

CAPITOL AREA COUNCIL BOY SCOUTS OF AMERICA



SCOUTJAM 2010

LEADER'S GUIDE

JOIN US IN *"Celebrating the Adventure"*

October 8-10, 2010 AT THE TRAVIS COUNTY EXPO CENTER

www.ScoutJam2010.org



100 YEARS OF SCOUTING
Celebrating the Adventure ★ Continuing the Journey

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WELCOME TO SCOUTJAM 2010!

I am honored to be your event Chairman and excited that you and your Scouts will be joining thousands of other Scouts and adult leaders to make ScoutJam 2010 a once-in-a-lifetime experience. You and your Scouts' involvement will help make the Capitol Area Council ScoutJam 2010 one of the nation's largest and best events celebrating the 100th Anniversary of Scouting in the United States.

ScoutJam 2010 not only offers your unit the opportunity to showcase Scouting skills, but the planning and teamwork that go into participating provides your Scouts with many program and learning opportunities. ScoutJam 2010 is the largest single event in the Capitol Area Council, and this guidebook will explain all the details, and how easily you and your Scouts can become involved. Thanks for being an integral part of ScoutJam 2010. I look forward to seeing you on October 8-10, 2010 at the Travis County EXPO Center.

ScoutJam 2010 promises your unit:

- More than 100 special exhibits
- A larger than life Scout Midway, full of hundreds of activities designed and delivered by our very own Scouts and their units
- An opportunity for you to showcase the many ways Scouting engages youth and adults, from leadership to values and hands on exposure to dozens of skills, careers, and friendship.
- A nighttime arena show to pull out all the stops to close out the evening

Your adult and youth leaders should begin working now to develop and implement your unit's ScoutJam 2010 plans.

In addition to this guidebook, you will find valuable information offered at Roundtables and other District and Council ScoutJam 2010 related meetings and at the ScoutJam 2010 website - www.ScoutJam2010.org.

Thank you to Travis County Commissioners Court and all the ScoutJam 2010 committee and supporters of Scouting.

Steve Allen - ScoutJam 2010 Chairman

While planning your unit's ScoutJam 2010 involvement, keep in mind these key dates:

- ❖ **August 27 – last day for units to register and pay online in order to receive wristbands and patches at September Roundtables**
- ❖ **September 13 – Unit Midway Activity Host Commitment Deadline**
- ❖ **September 24 – Early bird prepayment and registration deadline (must be done by unit online) at www.bsacac.org – Event Registration [instructions here](#)**
- ❖ **October 8 – Boy Scouts, Varsity Teams, Sea Scout Ships, and Venturing Crews arrive to set up in District Sub-Camps, Friday afternoon Midway setup available**
- ❖ **October 9 – Early morning setup for the Scout Midway which will open at 9:00 AM and close at 4:00 PM**
- ❖ **October 9 – Opening Ceremony - 8:30 AM**
- ❖ **October 9 – Closing Arena Show from 7:00 PM – 9:00 PM**
- ❖ **October 10 – Sunday morning Interfaith Worship Service, camp cleanup, break camp**

SPECIAL EXHIBITS CURRENTLY PLANNED

Arena Show	<ul style="list-style-type: none"> ACL Band to be announced Magician & Humorist Billy Riggs Paul Green School of Rock Video show & lots more excitement
Capitol Area Council & BSA National	<ul style="list-style-type: none"> Council Aquatics Committee Canoeing Demo Boy's Life Council Programs – Wood Badge, NYLT, Campmaster Cub World Camping & Activities International Jamboree - Sweden 2011 Monterrey Contingent 2010 National Eagle Scout Association (NESA) Religious Relations Committee – Chaplains & Awards ScoutJam Trading Post Texas A & M Corps / Eagles
Ceremonies	<ul style="list-style-type: none"> Falcon Flight Precision Flyover Order of the Arrow Opening Campfire Color Guard - Contemporary (Pegasus Squadron Crew 351) Color Guard - Historic (Sons of the American Revolution) Gathering of Eagles Unit Flag Procession (1st 100 Units to register & pay online)
Community Service	<ul style="list-style-type: none"> Safe Kids Austin InYourHands.org Blood Mobile Mobile Loaves & Fishes Rescue Animals Texas Department of Public Safety
Exploring	<ul style="list-style-type: none"> Austin Fire Department Demonstration Austin Police Department Austin-Travis County EMS Demonstration Medical Explorers Phi Stat Air Helicopter Star Flight Helicopter Travis County Sheriff's Department
Living History	<ul style="list-style-type: none"> Balcones Forge Blacksmithing Buffalo Soldiers Chuck Wagon Civil War Re-enactors - Lone Star History, 173rd New York Regiment Flint Knapping Mountain Man - Moses National Museum of the War in the Pacific - Fredericksburg Opening Ceremony Sons of the American Revolution Order of the Arrow Native American Village Sahawe Indian Dancers Texas Military Forces Museum – Close Assault Venture Crew 6 from South Texas - 6th Cavalry Post-Civil War

Music	Epiphone/Gibson Guitar Touring Bus Live Stage - Scout Band Gigs Saturday Night Arena Show
Naturalists & the Outdoors	Austin Woods and Water Laser Hunt, Furs and Skins US Sportsmen's Alliance – Casting, Turkey calls Boater Safety Exhibit Coastal Conservation Assoc. Guide Talks & Casting Fishing Hole Last Chance Forever: Birds of Prey Conservancy Leave No Trace Exhibit Texas Parks & Wildlife Game Thief Texas Parks & Wildlife Alligator Exhibit
Science & Engineering	American Chemical Society Lab Extravaganza Engineering on the Leading Edge - UT DNA Genome Project Flight Simulator from Red Bird Hot Air Balloon Exhibit LCRA Hydro Engineering & Water Conservation NASA VEX Robotics Demonstrations Rocket Launches Rocket Program – Fredericksburg IGNITE Texas Society of Professional Surveyors
Scouting History	Council Memorabilia - Decades of Scouting plus special Scout unit exhibits in the Indoor Midway
Sports	Archery Range Austin Toro's Basketball BB Gun Range Inflatable Races ESPN - The Horn Live Radio Broadcast Golf Sailing & the Ship Program Scuba Demonstration (Live) Soccer in Scouting Texas Army National Guard – Climbing Walls Texas Army National Guard Basketball & Football Toss Texas Army National Guard Pedal Car Racing Texas Army National Guard Sumo Wrestling
Sponsors	A+ Federal Credit Union Academy Sporting Goods American Chemistry Society Army National Guard AT&T Austin Toros Basketball Cerqa Printing Covert Chevrolet Bastrop DandyIdeas Epiphone/Gibson

HEB
Reagan Outdoor
REI
Safe Kids Austin
Shirts To Go
Texas Pork Producers
Travis County Commissioners
TxDot
Whole Earth Trading Company

FAQ's

What is ScoutJam 2010?

ScoutJam 2010 is the closing celebration event for Scouting's 100th Anniversary year in Capitol Area Council. It is being held the weekend of October 8-10, 2010 at the Travis County Expo Center. The event combines a Council-wide Boy Scout Camporee, a Scoutorama or Scout Fair to showcase Scout skills and activities for all Scout families and the general public, plus a wide range of sponsors showcasing their contributions and connections to Scouting. In addition, ScoutJam 2010 offers an end-of-day Arena Show jammed full of talent and high quality production.

Is ScoutJam 2010 open to the public?

Yes, families interested in connecting with Scouting or just having a good time, are welcome to participate during the day on Saturday, October 9, 2010. This is not a boy-only event; siblings are welcome, but must be supervised by an adult guardian. <http://www.scoutjam2010.org/cms/units-visitors/visitors.html>

What about Scout alumni?

All former Scouts and Scouters are welcome and encouraged to attend this big celebration. There will be a special welcome session for Eagle Scouts on Saturday October 9, 2010. <http://www.scoutjam2010.org/cms/units-visitors/alumni.html>

Can we bring other family members to ScoutJam 2010 who are not Scouts?

