2013 National Jamboree Summit Bechtel Reserve Program Plan for High Adventure Activities – ver 1.0

INTRODUCTION: The design of the high adventure program facilities at the **Summit Bechtel Reserve** creates the opportunity for a new and exciting model for the **2013 National Jamboree**. Let's start by clearly defining three new program terms – **ELECTIVE, CURRICULUM, and OFFSITE OPTIONAL**.

ELECTIVE program activities are like those offered at recent past jamborees. The participant simply shows up at the program venue, gets in line, waits for some period of time and does the activity. The actual time spent doing the activity is relatively short – sometimes only a few minutes, perhaps 15 or 20 minutes on some activities. When complete, the participant either gets back in line for another turn or goes on to a different activity. At The Summit, there will be many different **ELECTIVE** activities in the various program venues. As much as possible, our staff will operate these activities to minimize the wait time and maximize the thrill and fun experience. Participants will have plenty of unscheduled time ("free time") to visit the various program areas and do those **ELECTIVE** activities which interest them.

CURRICULUM program activities are new for the jamboree model. Each participant will have the opportunity to experience ONE (1) **CURRICULUM** activity during the jamboree on a pre-scheduled basis. Staff conducting the **CURRICULUM** activities will employ the **EDGE** method (explain, demonstrate, guide and enable) wherever and whenever possible so that the participant not only has fun, but also increases their level of skill. **CURRICULUM** activities will vary in duration at each program venue, but will typically last at least two hours and some as much as four hours. When complete, the participant may stay at that program venue and participate in **ELECTIVE** activities.

OFFSITE OPTIONAL program activities are also new for the jamboree model. There will be two (2) of these activities available as part of The Summit 2013 National Jamboree – Whitewater Rafting on the New River and Technical Climbing in the New River Gorge. These will be provided by professional outfitters operating in the local area who have been contracted by the BSA to provide these activities. If a participant wants to participate in one of these activities, there will be an additional charge of $50 and the participant must meet all qualifications set by the professional outfitters. There will be a limited capacity in these activities. *IMPORTANT NOTE: Choosing to participate in one of these **OFFSITE OPTIONAL** activities does not replace the one **CURRICULUM** activity choice. The participant will still be able to choose one onsite **CURRICULUM** activity.*

THE CURRICULUM ACTIVITY SELECTION/ASSIGNMENT PROCESS:

The currently proposed design of the CURRICULUM Activity Selection Process is NOT a first-come, first-served format. The intent is that each participant will be able to select and specify up to five (5) CURRICULUM activity choices in order of preference. The choices specified by all participants will be accumulated, analyzed and then CURRICULUM activities will be assigned to all participants with the intended outcome being that the maximum number of participants are assigned their highest preferred CURRICULUM choice possible.

There are a number of factors that influence the outcome of this process, including but not limited to the following:

- The number of spaces available for each CURRICULUM activity on a given day.
- The schedule of each participant's unit – i.e. a participant cannot be assigned to a CURRICULUM activity on the day when the unit is on the JAMBOREE TREK or the MESSENGERS OF PEACE DAY OF SERVICE.
- The decision by a participant to choose one of the OFFSITE OPTIONAL activities. – i.e. a participant cannot be assigned to a CURRICULUM activity on the same day that they are assigned to an OFFSITE OPTIONAL activity.
- The location of the unit's subcamp – i.e. a participant cannot be assigned to a CURRICULUM activity which starts at 8:00 AM if their subcamp is a significant distance from the program venue. However, they could be assigned to that activity at a later time. ALL subcamps are near some program venues and further away from others so this factor should balance out.

The anticipated implementation schedule for this selection/assignment process is that participants <u>who have registered ONLINE and have been accepted for the jamboree</u> may go online and specify preferred choices for CURRICULUM activities in late January. This open access will continue for at least 90 days. The jamboree team will continually monitor and analyze the progress of this selection process and adjust as appropriate and possible during that time. At the appointed time, access to the selection program will be closed and the optimization process will be executed. Following that event, the details of the assigned CURRICULUM activity will be posted to the record file of each participant who made a selection. Participants who did not specify their preferred choices prior to the closing date will then be able to choose one from the remaining available inventory of CURRICULUM activities on a first-come, first-served basis.

