a day at Jamboree.
- Water is LIFE... bring multiple water bottles/hydration packs!
- Remember to bring your own lunch bag!
- You need a raincoat. Not a light poncho, or trash bag, ... but a raincoat.
- Plan on being out all day and not returning to camp until night.
- Assume you are WALKING everywhere, and plan time accordingly.
- Don’t forget a lot of these opportunities are once-in-a-lifetime things; try something new that you wouldn’t otherwise. E.g., go to a religious service that isn’t yours to see how others worship, or try mountain biking for the first time!
- Food safety is a big deal. DO NOT leave food out and unsecured. Critter aware!
- Visitors to Jambo CANNOT come back to your campsite.
- Safequarding youth is everybody’s business. Stand up and say something if you see something!
- Remember, meals take time to prepare, from getting your food with a wagon, to cooking your food, to cleanup... budget enough time before your day and evening programs.
- LABEL EVERYTHING... your shorts, your shoes, your raincoat, your water bottle, your backpack, your phone.... With your name and council.
- Light’s out is real. Please make sure Scouts are in tents or campsites and quiet (Adults get crabby otherwise).
- Fire lanes in campsites must be clear... you will have to move things if not.
- Losing credentials isn’t a big deal, but you must notify adults (and may limit activity participation)!
- Jamboree can be very dusty. A bandanna or buff helps reduce this.
- Creating a duty roster for tasks, early in the Jamboree, is very important!
- The first night leader meeting INCLUDES youth leaders in your Subcamp. Make sure to attend with your adult leader to get the latest and greatest information.
- If you have questions, ask your Camp Commissioner. They are there to help!

## A Day at a Glance

**Wake Up**, rise & shine early to beat the heat/humidity!

**Breakfast & Lunch Pickup**, head to the commissary (use unit wagon/cart for pickup).

Pickup window: 5:30 AM - 7:30 AM

**Breakfast & Lunch Prep**, make/eat breakfast in camp + pack lunches for the day.

**Full Day Program**, hit the program areas, patch trading, adventures, etc.

8 AM - 5 PM

**Always** travel in buddy pairs!

**Lunch**, on your own during program time.

**Program Ends / Return to Campsite**, head back to camp

around 5 PM.

**Dinner Pickup**, return to the commissary for evening meal items.

Pickup window: 4 PM - 6 PM

**Evening Program**, arena shows, NextGen Social, unit/Subcamp activities, patch trading, etc.

Check the Jamboree app!

**Lights-Out & Wind-Down**, get rest for tomorrow!

Leaders: attend the required Subcamp leader meetings scheduled.

Scouts: bedtime set by Subcamp/unit, around 10 PM - 11 PM



# Arrival and Departure

## Arrival at Camp

The entire unit must arrive together at the Ruby Welcome Center. Units cannot check in with missing members.

Youth leaders are expected to help ensure:

- All Scouts are present and accounted for
- Scouts remain together during arrival
- Instructions from staff are followed

A staff guide will meet each bus, conduct initial health screening, and provide Day 1 instructions. Listen carefully and help reinforce these instructions once in camp.

The Ruby Welcome Center can be found by using the following address on mapping programs and GPS:



JW & Hazel Ruby WV Welcome Center  
55 Hazel Ruby Lane  
Mt. Hope, WV 25880

Placards must be placed in the front right corner of the windshield with the Subcamp and unit number clearly indicated using the appropriate color-coded Subcamp placard template.

Example placards:



At Subcamp arrival:

- Unload gear promptly
- Move gear to the assigned campsite
- Follow Subcamp Commissioner direction
- The adult unit leader and youth unit leader will report to Subcamp HQ to complete check-in
- Youth leaders should be familiar with the unit roster and help identify any missing or incorrect credentials

**Please NOTE: It is VERY important to safeguard your credentials, as physical credentials must be present to participate in program areas!** Plus, the 2026 National Jamboree credentials make a lifelong keepsake and memory!

## Unit Checkout Process

What happens (and what you help with):

- A few days before leaving (around July 29 – 30), your commissioner will explain the steps to your adult leader. Listen if you can!
- Three hours before your departure: Pack up tents, gear, dining flies, and all personal stuff. Help your patrol break camp fast and neatly.
- Make sure nothing's left behind – check your area twice!
- One hour before departure: Head to your Subcamp staging area with your gear.
- Wait for clearance from staff, then load the right bus. Help load gear and get everyone on board quickly.

Your job as youth leader:

- Lead by example – keep your group moving and organized.
- Remind everyone to pack everything (especially labeled gear!).
- Help solve small problems so adults can focus on the big stuff.
- Leave the site clean – Leave No Trace!

*\*Please note: Every unit must adhere to its pre-selected departure time for July 31, 2026.*

## Early Departures

Parents or guardians of youth participants who need to depart early should coordinate with the contingent's unit leaders.

Parents or guardians and youth participants should be aware that it is neither easy nor quick to leave the Jamboree to attend an appointment or event. Leaving and returning mid-Jamboree is extremely time-consuming and resource-intensive for the unit and the staff. Please minimize the need as much as practicable.

# In Camp Information

## Support in Camp

### Commissioners:

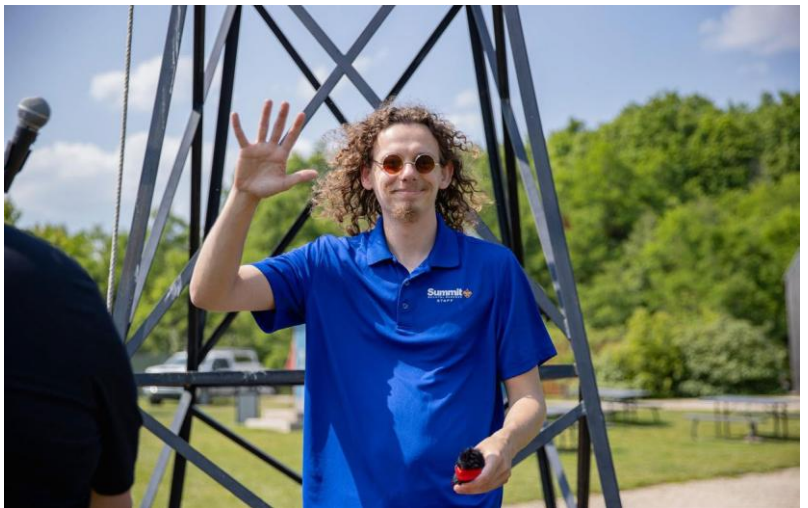
For the best support in camp, beyond your unit leadership, reach out to your commissioners! Your commissioner is your first line of support for all questions, concerns, and surprises that may join you on your Jamboree adventure. Each Base Camp will have a head Base Camp commissioner, as well as Subcamp commissioners. It is important to establish a connection with your Subcamp commissioner upon arrival. Most commissioners will greet you during setup to make sure you have their contact information and are settling into your home for the Jamboree. They will be there to assist you throughout the Jamboree with any questions or concerns.

### Base Camp Staff HQ Tent:

For further assistance and support, if your Subcamp commissioner is currently assisting others or if you need additional assistance, visit the Base Camp staff HQ, located in white-pitched tents in the main hub area of your Base Camp. There, you can find additional commissioners and camp support staff to assist you.