Yes, ScoutJam 2010 is open to the whole family. Girls and boys of Scout age will be able to participate in age-appropriate activities, alongside their Scout brothers, cousins, etc. Girl Scouts and American Heritage Girls are encouraged to attend and participate. <http://www.scoutjam2010.org/cms/units-visitors/scout-units/girl-scouts.html>

What are the ages of Scouts?

Cub Scouts are boys in the 1st – 5th grade. Boy Scouts are for boys, age 11 or completing the 5th grade through age 17. Varsity Teams are for boys age 14-17. Venturing Crew, Explorer Posts, and Sea Scout Ships are for boys and girls age 14-20.

What does it cost?

See our Registration and Tickets section (See Section VI)

Does the online registration page generate a receipt or report the unit leader must show at the scout office to pick up their wrist bands (evidence that they paid online)?

When registration is completed, the unit leader receives an email confirming their registration. The Scout Office can confirm who/what was paid. A copy of email confirming registration will help avoid any discrepancies.

Is there an extra charge for the arena show Saturday night?

No, your fee includes the entire day's activities, or for those camping, your wristband will allow you to participate in all events during the entire weekend.

What opportunities are there for Scout units to participate?

All Capitol Area Council Cub Packs, Troops, Varsity Teams, and Explorer Posts are invited to host a booth in either the 210,000 square foot Indoor Scout Midway or Outdoor Scout Midway on Saturday from 9:00 AM-4:00 PM.

Sea Scout Ships and Venturing Crews are asked to host and lead activities general site. For event-specific opportunities and how to get involved visit <http://www.scoutjam2010.org/cms/things-to-do/scout-midway/about-midway-activities.html>

Where is the Travis County Expo Center? The Expo center is located at 7311 Decker Lane, Austin, TX 78724. Click the link for a map: http://www.co.travis.tx.us/exposition_center/expomap.asp

For more information about the Travis County Expo Center view their website at - http://www.co.travis.tx.us/exposition_center/default.asp

Can my Pack/Troop camp overnight?

Troops, Varsity Teams, Sea Scout Ships, and Venturing Crews will be allowed to camp for the weekend. **Packs and Cub Scouts cannot camp at ScoutJam 2010**, but Webelos II Scouts (5th graders) with their adult guardian can camp with a Troop if sponsored as a guest.

Due to very limited camping space, the ScoutJam 2010 weekend requires Jamboree style camping, which involves a minimal footprint and Leave No Trace principles, rather than traditional car camping. Car pooling is highly recommended. There will be onsite water available. Parking will be close to your campsite but there are no guarantees where spaces will be available; therefore, walking in your gear may be involved. Trailers can be used to transport equipment, but no trailers will be allowed in campsites. They must be moved to the parking lot immediately.

We have elected to provide camping for Troops and older Scouts, plus Webelos II Scouts, but only if they are guests of Troops. Webelos II Scouts and their adult guardians must arrive with their host Troop. Webelos I Scouts (4th graders) cannot camp.

Our Cub Scout program has double the membership of our older Scout programs. Therefore, we request Packs and Dens come for the day on Saturday. We do encourage Packs to stay for the arena show. Concessions will be available at the Travis County Expo Center all day providing options for lunch and dinner or bring a picnic to enjoy with your family. Remember to carry your trash to the dumpster or take it home with you.

Units could bring coolers of cold food for tailgate eating in the parking lot, but there is no room or permission for smokers, charcoal grills, or any other kind of fires or blocking of the parking lot lanes.

For questions about hosting Cubs for meals or other activities, please consult your District Sub-Camp Chief.

What should we bring?

All camping units are responsible for bringing required medical forms for every youth and adult camping. These must be accessible during the event should a medic or staffer need to contact unit leaders for them for one of your Scouts or Scouters. District Sub-Camp Chiefs will be organizing in-camp staff to whom you will provide your contact information in case we need to reach you and your medical records. We do not expect Scouts to spend much time at their campsites as there will be plenty to do every day. Troops will camp in District Sub-Camps. These are being organized by the District Sub-Camp Chiefs and their staffs. Keep checking the website for updates and the facility map.

Are there things I should not bring?

This will not be the weekend to bring the smoker trailer. There will be a great deal of people at ScoutJam 2010. Some things are not appropriate. Please do not bring weapons of any kind (including pocket knives). Leave glass bottles and alcoholic beverages at home. Do not bring pets other than service animals. Adhering to this policy will insure the safety and good time of everyone at ScoutJam 2010.

Specifics for camping are found here (see Section VIII)

Specifics for hosting an activity are found here (see Section XIV)

Are there water and bathroom facilities for camping?

There is water onsite for camping. Troops should plan on hauling out their trash. There will be portable and/or permanent toilets throughout the event and at campsites similar to what you would see at a District Camporee.

Will there be parking available?

We have access to the entire EXPO center and an adjacent property the owner is allowing us to use for camping and parking. There is no charge for parking. We strongly advise everyone to car pool to the event to maximize the available parking spaces.

Is ScoutJam 2010 handicap accessible?

ScoutJam 2010 is located at the Travis County Heritage and Exposition Center, and is fully accessible to those with mobility impairments. There will be handicap parking available. If you have a special need, please contact Sally Jo Crowson scoutjamregistration@yahoo.com prior to the event or see our headquarters service booth for help with specific needs.

Are tour permits required to attend ScoutJam 2010?

No tour permit is required as this is a Council event.

Where is the Lost and Found?

Lost and found will be located at the Registration Booth inside the Banquet Hall directly in front of the Show Barn (Scout Midway). Any found items should be taken there. Lost items will be kept there until the end of the event. This includes lost Scouts or siblings.

Will there be food vendors on site?

Yes. With so many visitors and scouts in one place we expect plenty of hungry people. Travis County Expo has a food vendor on site. The vendor has an exclusive contract with the facility and will be able to provide snacks, lunch and dinner items. Consequently units cannot sell food on site. Units who are camping are allowed to cook and serve food in their District Sub-Camps or as part of a demonstration in an outside Midway activity.

If we host a Midway activity, what do we have to bring and what does the event provide?

Units must bring all of the supplies for their activity, including tables, chairs, signs, supplies, and handouts, if used. Only the physical space is provided at the facility. Any request for electricity or water must be made with your activity submission. Let Brad Smith brad_smith@live.com know if you need to update your request. Units must haul off their own debris at the conclusion of the event and

clean their site. There are no barriers or hard outlines other than chalk on the floor to delineate booths so think about your activity and if you want to bring any containment or rope stanchions.

Can I really launch a rocket at ScoutJam 2010?

Yes you can.

Who do I contact with questions if I need more information than what is available in this guide or on the website?

For Registration and Leader's Guide questions, please contact:

Sally Jo Crowson at scoutjamregistration@yahoo.com

For camping related information, please contact:

Your [District Sub-Camp Chief](#) (see Section XIII)

For Scout Indoor Midway Activity Booth information, please contact:

Doug Rose at drose@drcgroup.com

For Scout Outdoor Midway Activity Booth information, please contact:

Bill Conrad at bill78750@yahoo.com

For Special Exhibitor Booth information, please contact:

Brad Smith at brad_smith@live.com

For Sponsorship information, please contact:

Steve Allen at sallen98@austin.rr.com

For all other event information, please contact:

Steve Allen at sallen98@austin.rr.com

MAPS

For the latest maps please go to the [ScoutJam website](#).