Participants who replace a previous participant that drops out will be allowed to select a different CURRICULUM activity than the previous participant OR keep the choice selected by the previous participant at their discretion.

There is no requirement that participants choose the same CURRICULUM activity as their "buddy". The unit leaders will be responsible for implementing an appropriate buddy system within their unit when needed, but it is not required that a particular participant specify the same CURRICULUM activities as any other specific participant.

A summary of the daily schedule for the 2013 National Jamboree as pertains specifically to SUMMIT CENTER (SC) and ADVENTURE AREAS (AA) activities described in this document is as follows:

Normal Operating hours for Summit Center activities are 8 AM until 8 PM.
Normal Operating hours for Adventure Area activities are 8 AM until 5 PM.

Monday – Arrival day. SC and AA open in afternoon ELECTIVE activities only.
Tuesday – Opening Show in morning. SC and AA open afterwards ELECTIVE only.
Wednesday – SC and AA open all day for CURRICULUM and ELECTIVE activities.
Thursday – SC and AA open all day for CURRICULUM and ELECTIVE activities.
Friday – SC and AA open all day for CURRICULUM and ELECTIVE activities.
Saturday – SC and AA open until 4 PM for CURRICULUM and ELECTIVE activities.
Sunday – AA closed for staff day off. SUMMIT CENTER activities open after Noon.
Monday – SC and AA open all day for CURRICULUM and ELECTIVE activities.
Tuesday – SC and AA open until 4 PM for CURRICULUM and ELECTIVE activities.
Wednesday – Departure day.

A basic fact of this new model is that a different group of participants will be assigned to each of the CURRICULUM activities each day at various times depending on the nature of the activity. There will not be an opportunity for a participant who misses an activity at their assigned day and time to "make up" this activity on another day or time. Likewise, there is no "rain day." Most of the High Adventure program activities can continue to operate in inclement weather, unless an unsafe condition like lightning is a threat. If a planned CURRICULUM session of activities has to be delayed or cancelled, it will be regrettable but there is simply no opportunity to re-schedule such a session at another time.

The CURRICULUM and ELECTIVE activities which are described in the remainder of this document are those currently planned. It is always possible that there will be program activity changes after the time that the CURRICULUM assignments are posted. Should this occur, the participant will be re-assigned to the CURRICULUM activity that was their next highest available choice.

DESCRIPTIONS OF ELECTIVE AND CURRICULUM ACTIVITIES WITH PERTINENT INFORMATION ABOUT VENUES AND REQUIREMENTS:

The **High Adventure ELECTIVE** and **CURRICULUM** program activities will be available in a number of **ADVENTURE AREAS** located on **SUMMIT** property which will ONLY be accessible to registered jamboree participants. A **preview version** of many of the High Adventure activities will also be available in **SUMMIT CENTER** and these will be open to all participants, unit leaders, staff and daily visitors. The following are the High Adventure Areas that are only accessible to registered jamboree participants and the list of **ELECTIVE** and **CURRICULUM** program activities to be offered in each of those areas. The title in parenthesis is the High Adventure team responsible for that activity.

THE CANOPY: CANOPY TOUR CURRICULUM (AERIAL SPORTS)

ADVENTURE VALLEY

THE ROCKS: CLIMBING SKILLS CURRICULUM (AERIAL SPORTS)
CLIMBING, RAPPELLING AND BOULDERING ELECTIVES (AERIAL SPORTS)

THE ROPES: CHALLENGE COURSE CURRICULUM (AERIAL SPORTS)
CHALLENGE COURSE ELECTIVE (AERIAL SPORTS)
AEP POWER TOWER ELECTIVE (AERIAL SPORTS)

THE ZIP: BIG ZIP ELECTIVE (AERIAL SPORTS)

HIGH GEAR: MOUNTAIN BIKING SKILLS CURRICULUM (EXTREME SPORTS)
MOUNTAIN BIKING ELECTIVE (EXTREME SPORTS)

LOW GEAR: MOUNTAIN BIKING CURRICULUM (EXTREME SPORTS)
NOTE: BOTH CROSS COUNTRY AND DOWNHILL CHOICES WILL BE AVAILABLE DEPENDING ON THE SKILL LEVEL OF THE PARTICIPANT
MOUNTAIN BIKING ELECTIVE (EXTREME SPORTS)