### General Staff and Fellow Scouts:

For further help or assistance in your Base Camp, other Base Camps, and the entire Summit Jamboree site, feel free to visit Listening Ear or the Chaplains if you need to talk to staff for any personal mental support. Any staff or fellow Scouts are there to help and support you with directions, assistance, and more! A Scout is helpful, so remember the continued Scouting spirit while at the Jamboree.



## Food and Meals

Food is distributed from designated Base Camp distribution sites called Food Distribution Sites (FDS). There will be one FDS per Base Camp.

***Breakfast and lunch pickup is from 5:30 AM - 7:30 AM, and dinner pickup is from 4:00 PM - 6:00 PM***

Youth leaders support adult leaders by:

- Helping organize meal pickup schedules
- Ensuring patrols follow cleanup procedures
- Reinforcing food safety rules
- Before Jamboree – **reminding your Scouts to bring a reusable lunch sack from home**

## Left Over Troop Food Items – Disposal, Storage & Returns

- Throw away leftovers right away:
  - Dump all perishable food (like meat, dairy, or anything that spoils) properly after every meal.
  - Don't try to store it in your cooler during the day or overnight; it can go bad and attract bears, raccoons, or skunks to camp!
- Store non-perishables safely:
  - Keep dry staples (like crackers or canned goods) in clean, sealed containers so animals stay away.
  - If you have extra unopened non-perishables, return them to the “food returns” spot at the food pickup area; they'll go to a free table for others or to a food bank.
  - No returns at Subcamp HQ.

***For food allergies and specific dietary requirements, please encourage your unit leaders to reference [jamboree.scouting.org](http://jamboree.scouting.org) for the most up-to-date information.***

## Food Safety

Food safety rules are strictly enforced to prevent illness and wildlife incidents.

Youth leaders should:

- Reinforce handwashing before food prep and meals
- Ensure perishable food is disposed of immediately after meals
- Ensure all wastewater is strained and then poured out in the metal sinks outside the bathhouses (no grease/oil)
- Use the 'Three Pot Method' cleaning method for dishes
- Report improper food storage or cleanup to adult leaders

Perishable food may not be stored. Violations can result in campsite or program restrictions.



## Trash/Recycling

### How to Recycle:

- Sort your waste at camp, use buckets or your wagon to separate recyclables, trash, and special items.
- Haul it to the Subcamp Trash/Recycling Center. A Recycle Ranger will check your load – clean and sorted means you pass! If not, fix it back at camp.
- Dump everything in the right signed dumpster (nothing on the ground). Take the buckets back and clean them.

### What Goes Where:

- **Mixed Recyclables:** Clean metal cans, aluminum cans, plastic bottles – no food bits!
- **Special items:** Batteries, light bulbs, ink cartridges, clean aluminum foil – put in separate boxes.
- **Trash:** Food scraps, dirty paper/plates, plastic utensils, Styrofoam, glass, chip bags.
- **Extra food:** Return unopened non-perishables to the food pickup area's "returns" spot.

Your job: Lead by example and remind everyone – a clean camp means more fun and no critter visits! And ask your Commissioner for any information needed!



## Equipment

*Everything* you bring to Jamboree must fit in your personal, lockable duffel bag (no larger than 100 liters or 30" by 14" by 14") and your National Jamboree supplied day pack.

Jamboree is in the mountains. Typical days are hot, with temperatures between 70-85°F. Most Jamboree areas are full of sun, and humidity can be intense. Evenings have temperatures in the 55-60°F range and can be breezy. Plan to dress in layers and be exposed to the sun!

### Personal Gear (minimum)

- Sleeping bag (lightweight in a stuff sack with a 30°F rating is good)
- Personal mess kit – plate, bowl, cup/glass (metal or plastic), and flatware (e.g., a spork)
- Two (2) 1-liter water bottles
- Toiletry kit (keep it small)
- One (1) bath towel
- One (1) hand towel
- Washcloth
- Flashlight w/ spare batteries
- Sunscreen (SPF 50)
- Non-aerosol insect repellent
- Personal first aid kit
- Prescription eyeglasses (if required)
- Portable battery for a phone
- Solar charger
- Phone charger
- Reusable lunch sack
- Jamboree day pack
- Sharpie marker, for the neckerchief game!

### Clothing (minimum)

- One (1) full field uniform
- Hiking boots (well broken in)
- Lace-up camp shoes (lightweight sports, well broken in)
- Rain gear (simple, lightweight)
- One (1) jacket or sweatshirt (synthetic is good)
- One (1) set of sleep clothes
- Five (5) pairs of underwear
- Two (2) or three (3) activity uniform shirts (example: Jamboree T-shirt)
- Swimsuit
- Long-sleeve shirt or base layer
- Bandanna or buff (dust is a concern for breathing)
- Two (2) or three (3) Scout shorts or trousers
- Two (2) pairs of hiking socks
- Three (3) other pairs of socks

### Optional Items

- Air or travel pillow
- Sunglasses
- Broad-brimmed ventilated hat
- Water shoes
- Shower shoes/sandals
- Camp chair
- Hat/cap
- Lock (for duffel bag)

*Remember to mark all gear with your name, council, and Jamboree unit number to help ensure that lost gear gets returned to you!*