WEEKEND SCHEDULE

Friday, October 8, 2010

12:00 PM – 4:00 PM	Set up Activities – Open to Exhibitors: Indoor Scout Midway, Outdoor Display Areas, and Campfire
12:00 PM – 8:00 PM	Registration Booth Open for Unregistered Units, Walk-Ups
4:30 PM – 8:00 PM	Troops, Varsity Teams, Sea Scout Ships and Venturing Crews arrive for overnight camping
8:00 PM – 9:00 PM	Opening Campfire by Order of the Arrow – Outdoor Arena – Welcome All Overnigheters
9:00 PM – 10:00 PM	District Sub-Camp Meetings
10:30 PM	Lights Out

Saturday, October 9, 2010

6:30 AM – 8:15 AM	Wake Up – Overnigheters Cook and Clean-Up, Indoor and Outdoor Scout Midway set-up completion
6:30 AM	Registration Booth Opens for Unregistered Units and Walk-Ups
8:30 AM – 8:45 AM	Opening Ceremony – Flags of all Units, Color Guard in Front of Indoor Scout Midway
9:00 AM – 6:00 PM	Order of the Arrow Brotherhood Questioning – OA Native American Village
9:00 AM – 4:00 PM	All Scout Midway Activities Open for Programs, Live Stage for Scout Bands
4:00 PM – 5:00 PM	Tear Down and Remove All Midway Activities, Clean and Inspect Midway
4:00 PM – 6:30 PM	Overnight Campers Return to their Campsites, Cook, and Clean-up
4:00 PM – 5:00 PM	Eagle Scout Reception in Skyline Club (invitation only)
5:30 PM – 6:30 PM	VIP Reception in Skyline Club (invitation only)
7:00 PM – 9:00 PM	Arena Show
10:00 PM	Order of the Arrow Brotherhood Ceremonies
10:30 PM	Lights Out

Sunday, October 10, 2010

6:30 AM – 8:15 AM	Wake up – Overnigheters Cook and Clean-Up
8:30 AM – 9:00 AM	Interfaith Worship Service in the Arena
9:00 AM – 11:00 AM	Take Down Camps, Pack-Up
11:00 AM – 1:00 PM	Final Clean-Up and Departures

REGISTRATION AND PAYMENT

STEP 1 - RSVP: The RSVP submission is now closed, but the Council Event Registration system is ready to take your order for wristbands and patches!

STEP 2 - REGISTRATION: Registration and payment for ScoutJam 2010 will be completed on the Council Event Registration System (ERS). The ERS can be found on the Council home page at <http://www.bsacac.org/>. Once registration has been completed on line, the Council Office will facilitate distribution of event wristbands and patches prior to the event.

Registration and payment for ScoutJam is made easy on the Council Event Registration System. Here's how the ERS works:

- Go to the Council Website at www.bsacac.org
- Click on Event Registration



- Select the month of October on the Calendar page

 A screenshot of the Event Registration System (ERS) calendar for October 2010. The calendar shows registration times for various groups. Three callout boxes provide details:

- 8:00 AM: Staff
- 8:30 AM: Troops, Venturing Crews, Sea Ship Scouts, Varsity Teams
- 7:00 AM: Cub Scout Packs, Explorer Posts
- 7:00 AM: Non-Camping Family Members, Siblings, Children Over age 6, Visitors, Scout Alumni

- Click on:
 - October 8 – 8:00 AM - Staff
 - October 8 – 8:30 AM - Troops, Sea Scout Ships, Varsity Teams, Venturing Crews
 - October 9 – 7:00 AM - Cub Scout Packs, Explorer Posts
 - October 9 – 7:00 AM - Non-Camping Family Members, Siblings or Children Age 6 and older, Visitors, Scout Alumni

- *{if a current user}* LOGIN and register your unit by following the prompts
- *{if not a current user}*

- Click on - I'm a New User
- Enter personal information to set up a new account and password
- Receive email confirmation link confirming your registration
- Go back into Event Registration System to register your unit by following the prompts

For additional screen shots see the [Reservations and Wristbands](#) page on the ScoutJam website.

If you have questions about the Council event registration process please contact Sally Jo Crowson at scoutjamregistration@yahoo.com.

Units should register their adult and youth headcount as a unit. This will facilitate better delivery of wristbands and patches in advance of the event.

Your totals can be added to later, but it is important to get your initial registration completed **prior to Roundtables in August and September** so you may receive your wristbands and patches after September 1 and in advance for a seamless visit to ScoutJam 2010.

There will be registration training at the August and September Roundtables.

- **Register & Pay by August 27, 2010 – pick up Wristbands & Patches at September Round Table**
- **Register & Pay between September 1 – October 1, 2010 -Wristbands & Patches can be picked up at the Scout Office**
- **On-line Registration Deadline – September 24, 2010**
- **After September 24, 2010 - All Registration at the event**
- **For newly registered Scouts, please see the table below and instructions on page 20**

All registrations, access to wristbands, and patches after September 24, 2010 will only be completed on site at the Registration Booth during ScoutJam 2010.

WHAT DO I NEED TO ATTEND SCOUTJAM 2010?

All attendees at ScoutJam 2010 age 6 and older will receive a **wristband** when the applicable fee is paid and received at the Scout Office. The wristband needs to be worn at all times. We are encouraging all Scout units to register and prepay in advance of the event so distribution of wristbands (and patches) can be completed in advance of your arrival. This will dramatically reduce your wait time at the gates and for parking.

WHAT DOES SCOUTJAM 2010 COST?

Unit	Early Registration (by 9/24/2010)	Late Registration (after 9/24/2010)
Troop, Varsity Team, Sea Scout Ship, Venturing Crew members and Adults Leaders	\$15	\$20
Cub Scout Pack, Explorer Post members and Adult Leaders	\$10	\$15

Newly Registered Scouts – Fall Join Scout Night <i>see details in section below</i>	\$10	\$10
Non-camping Family members and Siblings	\$10	\$15
Visitors	\$10	\$15
Alumni	\$10	\$15

If you are in a **Troop, Varsity Team, Sea Scout Ship, or Venturing Crew** the fee is \$15 per person if paid by Friday, September 24, 2010. After that date, the cost is \$20 per person paid at the event. The cost for youth and adults is the same. The cost is the same for Troop, Varsity Team, Sea Scout Ship, Venturing Crew member or Scouters whether they are camping or not for the weekend. *Webelos Scout II's will need to register with and pay the same fee as their sponsoring Boy Scout Troop if they are camping.*

If you are in a **Cub Scout Pack or Explorer Post** the cost is \$10 per person if paid by Friday, September 24, 2010. After that date, the cost is \$15 per person paid at the event. The cost for youth and adults is the same.

All new Scout registrations processed through the Scout office (membership application and dues) will receive a welcome letter from JT Dabbs, Council Executive, with a coupon allowing \$10 pricing per person, regardless of program (Cubs or older), and good for the entire family. Families should bring this coupon to the Registration Booth at ScoutJam to purchase wristbands at the \$10 price.

If you are a **sibling** age 6 and older, or **non-camping family member**, your fee is \$10 if paid by Friday, September 24, 2010. After that date, the cost is \$15 per person paid at the event. This fee includes a wristband, the arena show Saturday evening, and a ScoutJam 2010 patch.

Visitors and Alumni who are not currently in Scouts are welcomed and encouraged to attend Saturday as a visitor. Your fee is \$10 if paid by Friday, September 24, 2010. After that date, the cost is \$15 per person paid at the event. This fee includes a wristband, the arena show Saturday evening, and a ScoutJam 2010 patch.

WHAT DOES THE COST INCLUDE?

Boy Scouts, Varsity Teams, Sea Scout Ships and Venturing Crews are encouraged to camp for the weekend and will receive a wristband allowing access to all activities including the arena show, a ScoutJam 2010 patch and a District Sub-Camp patch. This applies to all Scouts and Adults Leaders.

Cub Scouts, and their families including siblings age 6 and above, will receive a wristband allowing access to all activities including the evening arena show, and a ScoutJam 2010 patch.

Visitors who are not in Scouting and are attending the event on Saturday will receive a wristband allowing access to all activities including the evening arena show, and a ScoutJam 2010 patch.

There is no charge for parking at ScoutJam 2010.

WHAT DOESN'T THE COST INCLUDE?

Your meals for the weekend are not included. Food is available at the event site by a contract concessionaire and if you are camping, through your Troop, Varsity Team, Ship or Crew. The campsites are organized by Districts in Sub-Camp areas.

WHY REGISTER AND PREPAY EARLY?

We anticipate 10,000 people, including families and community visitors, will attend ScoutJam 2010. By registering early your unit will get wristbands and patches prior to the event, gain fast access to the event, fast access to your District Sub-Camp area if camping, as well as parking.

All units that register and prepay by Friday, September 24, 2010 will receive early bird pricing.

HOW DO WE GET OUR WRISTBANDS AND PATCHES?