THE KAYAK LAKE: ADVANCED KAYAKING CURRICULUM (AQUATICS)
BASIC KAYAKING ELECTIVE (AQUATICS)

GOODRICH LAKE

WEST LAKE: MARINERS ADVENTURE CURRICULUM (AQUATICS)
WATER REALITY ELECTIVE (AQUATICS)
STAND-UP PADDLE BOARD ELECTIVE (AQUATICS)

EAST LAKE: DRAGON BOATS ELECTIVE (AQUATICS)

THE POOLS: SCUBA ELECTIVE (AQUATICS)
FREE SWIM ELECTIVE (AQUATICS)

MAYHEM MOUNTAIN

THE PARK: SKATEBOARD CURRICULUM (EXTREME SPORTS)
SKATEBOARD ELECTIVE (EXTREME SPORTS)

THE TRAX: BMX CURRICULUM (EXTREME SPORTS)
BMX ELECTIVE (EXTREME SPORTS)
MOUNTAIN BOARDING ELECTIVE (EXTREME SPORTS)
DISC GOLF ELECTIVE (EXTREME SPORTS)

UPPER RIDGE

THE BOWS: ARCHERY CURRICULUM (TARGET SPORTS)
ARCHERY ELECTIVES (TARGET SPORTS)

THE BARRELS: SHOOTING SPORTS CURRICULUM (TARGET SPORTS)
SHOOTING SPORTS ELECTIVES (TARGET SPORTS)

CONSERVATION AREAS

FISHING LAKE: FLY FISHING CURRICULUM (CONSERVATION)
DUTCH OVEN CURRICULUM (CONSERVATION)

GENERAL SITE: GEOCACHING CURRICULUM (CONSERVATION)
ORIENTEERING – MAP/COMPASS CURRICULUM (CONSERVATION)
ORIENTEERING – GPS CURRICULUM (CONSERVATION)
BIRDWATCHING CURRICULUM (CONSERVATION)
NATURE PHOTOGRAPHY CURRICULUM (CONSERVATION)
CONSERVATION TREK CURRICULUM (CONSERVATION)
GEOLOGY HIKE CURRICULUM (CONSERVATION)
LANDSCAPE PAINTING CURRICULUM (CONSERVATION)

OFFSITE OPTIONAL ACTIVITIES

WHITEWATER RAFTING ON NEW RIVER ELECTIVE - $50 ADDITIONAL FEE
TECHNICAL CLIMBING IN NEW RIVER GORGE ELECTIVE - $50 ADDITIONAL FEE

THE DETAILED DESCRIPTIONS OF ALL ACTIVITIES WHICH FOLLOW ARE GROUPED BY THE HIGH ADVENTURE TEAM WHICH IS RESPONSIBLE FOR THEIR OPERATION.

AERIAL SPORTS

Specific requirements for participation in all Aerial Sports activities:

- Wear closed-toed shoes; no sandals or flip-flops are permitted.
- Be in reasonably good health, have overall average mobility (able to hike short distances and climb stairs), and possess moderate strength
- Participants must weigh between 50 and 250 pounds and have no recent or recurring injuries or musculoskeletal disorders.

THE CANOPY consists of eight separate courses through the trees in an area northeast of Bravo Basecamp. Four courses are designed for longer tours and will take approximately 3-3.5 hours to complete. Four courses are designed for shorter tours and will take approximately 1.5-2.5 hours to complete. There is also a "Tree and Zip Skills" area which consists of facilities designed to provide in-depth instruction in high angle rescue, tree access, and mid-line system transfers.

CANOPY TOUR CURRICULUM (THE CANOPY): Participants in this three-hour curriculum program will glide across the treetops on one of the several courses, gaining a bird's-eye view of a typical West Virginia forest. Scouts will be learning techniques and skills involved with canopy tours so they can truly enjoy the adventure. The Canopy Tour has 16–18 platforms, with numerous zip lines and sky bridges. Gliding along two wires attached by secure harnesses, participants will be led by two knowledgeable and highly trained guides. Everyone zips independently and moves as a group from platform to platform. They will feel the adrenaline rush as they zip 500 to 1,000 feet between platforms on cables that are 100–200 feet above the forest floor. The tree-mounted platforms provides a unique perspective from which to observe the trees, plants, and animals, and a chance to learn about the local ecology system.

