

Jamboree 2013 Summit Program Leadership Action Team (SPLAT) Mission

A dedicated group of volunteers and professionals providing the most intense, diverse, high energy, physically challenging and technically advanced jamboree program EVER!

Jamboree 2013 Summit Program Leadership Action Team (SPLAT) Battle Plan

- SPLAT will consist of scouting volunteers, selected scouting professionals and outside consultant professionals, all committed to the SUMMIT VISION STATEMENT and working together to produce a world-class program experience.
- The top tier of SPLAT will meet at least once per quarter and more frequently as we near the actual implementation of the jamboree. These meetings will be designed to integrate and consolidate our efforts across program lines and prevent omissions and errors.
- Every tier of SPLAT will be led by the best persons available in the BSA, with a mandate to include persons of different generations to insure well-trained and experienced leadership will be available for future Summit Jamborees and other Summit based programs.
- SPLAT will integrate Safety Services into the operation by recruiting a dedicated Program Safety Officer who will be included in all planning and implementation.
- SPLAT will “question everything” from previous jamborees and only seek to keep the “best of the best” practices and activities from the past and dedicate ourselves to create exciting and new experiences for the Summit jamboree.
- SPLAT will use the EDGE method (explain, demonstrate, guide and enable) wherever and whenever possible in the implementation of jamboree program elements.
- SPLAT will look at everything from the perspective of a 13 year old Scout.
- SPLAT will operate using the Woodbadge model of leadership.
- SPLAT will meet all deadlines imposed by the logistics, operations and relationships teams.
- SPLAT will consist of one Team Leader and one or two Assistant Team Leader(s) responsible for each of the following jamboree program elements:

1. Summit High Adventure Experience: Mike Lyster – Team Leader

- Adventure Courses (harnesses and carabineers)
- Shooting & Sporting (projectiles)
- Hiking, Nature & Conservation (sweat and dirt)
- BMX – Extreme (helmets and wheels)
- Aquatics & Boating (flotation devices and wet)
- Off-site Outfitter Programs
- *The above will include selected Merit Badges associated with the program elements.*
- *There will also be selected activities from each of the above areas that will be included in the Summit Center Experience conducted on a “jamboree lite” basis. These activities will be designed to introduce participants and visitors to the more intense level of activities only available to participants in the High Adventure Basecamps.*

2. Summit Jamboree Trek and Summit Youth Services Experience: Jeff Jonasen – Team Leader

- Jamboree Trek and Field Games
- OA Indian Village and Buckskin Program
- Civil War Sesquicentennial (1863) Re-enactment
- Staff sub-camp youth services (evening programs)

3. Summit Community Service “Giving Back” Experience:

- Service projects in the local councils performed prior to the Jamboree
- Service projects in selected West Virginia communities near the Summit
- Service projects in the National Forest Service adjacent to the Summit
- Service projects on the Summit property – trail building, etc.

4. Summit Arena Show Experience:

- Staff Show (may be a volunteer led program)
- Opening Show
- Scout extravaganza
- Celebration of Scouting Show
- *It is anticipated that we will outsource the creative and technical elements of the shows and supplement the technical elements and house management with Scout volunteers.*

5. Summit Games and Other Daily Experience:

- Arena Daily Games, Stage Shows and other Programs
- Disability Awareness
- Sub-camp Programs and Games
- Patch trading

6. Summit Exhibits and Displays Experience:

- Summit Scouting Museum and “Living History” Scouting Program
- Spirit of Scouting, Health and Wellness, Eagle Lodge, Arrow Lodge et al
- Brownsea Island
- Tech Quest (including the new BSA STEM – NOVA – SUPERNOVA programs)
- BSA Regional and Departmental Exhibits and Displays (e.g. NESA, Boys’ Life, etc.)
- Selected Merit Badges not connected with Summit High Adventure activities
- Outside Vendor Displays