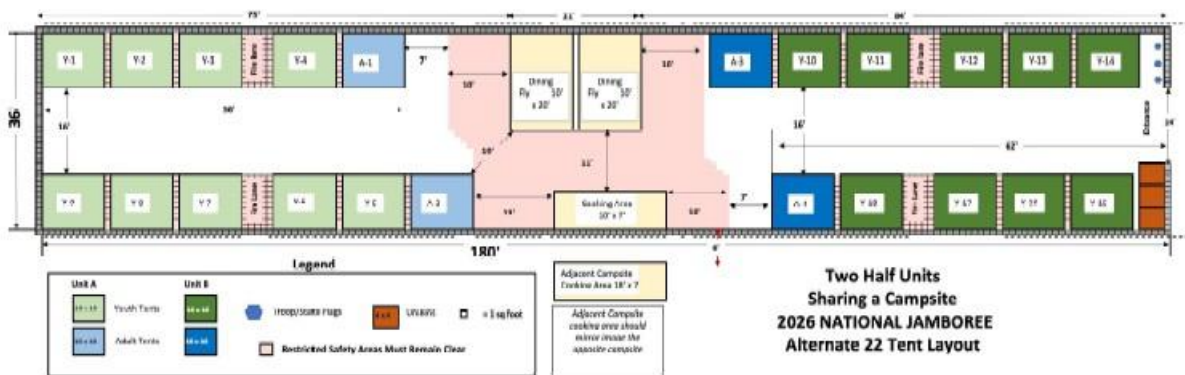
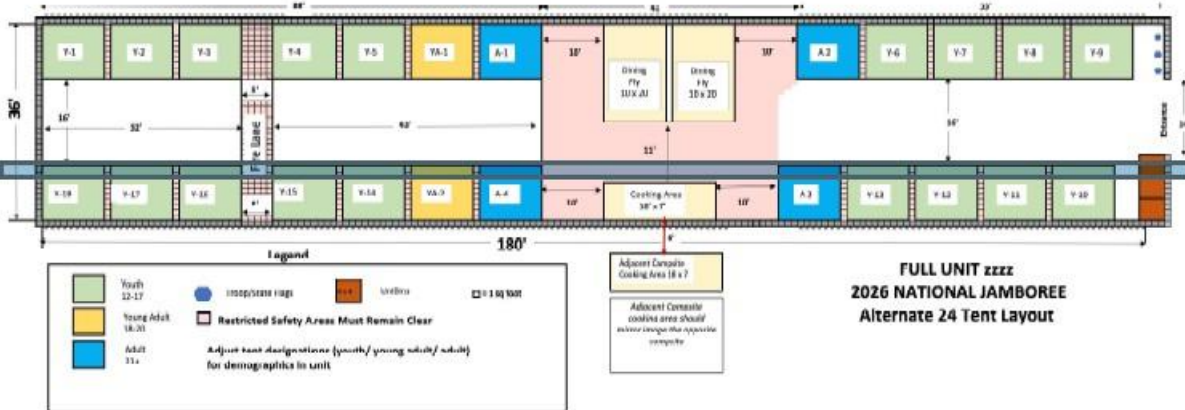
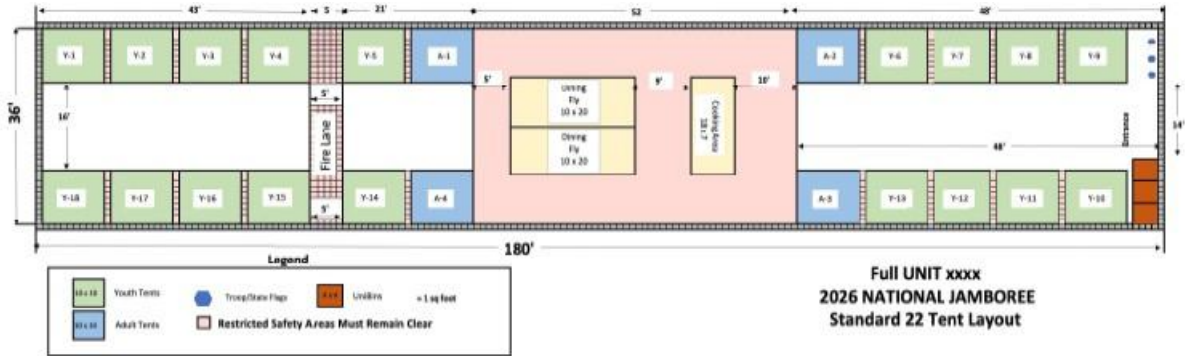
*\*\* Full field uniform required on Arrival and Departure Day, and for certain occasions as determined by unit or staff leaders. Activity uniform for all other times. \*\**

## **Supplied by Jamboree for Units**

- The “troop kit” of common-use equipment will be supplied at the Jamboree site.
  - Cots
  - Unit cookware and cleaning items, except personal mess kits
  - Ice chest and water cooler
  - All dining area/facilities in each troop site (dining flies, tables)
  - Large totes and a wagon for storage and transport
  - Camp set-up tools will be included and returned to Subcamp headquarters for storage and subsequent checkout as needed
  - Other to be determined
- Troop kits will be held by Subcamp staff and released to your assigned unit leader upon arrival
  - Inventory the kit immediately for any missing items (report discrepancies to the unit commissioner ASAP) and expect a final inventory check before departure.
- Contingents are responsible for setting up their respective unit site(s) in the approved layout.
  - No digging is allowed in the Subcamp areas. This includes holes for flagpoles, entryways, fire pits, and/or stakes driven into the ground at a depth greater than eight (8) inches.
  - Move packing materials remaining after site setup to areas designated for pickup and disposal.

# Campsite Arrangement

2026 National Jamboree campsite layout options:



## Lost and Found

Stuff gets lost easily at the Jamboree; you walk miles, trade patches, and hustle between activities! As a youth leader, help your patrol/crew stay on top of gear, so no one loses important items. Label everything with your name, unit number, and council. That's the best way to get things back fast!

What to do if you lose something:

- Check your campsite first, look in tents, around the fire lane, or under dining flies.
- Ask your adult leader or Subcamp Commissioner, they know the closest Lost and Found spot.
- Head to your Subcamp Lost and Found (or the one at Summit Center if you're there). Staff keep items safe and sorted.
- Report it quickly, tell them what it looks like, where you last saw it, and your unit info.

Any FOUND item should be turned in immediately to one of the following locations:

- Subcamp HQ
- Activity / Program HQ
- Base Camp HQ
- Central Lost and Found

## Important Reminders

- Clearly label **all valuable items** with your **name and Jamboree Unit number**.
- Take a photo of your **Jamboree ID** (your credentials!) on every electronic device.
- Ensure all cell phones have an **ICE (In Case of Emergency)** contact set up so password-protected phones can be more easily identified.

Together, these steps help ensure lost items make their way home quickly and safely!

## Postal Service

Mail will be delivered to the Subcamp headquarters in the early afternoon for pickup by the designated unit leader for each Subcamp unit. The National Jamboree mailing address is:

**First and last name of the Scout/Scouter Troop/Crew No. (i.e., 3213)  
2026 National Jamboree  
92 SBR 2  
Mount Hope, WV 25888**

- The National Jamboree post office will be located in the Summit Center.
- All outgoing mail, including parcels, will be handled at this facility.
- Use your home address as the return address on the envelope or parcel.

# Unit Role at Jamboree

## Scouts BSA Organization



### Senior Patrol Leader

- Serves as the top youth leader of their troop.
- Maintains information on the whereabouts of troop members.
- Works directly with the Scoutmaster in administering troop operations.
- Responsible for the appearance of Scouts regarding cleanliness and proper uniform, through the patrol leaders.
- Maintains schedules within the troop camp covering reveille, meal hours, and other special assignments received from Subcamp staff.
- Organizes all formations of the troop.
- Makes bed checks at taps each evening and reports and accounts for all members of the troop to the Scoutmaster.
- Responsible for organizing and delegating Hometown Celebration tasks.

### Assistant Senior Patrol Leader

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

### Quartermaster

- Is responsible for troop equipment and supplies.
- Works with the second assistant Scoutmaster for storage and issuance of all equipment and supplies belonging to the troop or issued to it at the National Jamboree.

- Leads the recycling effort within the campsite to continue Scouting America's sustainability efforts.
- Maintains an inventory of all equipment and supplies and is responsible, through the second assistant Scoutmaster, for the return in good repair of all equipment to the assigned Subcamp staff member.

## **Scribe**

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

## **Chaplain Aide**

- Helps with troop program planning, considering religious holidays and including religious observances during troop activities and traveling to and from the National Jamboree.
- Assists in planning and carrying out troop religious activities.
- Informs troop members about the religious emblem program of their faith and how it is earned.
- Encourages troop members to live up to the ideals of the Scout Oath and Scout Law.

## **Historian**

- Keeps a logbook about the troop's meetings and activities.
- Keeps a scrapbook of newspaper clippings and digital media about the troop's activities.
- Collects images from other troop members to make a photo album of the troop's activities.