THE ROCKS consists of multiple elements for climbing, rappelling and bouldering.

Two rappelling towers with a total of 36 rappelling stations at a height of 32 feet (6 stations are dedicated "leap of faith" stations).
Three climbing fins with 68 manual belay stations at heights from 21-30 feet.
Two climbing fins with 33 auto-belay stations at heights from 25-35 feet.
One 25 feet high climbing fin with 8 climbing stations (6 manual, 2 auto-belay).
One bouldering area with 400 linear feet average height 10 feet – 50 stations.

CLIMBING SKILLS CURRICULUM (THE ROCKS): Participants in this program will have the opportunity to climb, belay and improve their skills—and of course, have a lot of fun. Participants will learn the skills and techniques needed to climb safely at their local gym, their Scout camp, or out on the rocks with their unit or friends. With a ratio of one instructor per six participants, participants will have the opportunity for plenty of one-on-one instruction while learning the correct use and types of rope, hardware,

knots, belay methods and critical verbal communication used in climbing. The Climbing Skills Curriculum will also allow participants to complete many of the Climbing merit badge requirements during the session, leaving just a few to finish up after the jamboree is over. This activity is designed for all participants—beginner to advanced—who want to learn (or improve) the skills needed to be safe and expand their knowledge of the sport of climbing.

CLIMBING, RAPPELLING AND BOULDERING ELECTIVES (THE ROCKS): Experience Climbing, Bouldering, Rappelling and Leap of Faith activities in a world-class facility.

THE ROPES consists of four challenge courses. Two are designed for curriculum program and two are designed as elective activities. The AEP Power Tower – a specialized vertical challenge climbing tower will also be located in **THE ROPES** area.

CHALLENGE COURSE CURRICULUM (THE ROPES): Participants in this curriculum program will have the opportunity to achieve success as an individual. The experience enhances individual traits such as self-esteem, decision-making, problem-solving, trust, teamwork, communication, and leadership. Scouts will experience a variety of challenge courses ranging from 15 to 30 feet high. The curriculum will go deep into teamwork and safety issues, with the Scout learning the details of and having the opportunity to experiment with a variety of different course elements. The specific skills that will be taught include:

1. Harnesses: Learn how to put on a full-body harness correctly and learn how to inspect for safety.
2. Verbal signals: Learn the importance of using verbal commands/signals while on the challenge course.
3. Knots: Learn how to tie a figure eight on a bight and a safety knot.
4. Team-building: Participate in two team-building exercises on the ground to learn the importance of teamwork.
5. Safety check observer: Demonstrate the ability to observe participants going through the challenge course and check for verbal commands as they travel through course.
6. Self-rescue: Perform one simple self-rescue while on a challenge course.

CHALLENGE COURSE ELECTIVE (THE ROPES): Experience similar to the curriculum activities but shorter duration and specific to one Challenge Course.

AEP POWER TOWER ELECTIVE (THE ROPES): Experience the thrill of an Alpine Tower.

BIG ZIP ELECTIVE (THE ZIP): Experience a ride on one of five parallel lines each 3200 feet long over Adventure Valley and the Kayak Lake. **NOTE: Due to the limited capacity of this venue a finite number of elective tickets will be distributed to each jamboree unit to be divided amongst the members of that unit as they so choose.**

As noted, a **preview version** of many of the High Adventure activities will also be available in **SUMMIT CENTER** and these will be open to all participants, unit leaders, staff and daily visitors. The following are the Aerial Sports activities that will be located in **SUMMIT CENTER**.

Canopy Tour – Four separate courses through the trees around the ACTION POINT area. Each course consists of four platforms and four zip lines, reaching heights up to 45 feet above grade. There is a weight limit of 50-250 pounds.

Climbing wall – A 127 foot wide, 33 foot high climbing facility located in the BOULDER COVE area and consisting of 24 climbing/auto-belay stations, 12 rappelling/auto-belay stations, and 25 bouldering feature stations.

Challenge Course – Two high ropes challenge courses will be located adjacent to ACTION POINT.