Those units that prepay early, will be able to pick up their wristbands and patches at their September District Roundtable if registered by August 27, 2010. Units may also pick up their wristbands and patches at the Scout office between September 1 and October 1 if registration and prepayment (received at the Scout Office) have been completed.

Those individuals outside of a unit who register early may pick up their wristbands and patches at the Scout office between September 1 and October 1.

Those registering and paying after September 24, 2010 will incur the higher fee and will pick up their wristbands and patches at the ScoutJam 2010 Registration Booth the day of arrival. It is in everyone's best interest to register and pay early to gain access to wristbands and patches and avoid lines the day of the event.

REFUNDS

The following Capitol Area Council policy statement is applicable to all council and district activities where a fee is collected by the Capitol Area Council.

1. Refund requests will only be considered if made in writing.
2. A service charge of twenty-five percent (25%) of the activity fee will be assessed on all refunds to cover the costs incurred in preparation of the activity and processing the refund.
3. Written refund requests submitted after the activity will be considered only for personal illness or family emergencies. No refund requests will be accepted after ten (10) days following the end of the activity.
4. Consideration for a full refund will be considered for special hardship cases and for advanced level training courses such as Wood Badge and Powder Horn.
5. For major activities that require a non-refundable deposit, such as council contingents to the National Jamboree and Philmont, a full refund less the non-refundable deposit will be considered based on the time of the request and the Council's ability to fill the slot with another participant.
6. Refund checks will be issued to the individual or entity paying the original fee within 30 days of receipt of the request pending its approval.

7. Fees are only transferable within the same unit to a Scout or adult leader not currently registered for that specific activity.
8. If an activity is cancelled or postponed and the participant cannot participate during the alternate date, the full fee will be refunded.

This refund policy became effective on March 22, 2006.

<http://www.bsacac.org/Scouting/CouncilRefundPolicy.php>

SCOUTJAM 2010 and DISTRICT SUB-CAMP PATCHES



All paid Scouts and adults will receive a ScoutJam 2010 patch.

Each District was asked to design their Sub-Camp Patch. All Troops, Varsity Teams, Sea Scout Ships and Venturing Crews will receive a District Sub-Camp patch for their District for each paid Scout and adult. Cub Scout Packs may elect to purchase these patches if desired.

Additional patches including limited sets of all 14 will be available for purchase for \$100. Individual patches are priced at \$7 each.

Patches will be provided to prepaid units at the September Roundtable, or available for pickup at the Scout office between September 1 and October 1.

For those paying after the deadline of September 24, 2010, patches will be available once registration and prepayment have been completed at the Registration Booth at the ScoutJam 2010 event.

To see all the District Sub-Camp patches, visit the [website Trading Post article](#).

All units staffing a Midway booth may purchase the special edition Midway Staff patch for any youth or adult that helped with their booth activity. Patches are \$2 each.



INFORMATION FOR BOY SCOUT TROOPS

ScoutJam 2010 is much more than a Council Camporee, but it retains the important pieces of Camporee weekends. Picture 200 Troops and 5,000 Boy Scouts having the time of their lives.

Then get the boys together to figure out what booth activity you want to host in the Midway on Saturday.

We do not expect Scouts to spend much time in campsites as there is plenty to do every day. Starting with Friday evening, there will be a ceremonial opening campfire led by the Order of the Arrow.

Saturday is an all-day adventure, participating in hundreds of activities and hosting your Troop's activity in the Indoor or Outdoor Scout Midway. The morning starts off with a unit color guard procession at 8:30 AM to lead to the opening of the Scout Midway. The first 100 units to register and prepay for ScoutJam will be allowed to send one Scout and their unit flag to participate in this procession. There will be welded racks to leave your flags on display for a colorful celebration of coming together as one big Scouting family this weekend.

We'll have all facets of Scouting represented, including games, activities, Scout skills, and many of the 100+ careers and hobby-focused merit badge themes in which Boy Scouts participate.

The Arena Show caps off the day with a once-in-a-lifetime blend of Jamboree-type memories, live bands, and entertainers, all in the 12,000 seat Luedecke Arena.

The Order of the Arrow will have opportunities to test for Brotherhood on Saturday during the day with ceremonies to follow the Arena Show.

Sunday morning will include an Interfaith Worship Service, followed by campsite and grounds cleanup, and a safe return home.

District Sub-Camps - Troop Camping

Troops will camp Jamboree style by District in Sub-Camps located around the Expo Center facilities. Space will be tight and Leave No Trace is the order of the day. See the FAQ section for more details.

Each district will have an assigned camping area and the District Sub-Chiefs will place units within this space.

There is no charge for parking; however, in order to manage traffic flow, districts will be assigned use of one of the 3 gates that enter the Expo Center grounds. Gate access assignments will be made just prior to the event. General entry and exit will always be through Gate 1 on Decker Lane. We need to carpool as much as possible to make sure we have sufficient parking for the camping units as well as everyone else coming on Saturday morning.

Come prepared to move all equipment into the campsites from the parking areas. Use backpacking techniques and/or bring wagons to carry camping equipment into your campsites. Plan to park all vehicles and trailers in the paved parking areas. No trailers are allowed in campsites.

The campgrounds are hard packed, black “gumbo” soil, so be prepared with stakes and hammers. Be sure to bring equipment to remove all stakes. If it rains, the grounds will become very muddy and vehicles could easily get stuck.

Troops should try to use backpacking style camping as much as possible. Due to limited space, everyone should be encouraged to “buddy up” as much as possible to limit the number tents. Tents should be pitched as close as possible. It is suggested that tents be aligned to maximize space instead of random placement. Each patrol of 8 should allocate a 10’ x 10’ area for cooking.

We do not expect Scouts to spend much time in campsites because there is plenty to do every day.

The Expo Center grounds will be open to the public. Campers will be crossing parking lots and parking lot access roads. Everyone needs to be extra cautious when crossing paved areas. There is limited lighting in the campgrounds, so everyone walking at night should have a flashlight. **Scouts should be encouraged to “buddy up” at all times!**

Cooking

This will not be the weekend to bring the smoker pit trailers. As mentioned above, we have limited space so cooking areas must be as compact as possible.

Keep meals as simple as possible. On Saturday, consider hot or cold cereals and fruit for breakfast and cold cuts and fruit for lunch. After the Midway closes down at 4:00 PM Troops will have time to return to camp to prepare dinner. Consider some creative backpacking menu options for the evening meals.

Due to the crowded campgrounds, no open campfires will be permitted in the district camping areas. All cooking should be performed over propane stoves. Charcoal cooking is discouraged. See the Health and Safety section regarding disposal of coals. Units are required to “pack out” all trash and left over food.

INFORMATION FOR CUB SCOUT PACKS

Saturday Experience

There won't be a better place to be if you are a Cub Scout family than at ScoutJam 2010 on October 9, 2010!

Hitch up the wagon and get the family out to the Travis County Expo Center Saturday, October 9 to experience the Capitol Area Council's final event in our yearlong celebration of the 100th anniversary of Scouting. ScoutJam 2010 is an extravaganza of hundreds of things to see and do, fun for the whole family. Siblings are encouraged and same-aged kids can participate in activities like BB gun shooting and archery on the ranges.

We'll have all facets of Scouting represented, including games, activities, Scout skills, and many of the 100+ careers and hobby-focused merit badge themes in which Boy Scouts participate.

Our older Scout programs for young men and women aged 13-20 will be on hand as Venturing Crews, Sea Scout Ships, and Explorer Posts showcase their special areas of expertise, from firefighting to medical careers, police and sheriff's duties, emergency medical services, and of course, high adventures in trekking and sailing.

We've also invited dozens of special exhibitors to provide hands-on activities and experiences from the best in Texas.

INFORMATION FOR VENTURING CREWS AND EXPLORER POSTS

All Capitol Area Council and visiting **Venturing Crews and Sea Scout Ships** are invited to help us lead ScoutJam 2010. Demonstrations from our older Scouts will make a big impression on those coming up the ranks and help educate our families that we have outstanding programs for young men and women. Camping is available and encouraged for the weekend.