7. Summit Religious Experience:

- Faith “introduction” Centers
- Chaplains (centrally or “village” based instead of in individual sub-camps)
- Daily Worship Services
- Multiple Services on Day of Worship

8. Summit Visitor Experience:

- Greeters and Facilitators for Daily Visitors
- Daily Visitor Programs (including both on-site and off-site programs and services)
- Daily Ceremonies (anything conducted in the Summit Center, but not in sub-camps)
- Special Events (reunions, gatherings, etc.)
- Special Guest Program (on-site services for VIPs and other special guests)

9. Summit Media Experience:

- The “iPhone” implementation
- Hometown News
- QBSA, Jamboree On The Air (JOTA) and Jamboree On The Internet (JOTI)
- Jamboree Today Online (all digital, no paper)
- Daily Leaders Update (all digital, no paper)
- Liaison with BSA Media Group.
- *The intent is that the maximum number of informational materials will be digital.*

Some Definitions:

The Jamboree Trek: An all day adventure beginning at the unit campsite in the sub camp. Units led by an OA guide on a four hour, four mile hike to Garden Ground Mountain by one of several routes, each with interpretive program points along the way. Lunch at the top followed by a full afternoon of games and demonstrations – Native American, Buckskin, Civil War, etc. The day ends with a mega-BBQ and huge celebration bonfire before returning to camp via bus.

Giving Back Day: An all day service opportunity beginning at the unit campsite in the sub camp. Units led by an OA guide on either an off-site or on-site service project lasting most of the day.

The Summit Challenge: An all day optional, individual event conducted by the High Adventure Program Team assisted by the OA Program Service Corps. The challenge is for the participant to complete at least one activity in each of the five High Adventure basecamps. Individuals who complete the challenge will be recognized in a meaningful and significant way.

Jamboree 2013 Summit Program Leadership Action Team (SPLAT) Profile

The Team Leaders and Assistant Team Leaders for each of the program areas will operate and should be characterized as “Field Commanders” not “Bridge Admirals.” These individuals will spend 99% of their time in their assigned areas interacting with participants and staff to insure that the SPLAT Mission is being achieved. These individuals should be familiar with the previous FAPH operations but completely open to a new and different paradigm at SBR. These individuals should be comfortable working with a combination of Scouting volunteers and outside experts (vendors and suppliers of applicable type equipment and services). They should be available for and willing to attend numerous off-site and on-site planning sessions during the next 2-1/2 years as we prepare for the first Summit based Jamboree experience. They will be responsible for recruiting and training the volunteer staff in their assigned areas.

Jamboree 2013 Summit Daily Program Schedule

Monday – Arrival day. Summit Center and all program areas open Noon to 8 PM. No visitors.

Tuesday – Opening Show 9:30 until 11:30 AM. High energy demonstrations of the High Adventure and other program areas that will be available during the jamboree. Summit Center and all program areas open Noon to 8 PM. Visitors allowed from Noon to 6 PM.

Wednesday – Summit Center and all program areas open 8 AM to 8 PM. Session 1 on Jamboree Trek and Giving Back. Session 1 on pre-selected High Adventure options. Session 1 on off-site High Adventure options. Visitors allowed from 9 AM to 6 PM.

Thursday – Summit Center and all program areas open 8 AM to 8 PM. Session 2 on Jamboree Trek and Giving Back. Session 2 on pre-selected High Adventure options. Session 2 on off-site High Adventure options. Visitors allowed from 9 AM to 6 PM.

Friday – Summit Center and all program areas open 8 AM to 8 PM. Session 3 on Jamboree Trek and Giving Back. Session 3 on pre-selected High Adventure options. Session 3 on off-site High Adventure options. Visitors allowed from 9 AM to 6 PM.

Saturday – All High Adventure program areas open 8 AM to 8 PM for **The Summit Challenge**. Visitors allowed from 9 AM to 6 PM. No Jamboree Trek Experience. No Giving Back Experience. No off-site High Adventure options. Summit Center open all areas 8 AM to 8 PM.