Stadium Zip lines – Consists of ten lines which take off from one platform just above the back of the STADIUM. One set of five parallel lines each 1200 feet long goes east over edge of STADIUM with landing platform in GATEWAY and one set of five parallel lines each 1400 feet long goes west over opposite edge of STADIUM with landing platform in LEGACY VILLAGE. There is a weight limit of 50-250 pounds.

EXTREME SPORTS

Specific requirements for participation in all Extreme Sports activities:

- Appropriate footwear is required.
- ALL participants will be assessed for current skill levels and assigned to the appropriate level based on this assessment. As improved skills are demonstrated, participants will be able to advance to more challenging levels.
- Participants will wear appropriately sized personal protective gear consisting of helmet, gloves, and knee/elbow/wrist pads as appropriate for that activity and as furnished by the Extreme Sports jamboree staff.

HIGH GEAR – Consists of mountain bike skills courses including a pump track, dirt jump, skills park and dual slalom race.

LOW GEAR – Consists of approximately 60 km of cross country and downhill mountain bike trails designed for three skill levels. Approximately 60 percent will be beginner (green), 25 percent will be intermediate (blue) and 15 percent will be advanced (black).

MOUNTAIN BIKING SKILLS CURRICULUM (HIGH GEAR): Mountain biking at High Gear presents a challenge for even the most skilled riders. Riders will rotate between specially built challenge areas, jump tracks, jump and roll areas, a dual slalom race course, and downhill racing. Curriculum participants will receive priority access for gear issue, safety training, and assessment. This event presents intense biking and is designed to improve the skills of riders at all levels, with coaches in each area to guide success.

MOUNTAIN BIKING ELECTIVE (HIGH GEAR): Experience similar to the curriculum activities but shorter duration and specific to one area. Curriculum participants will have priority access at this activity.

MOUNTAIN BIKING CURRICULUM (LOW GEAR): The cross-country mountain biking hub at Low Gear will provide an exciting, vigorous, and challenging opportunity presented by both downhill and cross-country trails. With properly sized bikes and safety gear, riders will be coached to advance beyond current skill levels to meet the challenges of more difficult trails. Curriculum participants will receive priority access for gear issue, safety training, and assessment. They will then start their experience on either the Cross-Country or Downhill course. This activity is designed to improve the skills of riders at all levels, including complete beginners.

- **Cross-Country** (Challenge Course): Riders of all levels may begin their mountain biking experience on miles of world-class trails through the varied terrain of Adventure Valley. Enjoy beautiful country, challenging beginner (Green) and

intermediate (Blue) trails, and riding with mountain biking coaches to improve skills and optimize your time at Low Gear.

- **Downhill** (Advanced Course): Riders evaluated at the advanced level may choose to ride the premier downhill mountain biking trails built by some of the people who built the famous downhill mountain biking courses in Whistler, Canada.

MOUNTAIN BIKING ELECTIVE (LOW GEAR): Experience similar to the curriculum activities but shorter duration and specific to one area. Curriculum participants will have priority access at this activity. This venue has a large capacity for elective participants.

THE PARK AT MAYHEM MOUNTAIN – Consists of the following elements:

Assessment Course – 7,000 SF
Arrival Plaza – 23,000 SF
Training A (beginner skill level) – 10,000 SF
Training B (intermediate skill level) – 16,000 SF
Vertical Ramp – 3,500 SF
Bowls – 9,000 SF

Note: Participants who have vans (special shoes) are encouraged to bring them.

SKATEBOARD CURRICULUM (THE PARK): Participants will enjoy their experience at this world-class skate park. Built by members of the same team that builds for the X Games, this is the place for the ultimate challenge on a skateboard. There is a place for everyone, with coaching staff on hand to improve the skills for riders at all levels, including complete beginners. Upon arrival skaters will receive priority access for gear issue and safety training. At the **Assessment** Track, riders are evaluated as ready to enjoy the Challenge or Advanced Course.

- **The Green Experience** (Challenge Course): The Green Experience at The Park will introduce skateboarders to basic riding skills and knowledge with an introduction to basic and intermediate tricks. Rider will learn to skate and improve skills on the **Test Track**, **Flow Course**, **Skate Plaza,** and **Skate Bowls**.