All Capitol Area Council **Explorer Posts** are encouraged to participate in ScoutJam 2010 and lead youth in service and skills training. Show off your skills and share what you do in the Explorer program. It is far removed from what many of our adults experienced in their youth. ScoutJam is about showcasing all facets of Scouting, from its traditional roots in the outdoors to career and special interest pursuits.

Camping

Venturing Crews and Sea Scout Ship Units will camp Jamboree style by District in Sub-Camps located around the Expo Center facilities. Space will be tight and Leave No Trace is the order of the day.

Each district will have an assigned camping area and the District Sub-Chiefs will place units within this space.

There is no charge for parking; however, in order to manage traffic flow, districts will be assigned use of one of the 3 gates that enter the Texas Expo Center grounds. Gate access assignments will be made just prior to the event. We need to carpool as much as possible to make sure we have sufficient parking for the camping units as well as everyone else coming on Saturday morning.

Come prepared to move all equipment into the campsites from the parking areas. Use backpacking techniques and/or bring wagons to carry camping equipment into your campsites. Plan to park all vehicles and trailers in the paved parking areas.

The campgrounds are hard packed, black "gumbo" soil, so be prepared with stakes and hammers. Be sure to bring equipment to remove all stakes. If it rains, the grounds will become very muddy and vehicles could easily get stuck.

Units should try to use backpacking style camping as much as possible. Due to limited space, everyone should be encouraged to "buddy up" as much as possible to limit the number tents. Tents should be pitched as close as possible. It is suggested that tents be aligned to maximize space instead of random placement. Each Crew should allocate a 10' x 10' area for cooking.

We do not expect Scouts to spend much time in campsites because there is plenty to do every day.

The Expo Center grounds will be open to the public. Campers will be crossing parking lots and parking access roads. Everyone needs to be extra cautious when crossing paved areas. There is limited lighting in the campgrounds, so everyone walking at night should have a flashlight.

Cooking

This will not be the weekend to bring the smoker pit trailers. As mentioned above, we have limited space so cooking areas must be as compact as possible.

Keep meals as simple as possible. On Saturday, consider hot or cold cereals and fruit for breakfast and cold cuts and fruit for lunch. After the Midway closes down at 4:00 PM Units will have time to return to camp to prepare dinner. Consider some creative backpacking menu options for the evening meals.

Due to the crowded campgrounds, no open campfires will be permitted in the district camping areas. All cooking should be performed over propane stoves. Charcoal cooking is discouraged. Units are required to "pack out" all trash and left over food.

Volunteer Service

We need assistance with traffic control, security, setup, greeters, registration, trash and water duty, and emergency response. Sign up to register as either a part time or full time staff volunteer. We very much appreciate your cheerful service. <http://www.scoutjam2010.org/cms/extras/staff-volunteer.html>

If you haven't registered and paid yet as a staff volunteer, please go to the [Council Registration and Payment site](#).

Contact Olan Kelley (olankelley@austin.rr.com) if your unit would like to assist with ScoutJam cleanup on Sunday.

Order of the Arrow



The Order of the Arrow will host a Native American Village of teepees at the entrance to the Scout Midway, with Indian lore, tomahawk throwing, regalia making, and other interesting activities.

Friday evening, October 8th will be the opening campfire for thousands of Scouts.

The Order of the Arrow will be coordinating the campfire and putting on auditions for songs, skits and stunts with showmanship until September 15th. Auditions will be held at the Order of the Arrow ordeal assemblies, Lost Pines summer camp and at the OA Lodge Executive meetings. If your Scouts would like to audition for "Scouts Have Talent," please contact scoutjamauditions@tonkawa99.org to make reservations to show what act they would like to present at the campfire. The show is limited to the best original performances the Council can produce so please be ready to audition your best act.

There will be a special 100th Anniversary Brotherhood Ceremony after the Saturday Arena Show. Questioning will be all day, Saturday, October 9, 2010 in the OA Native American Village. Brotherhood candidates need to come to the OA Native American Village during the day prepared for questioning with the \$16 fee for the sash and will need to be back at the Native American Village directly after the Saturday night Arena Show in class "A" uniform with their Ordeal sash.



The OA is providing a **special staff volunteer patch** for those who give three hours or more of cheerful service at ScoutJam. Volunteer online at the [Council web registration and payment site](#). There will be a volunteer table inside the Registration HQ for assignments.



STAFF CONTACTS

District Sub-Camp Chiefs

Armadillo	Don Mauro Leslie Gervais – Cubs David Cox	dmauro21@gmail.com leslie@texasbankers.com david@austinhomesource.com	(512) 657-0195 (512) 961-9563 (512) 748-6793
Bee Cave	Ted Linder	tlinder1@austin.rr.com	(512) 496-5264
Blackland Prairie	John Hines Robert Hankins - Cubs	wachtschu@yahoo.com teacher2626@sbcglobal.net	(512) 834-0250 (512) 587-8626
Chisholm Trail	Gary Smeltzer Darrell Pav	gsptalent@aol.com DrrPav@austin.rr.com	(512) 478-6020 (512) 608-8597
Colorado River	Michael Bohlig	mbohlig@austin.rr.com	(512) 627-0563
Hill Country	Doug Spencer	spencerbsa@nctv.com	
Live Oak	Jeff Westergren	jethro1@hotmail.com	(361) 208-4130
Lone Star	Jim Lynch	lynch1jim@aol.com	(512) 799-3872
North Shore	Kevin Smith	alocksmith24@msn.com	
Sacred Springs	Daniel English Micheal Ryan	denglish@austin.rr.com mrryan@centurytel.net	(512) 415-1781 (512) 392-1580
San Gabriel	Kimberley Shield	kimberley.owens@suddenlink.net	(512) 773-5729
Thunderbird	Ty Standley Moe Mohundro	austand@juno.com bmohundro@sbcglobal.net	(512) 965-4997 (512) 924-6847
Waterloo	Jeffrey Richards	jeffreyrichards@mail.utexas.edu	
Sub-Camp Chief Coordinator	Jason Riley	mjriley@me.com	(512) 736-8391

Event Staff

ScoutJam 2010 Event Chairman	Steve Allen	sallen98@austin.rr.com	(281) 635-2292
Indoor Scout Midway	Doug Rose	drose@drcgroup.com	(512) 657-3392
Indoor Unit Booths	Brad Smith	brad_smith@live.com	(512) 261-3750
Special Exhibitors	Brad Smith	brad_smith@live.com	(512) 261-3750
Hall of Scouting	Paul Snider	paul@cpsnider.com	(512) 913-4811
Outdoor Scout Midway	Bill Conrad	bill78750@yahoo.com	(512) 350-8121
Order of the Arrow	Frank Davol	fdavol@thegateway.net	(512) 627-2199
Texas Army National Guard	Te Starr	testarr@suddenlink.net	(512) 517-5236
Facilities & Logistics	Olan Kelley	olankelley@austin.rr.com	(512) 413-9031
Health & Safety	Mike Stephenson	mikeafdret@gmail.com	(512) 894-0906
Registration and Leader's Guide	Sally Jo Crowson	scoutjamregistration@yahoo.com	(512) 750-7976
Arena Show & Publicity	Charles Mead	charles.mead@scouting.org	(512) 966-1586
Council Staff Advisor	Rick Denison	Rick.denison@scouting.org	(512) 944-7751

UNIT PARTICIPATION

EXHIBIT BOOTHS

- **IT'S EASY AND FUN** to show off your Unit's talents and creativity at ScoutJam 2010. Once your Unit has selected your ScoutJam 2010 activity, please go to the website and [Register your unit booth](#) as soon as possible but no later than **Monday, September 13, 2010**. Early application submission will help ensure your placement with other Units from your district.