## **Patrol Leader**

- Receives assignments for patrol members from troop leaders.
- Informs members of the patrol of assignments and sees that they are carried out.
- Sees that patrol tents, equipment, and the area around the tents are kept neat, clean, and orderly.
- Knows the whereabouts of every member of the patrol.
- Manages the dynamics of the patrol to the point where, when called upon by the senior patrol leader, they can report and account for full membership.

## **Assistant Patrol Leader**

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

## Venturing / Sea Scout Organization



### President / Boatswain

- Serves as the primary youth leader of the unit.
- Assists in conducting National Jamboree promotion rallies and in recruiting individual contingent members to attend the National Jamboree.
- Plans and implements unit program in cooperation with other officers, members and adult leaders.
- Leads their fellow contingent members in pre-Jamboree training.
- Assists the adult leaders in conducting the officers' seminar (training and planning) or quarterdeck meeting.
- Appoints youth chairs for unit activities and special unit officers. Maintains information on the whereabouts of contingent members.
- Is responsible for the appearance of contingent members regarding cleanliness and proper uniform.
- Maintains schedules within the unit camp covering reveille, meal hours, and other special assignments received from Subcamp staff.
- Organizes all formations of the unit.
- Makes bed checks at taps each evening and reports and accounts for all members of the unit to the unit leaders.
- Assess on an ongoing basis whether the responsibilities of the officers are being considered and carried out effectively.
- Responsible for organizing and delegating Hometown Celebration tasks.

### Vice President / Boatswain's Mate of Administration

- Serves as the administrative officer of the unit.
- Assists in conducting National Jamboree promotion rallies and in recruiting individual contingent members to attend the National Jamboree.

- Assumes responsibilities of the president/boatswain in their absence. Works directly with adult leaders to administer unit operations.
- Coordinates directly with the unit leaders on unit supplies, maintenance, and repair issues. Organizes and recognizes unit members' achievements.
- Conducts opening and closing ceremonies for meetings and special occasions.

### **Vice President / Boatswain's Mate of Program**

- Arranges the program planning process for the contingent.
- Is responsible to the adult leaders on program and activities of the unit.
- Is responsible to the adult leaders for the unit's physical arrangements.
- Consults regularly with the unit cooks, giving briefings on food preparation and safety precautions.
- Oversees the cleanup operations after each meal.
- Is responsible for the care and neat appearance of all equipment.
- Is responsible for the transportation of personal baggage to and from the National Jamboree.

### **Secretary / Yeoman**

- Manages all communications and publicity of the contingent.
- Coordinates contingent publicity and communication.
- Works with the support of the adult leaders in handling registration procedures and in keeping such records as required.

# Health and Safety

## Program Guidelines and Items

**The use, possession, or distribution of alcoholic beverages, controlled substances (other than medications, by the person to whom prescribed by a physician), Marijuana, and other illegal substances is strictly prohibited at the Jamboree. No smoking or vaping is allowed for those under 21 years old.**

## Medical Facilities

- Health & Wellness Contingent Leader - Your contingent must assign a Health & Wellness Contingent Leader. If able, go to this person first for medical care in the event of minor injury or illness.
- Base Camp Medical Facility – Every Base Camp has a full-time medical center with a Chief Medical Officer and a Chief Nursing Officer, open 24/7 for primary care of participants and staff in that camp.
- Daily Sick Calls – Scheduled times for non-emergency visits: 8 AM - 10 AM and 4 PM - 5 PM (plan around these for routine check-ups or meds).

## Aquatics Program & Swim Classifications

- These classifications are non-swimmer, beginner, and swimmer.
- National Jamboree Scoutmasters, Advisors, and Skippers are responsible for swim classification checks prior to the National Jamboree and for reporting the abilities of each participant through the registration system.

## Prohibited Items for Staff & Participants

The following items are not allowed to be brought on site during the Jamboree by staff or participants:

- Glass bottles
- Firearms of any kind, including any toy firearms that could be mistaken for the real thing
- Self-defense devices (e.g., pepper spray, tasers, mace)
- Ammunition
- Tobacco products & vapes (prohibited for ages 18 and under)
- Alcohol
- Illegal substances & drug, including marijuana
- Pets: Registered guide or service animals are allowed
- Sheath knives
- Drones
- Personal skateboards and bicycles
- Fireworks

## Off-Limits Areas for Participants & Visitors

Certain areas of the SBR are “Off Limits” at either designated times or for the entire Jamboree. Off-Limits areas include:

- All areas outside of the Base Camps from 10:00 PM to 6:00 AM

- All program areas, including the Scott Summit Center from 5:00 PM to 8:00 AM
- The main and backstage areas of the Summit Stadium and Elevation Celebration shows
- Loop access roads and perimeter trails during non-daylight hours
- Wooded areas located in or adjacent to Base Camps during non-daylight hours
- Any unattended program, medical, administration, or logistics facility

Jamboree visitors are not allowed to travel outside of the Scott Summit Center area and Basecamp A & B program areas unless escorted by appropriate Visitor Experience, Media Relations, or VIP Team personnel. **VISITORS CANNOT COME TO YOUR CAMPSITE.**

## Jamboree Clothing Guidelines

Jamboree will follow the [Scouts BSA Scouting Activity Clothing Guidelines](#) for all Jamboree contingents and staff.



## Safeguarding Youth

Safeguarding youth is one of the most important parts of Jamboree and of Scouting. Keeping everyone safe is everyone's job, especially as a youth leader. You set the tone for your patrol or crew. Stay alert, speak up, and lead by example.

### Key Rules (Barriers to Abuse):

- Two-deep leadership – Always have at least two registered adults present.
- No one-on-one situations – Adults and youth don't meet privately (like in tents, behind buildings, or away from the group). Stay in open view of others.

- Buddy System – Always travel in same-sex buddy pairs or small groups. Never allow a Scout to go off alone.
- Proper boundaries – No inappropriate touching, sharing beds/tents with adults, or private messages online/offline. Respect personal space and privacy.
- No hazing, bullying, or harassment – Treat everyone with respect. No jokes or actions that hurt feelings or make someone uncomfortable.

### Your Role as a Youth Leader:

- Watch out for your Scouts – notice if someone seems upset, left out, or not like themselves.
- If you see something, say something! Tell your adult leader, commissioner, or any staff member. Or call the emergency number for immediate issues.
- Lead positively by encouraging friendliness, courtesy, and kindness so your group feels safe and has fun!

Stay safe, stay aware, and help make the Jamboree a place where every Scout can grow and have an awesome time. If you're ever unsure, ask your adult leaders or commissioner, they're there to support you.



### Health and Wellness

Here are some key medical risks and prevention/treatment highlights for youth leaders to be aware of at the Jamboree. Focus on proactive monitoring, early intervention, and knowing when to escalate to medical staff.

#### Food Poisoning:

Often from contaminated food and water, food poisoning is characterized by nausea, severe vomiting, mild diarrhea, and stomach cramps.