- **The Blue Experience** (Advanced Course): The Blue Experience at The Park is for experienced riders who want to challenge the toughest tracks and learn advanced tricks. Experts will be on hand to teach all the new moves at the Skate Plaza, Skate Bowls, **Foam Pits,** and **Resi Ramps**.

SKATEBOARD ELECTIVE (THE PARK): The skateboarding areas are open for free skating and skaters of all skill levels can participate in a thirty-minute session at our supervised skate areas. All skaters will begin with an orientation course to learn basic safety and board handling. There is a place for everyone, with coaching staff on hand to improve the skills of riders at all levels. Elective participants are always welcome with the understanding that participants who have selected this as their Curriculum activity will have priority access. Drop-in skaters are able to use The Park as capacity allows. The Park offers a flat skating area for cruising and essential boarding skills. Two concrete skate plazas will challenge riders of all levels, and the bowl complex is the place to really show off those skating skills. There are even some padded ramp zones to learn those advanced tricks.

THE TRAX AT MAYHEM MOUNTAIN – Consists of the following elements:
Assessment Course – 8,000 SF
Speed and Style – 20,000 SF
Pump Track – 3,000 SF
Downhill Race Track – 40,000 SF
Flat Race Track – 40,000 SF
Table Top Jump Track – 20,000 SF
Freestyle Jump Trail – 20,000 SF
Mountain Board/Zorb Course – 60,000 SF

BMX CURRICULUM (THE TRAX): Participants will be thrilled to visit this world-class, heart-pounding bicycle motocross (**BMX**) venue and spend two hours pushing their limits. A professional BMX coach will move through the courses, providing riding tips to groups of riders. Upon arrival at THE TRAX riders will receive priority access for gear issue and safety training. At the **Assessment** Track, riders are evaluated to ensure that they are ready to enjoy the Challenge or Advanced Course. The TRAX is designed to improve the skills of riders at all levels, including complete beginners.

Coaches will escort groups to either the Challenge or Advanced Curriculum course, where riders will have priority use of three tracks for 40 minutes each. When done with curriculum, riders may use any of the seven tracks at THE TRAX for Elective time.

Challenge Course:

1. Pump Track—Learn and develop basic riding skills needed on BMX courses.
2. Flat Race Track—Olympic-style gate starts with eight simultaneous riders. It's a race in the same style as the one used at the 2012 Olympics.
3. Freestyle Jump Track—BMX basic jump skill building. Time to get a little air.

Advanced Course:

1. One Track—One of the tracks used by the basic curriculum
2. Tabletop Jump Track—BMX advanced jumping skills
3. Speed and Style Track—Downhill course with choices in routes for the advanced rider

BMX ELECTIVE (THE TRAX): The ten (10) BMX tracks at The **SUMMIT** were designed and built by Spohn Ranch, the top name in course design in the U.S.A. The company uses professional riders to help fine-tune the tracks for the best ride and air time. Everyone starts on the Assessment Track for skill level assessment. Assessment is **required only once** so riders can get going on any track for which they qualify. Riders may return to assessment anytime to upgrade their qualification level. At any one time five of the tracks, including the Downhill Race Track, are open for elective use, which means shorter waiting times to get on the course. The Downhill Race Track is designed to allow up to eight riders to race on a four-leg track with gravity assist. Time to get some air!!!

MOUNTAIN BOARDING ELECTIVE (THE TRAX): Voted the number-one activity at the 2010 National Jamboree, Mountain Boarding is back – bigger and better. Like snowboarding on wheels, mountain boarding lets you surf the lawn. Learn mountain boarding basics and advanced skills on the hills. There is a place for everyone, with coaching staff on hand to improve the skills of riders at all levels, including complete beginners. Upon arrival at Mountain Boarding, riders will move in line for gear issue, safety training, and rider assessment. This is the place to get into the dirt.