GENERAL GUIDELINES TO HELP PLAN YOUR MIDWAY ACTIVITY BOOTHS

- **Identify your unit ScoutJam 2010 Champion** as the point person to guide your unit through identifying, creating, staffing and hosting their ScoutJam exhibit.
- **Put attending ScoutJam 2010 Friday through Sunday October 8-10, 2010 on your unit calendar** and begin encouraging your Scouts and their families and friends to attend ScoutJam 2010.
- **Take a look at what other units are doing** and ideas you can adopt at the View Midway Activities page on the website <http://www.scoutjam2010.org/cms/things-to-do/scout-midway/view-midway-activities.html>.
- **Register your unit's Midway activity/exhibit by September 13.** See "Submit New Midway Activity" at <http://www.scoutjam2010.org/cms/things-to-do/scout-midway/submit-a-midway-activity.html>. Submissions after September 13 will be assigned away from your District's aisle in a latecomer's area as space allows. Go ahead and submit now to save your spot.
- **Register and pay for your attending Scouts and Adults** before September 24, 2010 at <http://www.bsacac.org/events/calendar/index.php?action=display&year=2010&month=10>.
- **If you have pre-registered, pick up your wristbands and patches** at your September Roundtable or at the Scout Office by October 1, 2010.
- **Identify an activity** your Scouts can host, present and/or help other Scouts do in a 12' x 18' indoor booth area, or 15' x 20' outdoors area. If you need more than one booth in size, specify your needs in the special requirement box with your online booth submission. The booths will not have walls or hangers. There will be some booths with access to electricity at a \$25 charge, so if this is a need, please identify it in special requirements when you register.
- **Help your Scouts select, create and host an exhibit/activity** that excites them. The activity can be something that is done as part of rank advancement but rank advancement is not the purpose of the activity. For example your activity could focus on a merit badge, leave no trace or a scout skill.
- **Identify exhibit activities** scouts visiting your booth can complete in approximately 10 minutes. There will be lots of booth activities and every Scout will be trying to visit every booth!
- **Develop an exhibit that will require minimal resources.** Your unit must provide everything required for your booth. Practice assembling your booth well in advance of ScoutJam to make sure it is complete, fully functional and ready before you bring it to the Texas Expo Center. There are no hardware stores close to the Texas Expo Center. Your unit is responsible for hauling away all exhibit materials at the end of the event.
- **Ensure your Scouts can easily manage the exhibit, including,** knowing the subject matter, presentation time required and how to communicate key exhibit information to hundreds of other scouts who may visit your booth.

- **Ensure you have sufficient staff to set up your Booth** before 8:15 AM Saturday, October 9. Your unit is responsible for staffing it continuously from 9:00 AM to 4:00 PM. Practice your presentations well in advance of ScoutJam. Rotate your Scouts (and leaders) so everyone has an opportunity to work the booth and an opportunity to visit ScoutJam. If your unit is smaller, consider teaming with another unit in your District.
- **Encourage unit Leaders to visit www.scoutjam2010.org** often because the site is designed to share resource information.
- **Work with your District Sub Camp Chief** if you have questions about registering your unit's ScoutJam Activity Booth and for guidance about setting up your unit's booth at ScoutJam on Friday, October 8th.

Booth Logistics

- **INDOOR SCOUT MIDWAY AISLES** – The Indoor Scout Midway area will include 144 activity booths. These are organized into 6 each 75' aisles. Each of the 6 aisles is shared by Districts (see maps). All Districts have committed to their booth count as of July 7. For more information contact your [District Sub-Camp Chief](#).
- **INDOOR SCOUT MIDWAY BOOTHS** – Indoor booths are 12' x 18' and unlike trade shows the opening entry is the 12' narrow side while the activity portion is 18' deep. This was done to eliminate any structural poles inside a booth; all poles form the back walls of each aisle. You will need to bring your own freestanding backdrops should you want them to separate you from the adjoining booths. There will be no piping to separate the activities. The Indoor Scout Midway is on pavement. No spikes, nails, etc. can be driven into the pavement so you will need to be creative about some activities. Please review the Health and Safety section of this guide (Section XVI) to review the policies and safety requirements for various activities, as well as those that are prohibited.
- **EXCEPTIONS TO STANDARD INDOOR BOOTHS** - For exhibits too large for a booth, indicate your needs in your activity registration. These are subject to prior approval. These types of exceptions exhibits may not be located in the District area with the rest of the 144 unit booths. The space available outside of the booth area is limited. Some of these exceptions will be better staged in the Outdoor Scout Midway.
- **OUTDOOR SCOUT MIDWAY** – Outdoor activity “booths” will be 15' x 20'. There will be no piping to separate the activities outdoors. The Outdoor Scout Midway is on pavement. No spikes, nails, etc. can be driven into the pavement so you will need to be creative about some activities. All fires must be in elevated fireplaces or fire pans on bricks. For activities larger than the standard size indicate your needs on your activity registration. These will be approved on an exception basis. Larger exception activities will be in the same general vicinity of the other Outdoor Scout Midway activities. Please review the Health and Safety section of this guide to review the policies and safety requirements for various activities, as well as those that are prohibited.
- **ACTIVITY STATUS** – Suggested and submitted activity ideas will be shown on the website - <http://www.scoutjam2010.org/cms/things-to-do/scout-midway/view-midway-activities.html>. We have provided some ideas for activities that a unit can adopt, but you are not limited to these ideas. Once you submit an activity idea it will be shown as SUBMITTED UNDER REVIEW in the Status column. Once our staff approves your concept it will change to ASSIGNED. All activities not yet

assigned will be designated as ADOPTABLE. If you have additional questions, please contact Brad Smith at brad_smith@live.com.

- **CHANGES TO YOUR ACTIVITY** – Let us know if you need to make changes to your approved activity and we will do those on the website. After your initial registration online you will not be able to make changes yourselves; please email Doug Rose at drose@drcgroup.com.
- **YOUR EXHIBIT'S THEME** - In selecting your exhibit theme, you'll want to choose one that's fun and interesting to your Scouts, and that demonstrates the best of Scouting. Starting with monthly Cub and Scout program themes, Cub achievements and electives, Scout skill awards and merit badges, and Venturing activities and specialty interests, you have thousands of exhibit theme ideas. Or you may want to focus on current events or popular activities. The list of possible exhibit themes is endless. Have your youth and adult leaders brainstorm the possibilities, and then determine which the best one for your ScoutJam 2010 exhibit.
- **FURNISHINGS AND ACTIVITY SUPPLIES** - All booth furnishings and materials (supplies, handouts, tables, chairs, signage, and easels) must be supplied by your unit.
- **ELECTRICITY** – Limited electrical outlets are available for your area for \$25.00 per single outlet fee. These outlets are 115- VAC, 10 amp circuits, and will not handle coffee pots or hot plates. No hot appliances or fires/stoves are allowed indoors. Use your Unit Participation Application to order electrical outlets and pay \$25.00 when you submit the application. If using electricity for music players, microphones, etc., please consider neighboring displays when setting volume levels. They must be used only during Midway time for the specific purpose outlined in your registration and only by your unit. There is limited electricity available for outdoor booths.
- **SALES AND DONATIONS** - All sales and requests for donations by individuals, units or districts are prohibited. A sign acknowledging the gift or loan of materials is permitted.
- **DISPLAY AREA** - All displays must remain within the assigned area, and not extend into the aisle.
- **INSTRUCTIONS TO PARENTS** - While we will have information booths to direct people please pass along your booth number and aisle where you will be located to all parents, friends, and others. Please be sure all parents, friends and Scouts know your unit number and your Scouting District. This will help us locate you in case of lost friends and family. Plan for your booth materials vehicle and labor to unload and reload quickly adjacent to the Indoor Midway. Staff will be available to assist. All vehicles will now park in other lots on a first come basis. There is no parking directly adjacent to the Midway.
- **SET-UP** - Exhibit set-up will be allowed on **Friday, October 8 from 12:00 PM to 8:00 PM** and on **Saturday from 6:30 AM to 8:15 AM**. Please plan ahead so you are not assembling your activity when we open the doors to the crowds.
- **MIDWAY EXHIBIT TIME** - The Scout Midway will run from 9:00 AM to 4:00 PM on Saturday.
- **INSPECTIONS** - The Health & Safety Staff will make periodic inspections at the booths and displays during set-up, throughout the ScoutJam 2010 and at tear down.
- **SECURITY** - Security will be provided Friday night to ensure the safety of equipment.
- **VEHICLES/HEAVY EQUIPMENT** - There will be vehicle drop-off at the northeast end of the building where all of the District booths are located. This area is limited to vehicles bringing booth activity supplies. All parking will be in additional lots. District staff will help you quickly unload and get your materials where they need to be so that you may move your vehicle immediately. Vehicles will not

be allowed to temporarily park at these limited door entrances. Please plan on bringing your own "dollies", "hand-trucks" and/or "wagons", etc. to transport your equipment to your designated booth to speed up this drop-off process.