- Handwashing before and after cooking - non-negotiable
- ALL leftover food disposed of after meals - no storing in coolers overnight

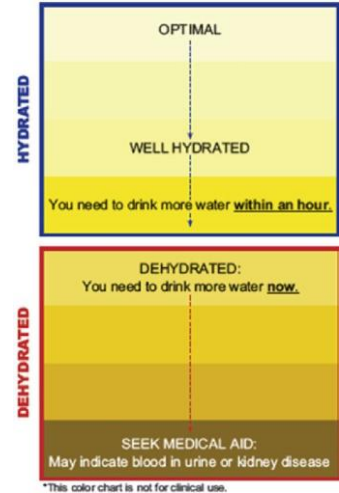
- Keep cooking areas clean - bears are real
- Three-bucket dishwashing: wash, rinse, sanitize
- Treat supportively with fluids/electrolytes. Antibiotics are useless.

## Dehydration & Heat Exhaustion:

Watch for Scouts complaining of dizziness, nausea, or cramps, not sweating when it's hot, acting confused or out of it, or not drinking water (some Scouts will skip it to avoid bathroom breaks).

### Your Action:

- STOP activity immediately - don't wait for them to ask
- Get them to shade and sitting down, feet elevated
- Give water + electrolytes (sip slowly, not chug)
- Wet cloths on neck, wrists, forehead
- If they're confused or not improving in 10-15 min → get adult leader and medical help



## Poison Ivy



Poison Ivy is common at the Summit. Identify it by its three-parted, variable, bright green, waxy leaf clusters, and sometimes grayish-white or amber berries.

- **Prevent** by avoiding touching plants and staying on designated trails.
- **Treat**, if exposed, by removing contaminated clothes, washing skin/clothes thoroughly with soap and water to remove the oil.

## Foot Care & Blisters

- Prevent blisters by wearing well-broken-in, closed-toe athletic/walking shoes.
  - **Do not bring new shoes or boots to the Jamboree.**
  - Morning check: Anyone feeling hot spots on their feet?
  - Carry moleskin in your day pack - apply it BEFORE blisters form.
  - Remind Scouts to change socks at midday if they're sweaty or wet.
  - Watch for Scouts limping - don't let them tough it out.
  - If blisters form/break, disinfect, bandage, and monitor for infection.

## Sunburn & Skin Protection

Serious sunburn can make you very sick and cause permanent skin damage, which can result in skin cancer in later life. Therefore, **PUT ON SUNSCREEN EARLY IN THE MORNING BEFORE YOU GO OUT AND REMEMBER TO REAPPLY.**

## Chafing

Chafing is raw, irritated skin caused by sweat and rubbing, often in the groin/thigh areas.

- Prevent by wearing moisture-wicking, non-cotton underwear and athletic/compression shorts reduce friction and pull away sweat.
- Treat by applying drying powder (talcum or cornstarch) or soothing ointment to irritated areas (e.g., A&D cream); keep clean and dry.

## Heat Rash

Heat rash appears as an outbreak of "pimples" or "zits" on pores and hair follicles, usually on the chest, back, and legs, from blocked sweat pores in humidity.

- Prevent by showering daily with antibacterial soap (e.g., Lever 2000 or similar with triclosan) to control bacteria and keep pores clear.
- Treat by keeping affected skin dry and clean; avoid popping pimples to prevent spreading infection. Use calamine or hydrocortisone cream to calm any itching.

## Listening Ear & Chaplains

- The purpose of Listening Ear is to provide any participant with a secure and relatively comfortable environment for personal respite, relaxation, and the opportunity to express whatever is on his/her mind.
- There will be a clearly identifiable Listening Ear pavilion in each Sub Camp, except for Alpha/Bravo - CGI Outdoors Base Camp where the Listening Ear will be in the Base Camp HQ.
- In addition, commissioners and chaplains are familiar with Listening Ear and will help identify situations in which Listening Ear may be a valuable resource and coordinate access to it.

***Your Mental State is Our Priority:*** Jamboree Health & Wellness Services are available 24/7. Visit any Listening Ear Station in the base camps. Chaplains from various denominations are available. Licensed mental health professionals at each Medical Clinic are ready to help; the Mental Health Clinic staff are prepared to step in if safety is a concern.

## Hazardous Weather

There is always the possibility of hazardous weather occurring at the Summit, especially events like rain and thunderstorms. See below for where to shelter in case of severe weather!

## Outside:

- If camping, hiking, etc., in an area far from any safe vehicle or building, avoid open fields, the top of a hill, or a ridge top.
- Spread the group or smaller groups out 100 feet from each other if possible.
- Stay away from tall, isolated trees; flag poles; totem poles; or other tall objects. If you are in a forest, stay near a lower stand of trees.
- Remember, a tent offers NO protection from lightning.
- Stay away from water, wet items (such as ropes), and metal objects (such as fences and poles). Water and metal are excellent conductors of electricity.
- If in the open and no safe cover is available, assume the lightning safe crouch.

## Inside:

- If you can, shelter in place in a safe location (such as a bathhouse, walled building, or other sturdy structure).
- Follow the directions of Jamboree leadership and other staff.
- Stay together with your troop mates!

## Lightning Safe Crouch

- Head Lowered, Eyes Closed
- Crouch in a low area like a small ravine
- Cover your head and ears with your hands

***Caution: If you are in a group, do not crouch together! Disperse and maintain distance from each other.***

***Always follow the buddy system and stay with your unit members in severe weather!***

## Wildlife Hazards

The Summit is home to diverse and beautiful wildlife that roam freely across the property. You may encounter white-tailed deer, river otters, beavers, mice, and other animals. While most wildlife is harmless and adds to the experience, knowing how to identify potential hazards (e.g., snakes, bears, ticks, or aggressive animals) and following basic prevention steps are essential to keep Scouts safe and avoid problems.



Remember two things before going to the Jamboree:

**Stay on designated trails and follow the markers at all times.** Going off the trail risks getting lost, encountering dangerous terrain, or exposing yourself to tall grass where ticks, spiders, and other insects thrive (especially when wearing shorts - increasing your vulnerability).

### Snake Bites

An **Eastern Timber Rattlesnake** can be identified by grey to black scales with occasional brown spots. If bitten, the bite mark will look like two red dots with discoloration or blackness of the area with bleeding.



A **Copperhead Snake** can be identified by its dark brown and light brown spots. Although copperhead snake bites are rarely fatal, it is best to still treat them as a medical emergency. If bitten by a copperhead snake, the wound would look like 2 red dots, swollen and bruised, and can ooze and blister.



Symptoms if bitten by a venomous snake:

- A sharp, intense pain
- Swelling at the infection site
- Muscle weakness
- Nausea
- Tingling of the mouth
- In severe cases, trouble breathing

**IF YOU ARE BITTEN...**

- Call the Summit Emergency Hotline
- Stay calm and keep still
- Remove tight objects and jewelry
- Keep the bite below heart level
- Clean with WATER ONLY

## Spider Bites

**Black Widow** spiders are black with a red hourglass on the back. Although the chance of fatality is slim, Black Widows are extremely dangerous. The bite looks a bit small: 2 red dots that might swell.

After the Black Widow, the **Brown Recluse** spider is often considered the most venomous spider in North America. It is light brown, with long legs and a bit of fuzz. Brown recluse spiders, as the name suggests, typically try to stay away from humans, as they are “reclusive.” If bitten, the bite will look like a very dark, circular bruise with a smaller dark circle in the center that looks like a bull's-eye.