Sunday – Summit-wide pancake breakfast. Multiple worship services from 9:30 AM to 11:30 AM. Scout Extravaganza in Arena beginning at 1:00 PM until 8:00 PM. Sub camps open to visitors from 1:00 PM until 6:00 PM. Celebration of Scouting in Arena from 8:00 PM until 9:30 PM. Visitors allowed from 12 Noon to 10 PM. No High Adventure program in Basecamps. No Jamboree Trek Experience. No Giving Back Experience. No off-site High Adventure options. All program areas in Summit Center open from Noon to 6:00 PM.

Monday – Summit Center and all program areas open 8 AM to 8 PM. Session 4 on Jamboree Trek and Giving Back. Session 4 on pre-selected High Adventure options. Session 4 on off-site High Adventure options. Visitors allowed from 9 AM to 6 PM.

Tuesday – Summit Center and all program areas open 8 AM to 8 PM. Session 5 on Jamboree Trek and Giving Back. Session 5 on pre-selected High Adventure options. Session 5 on off-site High Adventure options. Visitors allowed from 9 AM to 4 PM.

Wednesday – Homebound. No program. No visitors.

Jamboree 2013 Summit Program Parameters

- All pre-scheduled High Adventure program elements offered in Basecamps will be designed in four hour EDGE-based increments beginning at either 9:00 AM or 1:00 PM. Scouts will only be required to receive applicable safety instructions one time per event.
- Offsite High Adventure activities (whitewater rafting, rock climbing, or ATV) will only be available to Venturers or older Scouts on an extra cost optional pre-scheduled basis.
- The OA will provide a Program Service Corps of 500 Arrowmen who will serve as the troop and crew guides on registration day (2 units each), and then as the unit guides on the Jamboree Trek and Giving Back days (250 Arrowmen in each group – 200 each on 5 days giving each one day off during the jamboree). This group will arrive on Wednesday of staff week, complete their staff training on Thursday, and then do an offsite High Adventure experience on Friday and shakedown the Summit Center and Basecamp High Adventure areas on Saturday and Sunday. They will also serve as “Marshalls” for the Summit Challenge on Saturday of Jamboree week.
- The Jamboree Trek will be an all-day event and will include a BBQ style dinner and massive bonfire celebration before returning to sub camps by bus. Unit leaders may be given the option not to participate in this event if they would prefer a free day at the jamboree.
- The five sessions of Jamboree Trek, Giving Back, pre-selected High Adventure and off-site High Adventure will include four sub camps each, not all from the same village, on a pre-scheduled basis. This will distribute the logistical challenges of off-site transportation and on-site trekking as opposed to concentrating this in a given village. NOTE: This plan subject to review and discussion with the Logistics Group. If they disagree, we will align the five sessions of each of the four scheduled program activities with the five villages.
- Each participant will be allowed to pre-select two on-site High Adventure options, or one on-site High Adventure options and one off-site High Adventure option. Venturers and older Scouts will be given preference on off-site High Adventure options.
- The Merit Badges offered in the Summit Center will be limited to those which would not be usually available in local councils or summer camps. At least 10-12 MEGA-sessions on selected merit badges will be offered in the Arena and taught by world class experts.
- Displays and Exhibits of certain types may be “spread around” the Summit Center in a kiosk style rather than concentrated in special areas. This would be designed for crowd control and greater exposure of all types of information to participants and visitors.
- If possible, each village will have an area where Scouts can play “pick up” games of soccer, Frisbee, etc. and where OA Native American powwows can be scheduled in the evenings.
- Patch trading will be more restricted and maybe even scheduled.
- Traditional scout uniforms will only be required on Sunday at worship and the Celebration of Scouting show that evening. The daily uniform will be a Summit or other scouting t-shirt.

More to come – stay tuned