- **PARKING** – ScoutJam 2010 vehicles (participants and visitors) should enter from the gates off of Decker Lane. Please allow plenty of time to travel to ScoutJam 2010. There is no parking fee at ScoutJam 2010. Please follow the directions of the ScoutJam 2010 parking staff in parking.
- **TEAR DOWN** - Please give all visitors their money's worth and wait until the conclusion of the ScoutJam 2010 at 4:00 PM to disassemble your exhibit.
- **MOVE OUT** - All booth materials, furnishings, and decorations must be removed from the booth immediately after the close of the Midway at 4:00 PM. Units must remove all of the materials they brought in. Stage your materials before you head for your vehicle for loading.
- **NO LIVE ANIMALS, MAMMALS OR REPTILES** - are allowed inside or outside of the Indoor Scout Midway with the exception of those being provided by special exhibitors. None may be brought or displayed by Scout units.
- **NO SAND, GRAVEL, DIRT OR TOPSOIL** - is allowed inside or outside of Indoor Scout Midway.

HEALTH & SAFETY/RISK MANAGEMENT GUIDELINES

Medical, Fire, and Severe Weather Plans and the Terroristic Protection Area are being drafted for approval by the Austin/Travis County Emergency Services. Watch the ScoutJam website for updates.

This event will be conducted following all rules, guidelines, tenets and intentions of the BSA publication, "Guide to Safe Scouting", revised January 2010. The online version may be found at: <http://www.scouting.org/scoutsorce/HealthandSafety/GSS/toc.aspx>

Keep in mind that visitors may not be familiar with BSA guidelines and will have to be instructed on safety procedures for some events. People of all ages including very young children will be attending, so the Scout Unit may have to impose age restrictions on some events. See the "Age Appropriate Guidelines for Scouting Activities for more information:

<http://www.scouting.org/scoutsorce/HealthandSafety/GSS/toc.aspx>

In addition to the Guide to Safe Scouting, all Federal, State, and Local (Travis County) laws, rules and ordinances continue to apply. The Expo Center also has rules concerning safety and what is allowed in the venue. The License Agreement states:

"21. Defacement of Center - LICENSEE shall not injure, nor mar, nor in any manner deface the Center premises or any equipment contained thereon, and shall not cause or permit anything to be injured, marred or defaced. Without the express consent of LICENSOR, nothing shall be affixed to the building, furnishings or fixtures and no flammable materials may be brought on the Center premises unless the material is used in accordance with its intended use and unless the Director is notified in advance that such material will be brought on the Center premises. Pyrotechnics are prohibited at all times from the Center premises. No exceptions shall be made unless the Travis County Commissioners Court has expressly authorized such exception, in advance and in writing."

The National Fire Protection Association (NFPA) defines flammable as having a flashpoint (an ignition source will cause a momentary flame) at or below 100 degrees Fahrenheit. This includes all motor fuels, solvents, polar solvents, cleaning solutions, etc. that have "Flammable" on their labeling.

The following ScoutJam 2010 Event Guidelines will also be in effect. Any variance from these guidelines must be requested in writing to the ScoutJam 2010 Chairman.

EMERGENCY SITUATIONS – General Guidelines

Medical, fire and police emergencies will normally be handled by the Austin/Travis County Emergency Services.

1. Medical Emergencies
 - a. Provide life saving first aid as needed
 - b. Call 9-1-1
 - c. Contact ScoutJam 2010 Staff ASAP
 - d. There will be emergency medical care available on-site at several locations. "Routine" medications and minor first aid will be handled at the Unit/District level as on a usual unit activity.
2. Fire Emergencies
 - a. Evacuate ALL persons from the area
 - b. Call 9-1-1
 - c. Contact ScoutJam 2010 Staff ASAP

- d. Attempt suppression/extinguishment if you are trained to do so – after evacuation and 9-1-1
3. Police Emergencies
 - a. Call 9-1-1
 - b. Contact ScoutJam 2010 Staff ASAP
 - c. Gather as much information as possible
1. Exhibits featuring “jousting,” climbing towers, ropes, rappelling walls, bucking barrels or other activity which has the possibility of a youth falling, must provide padding equivalent to gym mats under all activities. (Aerobic/ exercise pads are not acceptable).
 2. All frames such as those that are made to contain mats and construct mazes must be padded and all bolts/nuts must be covered to avoid any injury upon contact.
 3. Exhibits which utilize liquids, including soap solutions, which have the capability of being spilled and making the concrete floor slippery, shall control that liquid and have provisions for cleaning up such spills.
 4. Monkey bridges may not be constructed higher than 5 feet above the surface nor may they be longer than 40 feet. The shoulder height of the crosser should be at least the distance between the hand ropes and the foot rope (4 feet tall at the shoulder if the distance between the hand rope and the foot rope is 4 feet).
 5. Exhibitors must realize that tin cans have the probability of sliding on smooth concrete surfaces when used as “stilts” and consideration must be given to control sliding and/or install padding to minimize the possibility of injury.
 6. All displays must remain within the assigned area, and not extend into the aisles. Booth displays may not extend beyond the chalk dividing lines. This includes all balls, rubber bands, marbles, etc. Bring your own barriers if your activity might “spill” out of your area.
 7. Staffing (in addition to activity Supervisor) must include at least one other responsible adult at all times.

CAN CRUSHER - RECYCLING REQUIREMENTS

1. Provide “Age Appropriate” eye protection/safety glasses and gloves.
2. Adult supervision required at all times
3. Guard against pinching of hands and fingers

JOUSTING REQUIREMENTS

1. The ends of the device used for jousting must be well padded
2. All participants must wear “Age Appropriate” helmets, safety glasses and protective leather gloves.
3. Floor pads equivalent to gym mats must be provided (Aerobic/exercise pads are not acceptable).
4. Adult supervision must be present at all times.
5. A ‘gate’ will be provided to control people waiting to participate in the activity. Control must be maintained to keep people safely lined up and to not interfere with any other activity.
6. Booth set up, operation and dismantling: Please note the Safety Guidelines must be followed and all necessary age appropriate personal protective equipment such as helmets, safety glasses, gloves, etc.-must be worn during set-up and dismantling the ScoutJam 2010 as well as during the activity hours.
7. No swinging or any form of horseplay is to be tolerated.

MONKEY BRIDGE SAFETY REQUIREMENTS

1. An adult leader must be present in the booth at all times (during construction, during display and during take down).
2. The project should be structurally sound. Ties and lashings must be strong, tight and substantial. They must be checked frequently.

CLIMBING/RAPPELLING SAFETY REQUIREMENTS

1. At least two qualified "Climb on Safely" trained persons must be in the booth at all times (during construction, during operation, and during take down). A "Topping Out" trained leader will be in the booth at all times.
2. Climbing/rappelling towers/walls should be:
 - A maximum of 24 feet in height.
 - Designed to be freestanding with sufficient base support. If professionally engineered, please have plans with registered seal available for review.
 - Constructed of finished lumber or scaffolding with all exposed nuts and bolts covered to avoid any injury upon contact.
 - "Manufactured Commercial Harness" must be used. **NO** Swiss Seats are allowed.
3. All individuals rappelling and belaying must wear age appropriate climbing helmets and gloves (clean of chemicals) with leather palms.
 - Continually inspected by the unit for structural weakness, loose connections, excess wear and other factors which would cause the structure to be unsafe. (Additional inspections will be conducted by representative of the Health & Safety Staff).
6. Climbing & Rappelling activities are to follow **BSA 'Topping Out' Manual** for all procedures and the **2009 BSA National Climbing & Rappelling Standards**.