Symptoms if bitten:

- Intense pain
- Muscle spasms/cramps or weakness
- Headache
- High blood pressure
- Chills
- Nausea & vomiting

**IF YOU ARE BITTEN...**

- Stay Calm
- Call the Summit Emergency Hotline
- Use an ice pack for 10 minutes on and another 10 minutes off, rotating
- Watch for worsening symptoms



**What NOT to do for either snake or spider bites:** suck out the venom, use a tourniquet, drink caffeine. Just call the Summit Emergency Hotline and keep still/keep the Scout still.

## Black Bears

Black bears are at the Summit, where they roam freely across the expansive forested property. They are generally shy and avoid people, but sightings do occur, especially near food sources.

If you see a Black Bear:

- Stay calm and do not run (running can trigger their chase instinct).
- Give the bear plenty of space – back away slowly while facing it.
- If it approaches, make yourself look big (wave arms, group up with others) to scare it off.
- Never get between a mother bear and her cubs – that’s extremely dangerous.
- Report any close or threatening encounter immediately to an adult or a staff member.



Do not keep food, snacks, scented toiletries, trash, or any odorous items (smellables) in your tent, to not lead the bears to your campsite.

## Wasps, Bees & Ants

- When bitten or stung, local reaction (most common) consists of a small red patch that burns and itches.
- The generalized reaction consists of diffuse red skin, hives, swelling of lips/tongue, wheezing, abdominal cramps, and diarrhea.
  - At this point, you need to proceed to a medical facility quickly.
  - One sting to an allergic person can be fatal in minutes to hours.
- Treatment
  - Scrape away the stinger in a horizontal fashion with a card or other flat surface.
    - Do not use your hand.
    - Do not grasp the stinger sac because this can empty its contents into the skin.
    - However, it is most important to remove it as soon as possible by any means available.
  - Wash the site with soap and water.
  - Place a cold compress on the site.
- If hives occur with wheezing and respiratory difficulty, then
  - GET HELP IMMEDIATELY
  - The person may know that they are allergic and may have an **EpiPen** or **Twinject**. If this is the case, it should be administered immediately.



## Ticks

Ticks are found in areas with dense weeds, shrubs, and trees, and can transmit diseases such as Lyme disease, Rocky Mountain Spotted Fever, and others. Once on a person, they may take up to several hours to find a suitable spot to attach with their mouthparts.

- Prevention
  - Stay out of the trees and underbrush and obey the tick habitat signs.
  - Check clothing and exposed skin twice daily.
  - Check your bedding for ticks often.
  - Tuck shirts into pants.
  - Spray clothing with permethrin.
  - Wear DEET (no more than 30% concentration) insect repellent.
- Ticks removed within 48 hours rarely transmit Lyme disease - that's why daily checks matter.
- Tick removal
  - Use thin-tipped tweezers to grasp the tick as close to the skin surface as possible.
  - Pull the tick straight upward with steady pressure.
  - Wash the bite with soap and water, then wash your hands after removing the tick.
- **DO NOT use petroleum jelly, fingernail polish, rubbing alcohol, a hot match, gasoline, or any other tick removal "life hacks".**
- **DO NOT grab the rear end of the tick. This expels gastric content and increases the chance of infection.**
- **DO NOT twist or jerk the tick, as this will most likely cause incomplete removal of the tick.**



## Overview of Program Events

As a youth leader, you want your fellow Scouts to have a mountaintop experience at the Jamboree, and this section will help you coach and guide each Scout in your unit to Elevate their Jamboree experience to that level.



### Program Highlights

**What's going on?** First things first, there's a lot happening each day at the Jamboree. You literally can't do it all, so make sure you know what all your options are. The Jamboree App, available for Android and iOS in early July, is your best source of the most current activities and special events. Encourage everyone in your unit to download and explore it before leaving for the Jamboree!

**What's a day like?** Every day is different, but a typical Jamboree journey looks like this:

- **Day 1:** Arrive and setup your campsite, then play some lawn games, do your best in the Jamboree Scout Skills Challenge, and, in the afternoon, start exploring the Summit Center with a buddy. Maybe enter the online lottery for a slot in tomorrow's Zip Line. Get back to your campsite early for your first Jamboree meal and a good night's rest.
- **Day 2:** This is the first of seven standard program days – use the app to plan your path and set out with a buddy! In the evening, gather in the Summit Stadium for an inspiring opening show!
- **Days 3 and 4:** You'll enjoy these standard program days as you settle into the Jamboree rhythm. The evenings have the Hometown Celebration. Your unit will host one day – but both days are great opportunities to meet Scouts from around the country, and world!
- **Day 5:** Sunday! Go to a worship service in the morning (times and locations are in the Jamboree App, and not all are on Sunday) then head to the Summit Stadium in the afternoon for the Americana Extravaganza, our celebration of our nation's 250th birthday (fashionably late but super enthusiastic!). In the evening, head to the Delta 1

stage for the OA Rendezvous (all are welcome) and then back to your campsite for an incredible fireworks show!

- **Days 6-8:** Back to standard program days – if you’ve heard of something cool from your new friends, check it out! In the evening, head to the Delta 1 stage for an Elevation Celebration, a great way to relax with friends and celebrate our host state, West Virginia! Day 8 is also the last day for the Zip Line lottery.
- **Day 9:** the last standard program day – Revisit your favorite activity or try something new – as long as you’re with a buddy, you can’t go wrong! In the evening, gather in the Summit Stadium for an energizing closing show.
- **Day 10:** where did the time go? Strike camp, board your bus, and head home with the Spirit of Scouting keeping you warm!

**Special events?** The Jamboree App is your best source for what’s happening!

There are three events that are pre-scheduled for each unit – your unit leader can share these details with you: River Rafting, the Leadership Heights Keynote Speaker Series, and the OA Legacy Experience. These are all optional, but you won’t want to miss them (especially since you paid an extra fee for rafting)!

There are also three activities that are scheduled by units or individuals:

- **Americana Extravaganza Fireside Chats:** Community leaders from around the country are visiting the Jamboree to meet with you and to encourage you to be a leader in your local community. Each unit will have a limited number of spaces and your unit leader will sign you up for these.
- **Triathlon:** Swim, bike, and run in the inaugural Jamboree Triathlon! Scheduled for the early morning of Day 9 (the second Thursday), you need to sign-up in advance to participate (more details on how to sign-up will be provided closer to the Jamboree).
- **Zip Lines:** want to go down one of the Summit Bechtel Reserve’s three Zip Lines? Enter the daily lottery in the Jamboree App! It is the only way to go down the Zip Lines, so maximize your chances by entering daily. If you get a spot, you and a buddy get to go!

There are many, many, many events that we all do – no sign-up needed:

- **Jamboree Shows** – we won’t spoil the surprise, but you won’t want to miss these:
  - **Opening Show (Thursday, July 23)** in the Summit Stadium
  - **Fireworks Show (Sunday, July 26)** viewed from the comfort of your campsite



- **Elevation Celebrations (July 27, 28, and 29 evenings; unit-optional)** at the Delta 1 stage – Basecamp C units are encouraged to attend on Monday, Basecamp D units are encouraged to attend on Tuesday, and Wednesday’s encore performance is for everyone!
- **Closing Show (Thursday, July 30)** in the Summit Stadium
- **Hometown Celebration (July 24 & 25, 7–10 pm):** Units host displays one night at your basecamp and visit other sites the other night (hosted by Basecamp C on July 24 and Basecamp D on July 25).
  - **Showcase what makes your hometown unique using the three guiding questions:**
    - How does where we live shape how we live?
    - How do the stories told about us define us?
    - What do people in your hometown do together?
  - As your Contingent’s Youth Leader, be sure to plan ahead for your unit’s Hometown Celebration – such as during your shakedown or during a pre-Jamboree unit meeting.
  - Consider showcasing photos, food, interactive games, and demonstrations/performances. You can be as creative as you want, but we recommend the entire experience for guests be no longer than five minutes.
- **Americana Extravaganza (Sunday, July 26, 1–5 pm):** Happy Birthday, U.S.A.! The Americana Extravaganza is Scouting America’s official celebration of the United States of America’s Semiquincentennial - our nation’s 250th birthday. Celebrate with live music on the main stage, classic lawn games, and small-group chats with civic leaders
  - Your unit leader will be responsible for signing you up for the chats in advance.
- **Reflection & Worship (Sunday morning, July 26):** A Scout is Reverent, and we are setting aside Sunday morning for reflection and worship (though there are services on many other days as well).
  - The National Jamboree chaplains, working with their faith groups, will coordinate worship services for that morning, with a schedule in the National Jamboree App.

And there are special events for older Scouts:

- **Career Expo (Friday, July 24, all-day) @ NESAs / Scouting Alumni Tent:** Hosted at the NESAs and Scouting Alumni tent, explore the wide range of opportunities within Scouting and for your professional life. Featuring free professional headshots and a “Passport to Careers”!
- **NextGen Social (Monday, July 27) (7:30 - 9:30 PM) @ Pigott Pavilion:** For a relaxed evening, join us as we connect the next generation of Scouting leaders with experienced Scouters in a variety of roles across Scouting America. Listen to their take on young adults in our organization’s leadership, build personal connections, and learn how to stay involved post-Jamboree.

**Can you give me a quick summary of the available programs, just in case my phone battery dies?**

Absolutely! Here you go:

- **Want to make friends?** It's Scouting, so it's easy to make friends because everyone is cheerful, friendly, courteous, and kind! To keep the friendships growing, use your Participant Neckerchief (the official Jamboree camp-wide game!) to make 26 new friends.
- **Want to be in the thick of it?** The beating heart of the National Jamboree, Summit Center and Basecamp B are jam-packed with exciting, interactive experiences that Scouts and visitors will remember for a lifetime, from BizHive, Conservation Trail, K2BSA Amateur Radio, and Merit Badges, to STEM Quest, Military Exhibits, Patch Trading, and Skilled Trades, and many more. Scouts can explore hobbies, careers, skills, and other fun activities – a complete list is in the Jamboree App, but it's also fun to just wander around and see what catches your eye.
- **Want to test your Scouting mettle?** Do the Scout Skills Challenge (July 22-23 / Days 1 and 2 only!): A patrol-based competition testing core skills of knots/pioneering, first aid, fire building, Morse code decoding, and teamwork. We encourage you to practice the Scout Skills Challenge at your pre-Jamboree shakedown event and arrive at the Jamboree ready to show your skills!
  - Details on the Challenge can be found on the Jamboree Website: <https://jamboree.scouting.org/wpcontent/uploads/sites/6/2026/01/Scout-Skills-Challenge.pdf> -- practice ahead of time to get the best time you can!
- **Want adventurous activities?** Come to our adventure areas (Summit Center, Thrasher Mountain, Goodrich Lake, The Pools, and Alexander Eagle Flight). The National Jamboree showcases the broad range of activities available within Scouting! Pro tip: capacity constraints and the sheer number of attendees make the experience very different than a Summit high-adventure experience, so consider focusing on the things you can't do anywhere else.
  - **Zip Lines:** Legacy Zip and Gateway Zip in Summit Center and the Alexander Eagle Flight – sign-up via a daily lottery in the Jamboree App; riders must be between 50 and 250 lbs in weight.
  - **Climbing:** Boulder Cove, must be between 50 and 250 lbs in weight
  - **Skateboarding:** Action Point and The Park (Thrasher Mountain)
  - **BMX:** Action Point and The Trax (Thrasher Mountain)
  - **Mountain Biking:** Action Point
  - **Range and Target Activities:** The Bows and The Barrels (Thrasher Mountain) and the Joe Crafton Hunter's Hall (Action Point). Pistol shooting (The Barrels) is for ages 14 and up only.
  - **Fishing:** Goodrich Lake East
  - **Aquatics:** Goodrich Lake West (kayaking, Water Reality course, stand-up paddleboarding) and The Pools (SCUBA)
- **Want to challenge yourself?** Check out Challenge Base Camp (Basecamp B + The Barrels): A hands-on experience of challenges, knives, regalia, cultures, sports, and history explored through six programs: Acme Pioneering (build structures), Buckskin

Village (1800s pioneer skills like black powder, tomahawk throwing, blacksmithing – at The Barrels), Color Run Alley (paintball), Disc Golf, Jambo Warrior (inflatables/obstacles), and Titan Challenge (obstacle courses).

- **Want to become a better leader?** Embark on a journey of self-discovery with the Leadership Heights program at the Rex W. Tillerson Leadership Center, Summit Stadium, and Basecamp B / Fork in the Road Diner:
  - Immersive Escape Rooms
  - The Gerald R. Ford Presidential Library Exhibit
  - A world-class Guest Speaker Keynote Series
  - A one-of-a-kind Jamboree-Wide Role-Playing Game
  - ... And ScoutChat!
- **Want to give back?** The official on-site Jamboree service project will be making flood buckets and hygiene kits for victims of natural disasters in the area. The service project is voluntary and unscheduled and is in Basecamp B. Scouts may come in pairs, by patrols, or as a troop to do an hour of service at any time during the Jamboree. The service project will run during normal hours while supplies last. We expect supplies to last through the jamboree, but units that want to do the service project as a group are encouraged to come earlier in the Jamboree.
- **Love the Order of the Arrow (or want to learn to love it)?** Join Operation Arrow for three programs at the Jamboree: Summit Circle Experience (ceremonial history; leaves from Basecamp A pavilion), OA Legacy Experience (interactive show at Twelve Points), and the OA Rendezvous (Sunday evening gathering at the Delta 1 Stage).
- **Want to change the world?** Check out Be The Change (Action Point South), a hands-on opportunity for Scouts to earn a five-segment patch and connect the greatest joys in their life to society's greatest challenges: clean water, food security, infrastructure & innovation, future of education, and mental health. Then, share your impact by posting with #ScoutingBeTheChange. The best person to Be The Change is you!
- **Want to explore?** Seek out Leadership Heights' Role Playing Game (look for folks in vintage clothing) and play Gnorm's Great Jamboree Hunt (purchase an NFC-enabled patch at the Trading Post, tap it with a phone to access the game, and begin the adventure – visit 10 physical checkpoints and participate in optional photo challenges)

**How else can we Elevate our Jamboree experience?** There are lots of ways to make the most of your Jamboree experience. Here are some of our favorites:

- Invite a troop over for dinner – a fun way to make new friends and learn about other parts of our country is over a shared meal. Coordinate this with the youth leader of another unit, and be sure to check with your adult leaders!
- Take advantage of lines – standing in line is a great way to meet new people and swap stories of your favorite Jamboree moments

- Embrace side quests – take a day to just explore, whether it’s playing Gnorm’s Great Jamboree Hunt or the Leadership Heights Role Playing Game, or just seeing where chance takes you
- Use your evenings wisely – you probably only have 1-2 evenings at the Jamboree where nothing is planned for your unit, so be thoughtful about how to make the most of that time (going to bed early is allowed!)