COOKING FIRES-SAFETY REQUIREMENTS

1. Regulations forbid the use of charcoal, gasoline, kerosene, bottled gas or other flammable materials **inside** the Indoor Scout Midway.
2. Fires will only be allowed in the outdoor display area, fueled by charcoal or propane only. No liquid starters. No other fuels are permitted.
3. All booths and table coverings and other combustible materials composed of cloth, paper, and similar materials must be flame retardant treated. Any material added to a booth structure must be flame retardant. This shall include signage and awnings over cooking areas or attached to the booth in any manner.
4. All cooking equipment shall be situated away from the crowds, buildings or flammable or combustible materials. A minimum clearance distance of 3 feet is required.
5. A metal pan constructed of a minimum of No. 18 U.S. gauge sheet metal must be provided and placed under the fire box or barbeque pits or fireboxes to catch live coals which may fall onto the ground. The dimensions of the pan shall be such that it will provide complete coverage beneath any openings under the pit or firebox.
6. The area around portable cooking devices shall be provided with protective barriers such as wooden barricades, roped areas, streamers or other physical barrier acceptable to the Fire Marshal to prevent public access or exposure to cooking or heat producing devices. A minimum of 3 feet clearance distance is required and shall be maintained at all times during use.
7. Hot ashes, cinders, smoldering coals or other hot materials subject to spontaneous ignition shall not be deposited in a combustible receptacle within 10 feet of other combustible materials

including combustible walls, awnings and partitions or within 10 feet of openings to buildings such as windows, fresh air vents or intakes, doors or other wall penetrations. Units must provide suitable containers for extinguishment and disposal of hot ashes, embers and partially burned coals.

CUB PUSH-MOBILE SAFETY REQUIREMENTS

1. All cars must have a seat with braced backrest, allowing the rider to comfortably steer with the feet.
2. Steering is done with feet, which are placed on the front axle, and by the hands holding a rope fastened to the front axle.
3. If threaded axles are used, the nuts must be secured with cotter pins or wire.
4. Cars must be equipped with an adequate safety belt securely fastened to the main frame of the car.
5. Cars must be equipped with a handbrake with its drag-rubbing surface faced with a rubber material such as a strip of an old tire. This will stop the car when dragged on the ground.
6. The two 2-by-4 inch blocks must be fastened to the first axle 1/2 inch from the centerboard to limit turning radius.
7. Two adult leaders must be present in booth at all times.
8. Safety of the participants must be of utmost concern.
9. All drivers must wear age appropriate protective head gear, such as a football helmet, motorcycle helmet, bicycle helmet or equivalent. All drivers must wear "Age Appropriate" protective solid leather gloves. All drivers must wear a seat belt.
10. All vehicles must have safety blocks to limit the steering angle and turning radius.
11. All Cub push-mobiles must be constructed to meet published and accepted standards. The following specifications and description of parts should help in insuring the construction of a safe Cub push-mobile:
 - Wheels should not exceed 12 inches in diameter.
 - All wheels must be equipped with solid rubber tires.
 - Car frame should be made from 2-by-4 inch construction lumber.
 - The overall length of the car should be a maximum of 5 feet; the wheel-base a maximum of 4 feet. The outside circumference of the wheel may vary from 30 to 36 inches.
 - Use roundhead 1/4 inch bolts to hold frame. Screws are a second choice. Nails are not suitable, because they may

FLINT AND STEEL SAFETY REQUIREMENTS

1. When starting your fire, prepare a proper fire pit, such as a tuna tin can with no sharp edges. Scouts staffing the activity as well as participants must wear age appropriate safety glasses.
2. Then take a good handful of tinder (frayed rope is the only material acceptable to use at ScoutJam 2010) and form it into a rough bird nest shape. Make sure the wind is at your back.
3. Place this in the fire pit and lay pieces of char cloth in the dip of the "nest"
4. Make sure you use plenty of char cloth to catch the sparks. Don't be stingy!
5. Hold flint with one long, sharp edge approximately four inches above the center of the cloth.
6. With the steel in your other hand, strike downward against the sharp edge of the flint in a series of glancing blows. This is actually shaving off tiny, hot slivers of steel, which are the sparks. Keep striking the flint until you see a glowing ring of embers on the char cloth.

7. Then fold the tinder around it, take a deep breath and blow steadily into the bundle until it ignites. Do NOT pick the bird's nest up. Keep it on or in the fire pit and quickly move away from the fire to prevent burns.

CATAPULTS

Only tabletop Catapult projectile booths are permitted in the Indoor Scout Midway. Outdoor catapults will be approved by the Outdoor Midway staff.

POWER TOOLS

Use of any gasoline-powered tools is prohibited. All other power tools must be used under an adult's supervision in the Indoor Scout Midway.

BICYCLES, MOTORBIKES OR OTHER ROLLER EQUIPMENT

Indoor use of bicycles, motorbikes, skateboards, roller skates, roller shoes or rollerblades and scooters will not be permitted at ScoutJam 2010, except for bicycles to be used at the "Dirt Bike Mountain" exhibit. These bicycles must be walked inside the building to and from the exhibit.

GOLF CARTS, GATOR-TYPE VEHICLES, ALL TERRAIN VEHICLES, UTILITY VEHICLES AND OTHER NON-AUTOMOBILE VEHICLES

Use of these vehicles will be restricted to the following during ScoutJam 2010:

- Legitimate use by handicapped or disabled persons (contact ScoutJam 2010 Staff for permit)
- Movement of equipment from parking area to camping area, or exhibit area. These vehicles must observe all traffic laws, follow established roads, yield to pedestrians at all times, and must use a seatbelt restraint for each driver/passenger.
- NO motorized vehicle will be used indoors except by Facilities personnel or ScoutJam 2010 Staff.

BALLOONS

Balloons are not allowed in the Indoor Scout Midway. Bottles or cylinders containing helium may not be brought into the Indoor Scout Midway.

WATER

Units must provide and use mops, etc. if your exhibit involves water. Remember - keep floor dry at all times to avoid a slip or fall!

EXTENSION CORDS

Heavy-duty extension cords should be used for all electrical connections. Cords must not cross walkways. Cords across floor inside booths must be duct taped to the floor.

SAFETY GLASSES

Age appropriate safety glasses are required for participants in activities where eye injuries could occur. This would include can-crushing, nail driving, rubber band gun shooting, compressed air projects, etc. Leather gloves must also be provided for activities that a Scout is hitting an object with a hammer, rubber mallet, etc.

SAFE BACKSTOP

Strict adult supervision and adequate areas for safe backstop and firing lines must be provided for displays involving projectiles, i.e., bean bags, blunt dart, rubber band guns, etc. Displays cannot encroach on walkways.

SMOKING

No smoking or the use of tobacco products are allowed inside Indoor Scout Midway.

NO PETS ARE ALLOWED. Service animals only

NO STICKERS OR DECALS. No stickers or decals are allowed.

ADDITIONAL SAFETY REQUIREMENTS

NAIL AND HAMMER SAFETY REQUIREMENTS

1. "Age Appropriate" safety glasses and leather gloves must be worn by all participants.
2. Nail **MUST** be started by an adult pre-nailing it in board.
3. Adult supervision must be present at **ALL TIMES**.
4. Aluminum nails are suggested.

TIRE SAFETY REQUIREMENTS

1. Tires used in ScoutJam 2010 booths must be safe with no exposed metal belting that can cause injury upon contact.
2. Staked tires must be secured so as not to fall over.
3. You must take all tires used in the booth home with you. Indoor Scout Midway regulations prohibit leaving them behind at the close of the show. In addition, there are laws prohibiting the disposal of tires in commercial trash dumpsters.
4. Adult supervision must be present at **ALL TIMES**.
5. The activity must be contained within the assigned area.

RUBBER BAND GUN SAFETY REQUIREMENTS "TABLETOP" CATAPULT SAFETY REQUIREMENTS

1. Only **Tabletop** catapults are acceptable.
2. "Age Appropriate" safety glasses must be worn by participants.
3. All apparatus, including projectiles, **must** stay within confines of booth.
4. Only soft objects are acceptable as projectiles.
5. No exposed sharp edges, corners or exposed bolts or nuts. Must be padded.
6. Only fixed targets are acceptable. (No catching of any type of projectile).
7. Adult supervision must be present at all times.

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