**Any final advice?** The Jamboree is a once-in-a-lifetime experience, and we want you to make memories that stay with you for a long time. Here are some parting thoughts from those who have come before:

- **Make new friends:** you’re at an event with scouts from around the country and world — how cool is that?
- **Plan:** leave your campsite each day with a destination in mind (and any equipment you need for it, like proper clothing). Not sure what to do? Check the app for a list of activities
- **Explore:** there’s a lot to do, but don’t get so caught up in your plans that you miss fun activities along the way. It’s about the journey, not necessarily the destination.
- **Pace yourself:** this is a 10-day event (plus travel and tour!) and some activities are miles from your campsite. It’s ok to take it easy and rest.
- **Live in the moment:** this is a unique jamboree — don’t let stories about past jamborees distract you from the fun of this jamboree
- **Try new things:** the Jamboree is a sampler of all sorts of things — give them a try!
- **Have fun:** the jamboree is an adventure, not summer school — chart your own course (with a buddy!)

## Gnorm’s Great Jamboree Hunt

Gnorm’s Great Jamboree Hunt is a Summit-wide, interactive scavenger hunt designed to get Scouts exploring, moving, and engaging with the full Jamboree experience. Guided by Gnorm the Gnome—one of the Jamboree’s most beloved characters—Scouts will solve riddles to track him down across the Summit and try to “catch” him at all 10 activity locations.

Participants purchase an NFC-enabled patch at the Trading Post, tap it with their phone to access the game, and begin their adventure.

Scouts will visit 10 checkpoints, using riddles and clues to find each location, then scanning QR codes and completing challenges to earn points. Checkpoints can be completed in any order, allowing Scouts to participate throughout the day or across multiple days. Each checkpoint earns points toward their total score.

### **Bonus Photo Challenges & Scoring:**

In addition to checkpoint activities, Scouts can earn **bonus points through photo submissions**, which contribute to their overall score and leaderboard ranking. Because these bonus points directly impact scoring—and ultimately the grand prize—**a high volume of photo submissions is expected throughout the event.**

## Safety, Review, and Approval Process:

To ensure a safe and appropriate experience for all participants:

- **All photo submissions are reviewed by NJ26 staff before being approved and counted toward points**
- Content must follow all Jamboree guidelines and reflect appropriate Scout behavior
- Unsafe, staged, or non-compliant photos will not be approved for scoring

This review process is critical to maintaining fairness, safety, and the integrity of the competition.

Participants should also follow all standard Jamboree safety practices while completing the hunt:

- Stay within designated program areas
- Follow all posted signage and staff instructions
- Use the buddy system when traveling between checkpoints
- Be respectful of others when taking photos

Scouts who complete all checkpoints and earn the highest total score—including bonus points—will be eligible to win. **One grand prize winner will be awarded based on final point totals.** This experience combines exploration, technology, and competition, giving Scouts a fun, structured way to see more of the Summit while competing for the top spot.

### What information should you share with your unit?

- **Start the Hunt:** Purchase the NFC patch at the Trading Post and tap it with your phone to join the game.
- **How It Works:** Visit all 10 checkpoints across the Summit. Scan the QR code at each location to earn points. You can complete them in any order, at your own pace.
- **Earn More Points:** Complete optional photo challenges at checkpoints to earn bonus points. These can make the difference on the leaderboard.
- **Important – Photo Review:** All photo submissions are **reviewed by NJ26 staff before points are awarded.**
  - Only appropriate, rule-following photos will count
  - Unsafe or non-compliant photos will be rejected
  - Be patient—high participation means reviews may take time
- **Play It Safe:**
  - Always use the buddy system
  - Stay in approved program areas
  - Follow staff instructions and posted signage
  - Take smart, safe photos—no risky setups for extra points
- **Winning the Game:** Complete all checkpoints and earn as many points as possible. **One grand prize winner will be selected based on the highest total score.**

## What to Bring: Required Equipment by Program Area

Some program areas at the Jamboree require specific clothing or gear to keep participants safe. Look over this list before you arrive so you're prepared from day one. Required items must be met to participate — recommended items are encouraged but optional.

- **General:** Sharpie marker per Scout
- **Conservation Service Project:** Work gloves
- **Welding:** Long pants
- **Skilled Trades:** Totin' Chip card; closed-toe, fully enclosed shoes (must cover the entire foot)
- **Zip Lines (*participation is through the daily lottery*)**
  - **Hair:** If long, pull back and tie up — a low bun at the back of the head is preferred for proper helmet fit.
  - **Shoes:** Closed-toe with laces required. No sandals, flip-flops, clogs, or Crocs.
  - **Pants:** Inseam must be long enough to accommodate a climbing harness
  - **Shirt:** Must be long enough to tuck into shorts.
  - **Daypack:** Bring a daypack to hold personal items during the activity. Under most conditions, you will wear it while zipping.
- **Climbing**
  - **Hair:** If long, pull back and tie up — a low bun at the back of the head is preferred for proper helmet fit.
  - **Shoes:** Closed-toe with laces required. No sandals, flip-flops, clogs, or Crocs.
  - **Pants:** Inseam must be long enough to accommodate a climbing harness
  - **Daypack:** Bring a daypack to hold personal items during the activity.
- **Triathlon:** Clothing requirements will be provided to registered participants.
- **Buckskin:** Closed-toe shoes
- **Jambo Warrior:** Closed-toe shoes
- **Aquatics**
  - Swimsuit (required)
  - Rash guard (recommended)
  - Eyeglass retainer strap (recommended)
  - Sun protection — sunscreen, hat, long-sleeve shirt, etc. (recommended)
  - Changing areas are available near each aquatics venue.

## Helping Scouts Get the Most Out of the Jamboree

### Encourage Scouts To:

- Try something new every day
- Engage with Scouts from other councils and countries
- Participate in multiple program areas, not just their favorites
- Take responsibility for their experience
- Stay positive and flexible, program changes happen!

## Common Youth Leader Situations:

### Situation:

- A Scout is overwhelmed by an activity.
- A patrol is running late.
- Scouts want conflicting activities during free time.
- Weather forces schedule changes.

### Your Role:

- Coach, support, and encourage, never force
- Get them moving, kindly but firmly
- Help negotiate a fair plan
- Stay calm and redirect the troop



# Notes