DISC GOLF ELECTIVE (MAYHEM MOUNTAIN): Disc golf will debut for the very first time at a national Scout jamboree at The Summit in 2013. There will be professional disc golfers on staff at the jamboree. The best part is that disc golf is highly accessible to players of all ages and abilities. Disc golf is easy to learn and a sport that's easy to afford and is one of today's fastest-growing sports, spawned by the Frisbee® craze, like another popular sport: Ultimate Frisbee. Disc golf is similar to regular golf conceptually in that the goal is to complete each hole with the fewest number of throws, and it's scored the same way: birdies, pars, bogeys, etc. However, instead of using clubs and balls to aim for a hole, disc golfers use flying discs to aim for elevated chained baskets. The specialized discs for the sport are engineering marvels, far beyond traditional Frisbees, allowing players to throw an array of shots including a "**hyzer,**" a "**helix,**" a "**hammer,**" and many more. Come out and try disc golf in Extreme Sports on Mayhem Mountain and find out why we are **"Insane for the Chains"!** If you can throw a Frisbee and you like to have fun, you can learn to play disc golf!

As noted, a **preview version** of many of the High Adventure activities will also be available in **SUMMIT CENTER** and these will be open to all participants, unit leaders, staff and daily visitors. The following are the Extreme Sports activities that will be located in **SUMMIT CENTER**.

Mountain Bike – The Mountain Bike facility in ACTION POINT will consist of two skill assessment areas; a pump track area and an obstacle course. It shall also include loop trails ranging from beginner to advanced; one km beginner (green), one km intermediate (blue) and one km advanced (black). All facilities are dirt surface.

Skateboard – The Skate facility in ACTION POINT will consist of a 5,500 SF skills assessment area, a 15,000 SF Skate Plaza, and a 13,000 SF Skate Park. All facilities are hard surface.

BMX – The BMX facility located in ACTION POINT will be comprised of four skill areas consisting of a 5,500 SF skills assessment course, an 11,000 SF Dual Track, a 14,000 SF Jump Track, and a 3,000 Race Track. All facilities are dirt surface.

TARGET SPORTS

Specific requirements for participation in all Target Sports activities:

- Appropriate footwear is required.
- Participants will wear appropriately sized personal protective gear as furnished by the Target Sports jamboree staff.

THE BOWS ON UPPER RIDGE – Consists of multiple venues for archery:

10 meter static archery – 20 stations
15 meter static archery – 20 stations
90 meter archery – 10 stations
3-D archery – Two trails with 18 stations each
Sporting Arrows – 14 stations

ARCHERY CURRICULUM AND ARCHERY ELECTIVES (THE BOWS): Participants who select ARCHERY as their curriculum choice will be given a priority access pass to all activities for FOUR (4) hours beginning at the time that they check in at THE BOWS. This priority access pass will allow them to choose whichever activities they want to experience, for as many times as they want to experience them during those hours.

Static Targets: Archers will shoot 10 arrows at a static straw target placed between 10 and 25 yards in front of the shooting position. After the shooting line has fired all arrows, the line will be closed so that all archers can move forward and retrieve their arrows. This game will last approximately 10–15 minutes, and targets will be placed at 10, 15, and 25 yards. For more ambitious archers, there is a limited long-range field where targets will be placed at 60–75 yards. Archers will shoot individually and can return as often as they like.

3-D Targets: Another first for a jamboree. A walk-around course approximately 1,000 yards long comprises 36 3-D archery setups. At each station (setup) there will be two or three life-size, realistic foam animals placed between 15 and 50 feet in front of the firing point. Archers will be squared in groups of four or five and will shoot four arrows from each of six different stations. Arrows will penetrate the foam and count as a hit; misses will be captured by arrow nets strung behind the animal. Periodically, the shooting line will close to allow retrieval of arrows. Each station (four or five shooters) should take about 15–18 minutes to complete. Archers will shoot from various stations, e.g., stations 3, 6, 10, 13, 20, and 24. This will add walking time between stations. Archers may return as many times as they like, either in their squad or individually to be assigned to a new team. Random stations will be assigned.

Sporting Arrows: This is a new game to Scouting (even archery in general). Similar to clay target shooting, automatic target launchers will throw 10-inch diameter foam targets into the air. These will be shot at in an effort to hit them before they reach the

ground. Unlike clay shooting, where the targets shatter, these foam targets, when hit, absorb the arrow and the pair falls to the ground. The targets are reusable, as is the ammunition (the arrows). Special arrows are used so they do not travel too far, making them easy to retrieve. Targets are thrown approximately 60–80 feet in the air. There are five archers on a team, and they all line up in a row spaced about 6 feet apart. Archers have 10 arrows each and can fire at their own will. Anytime a target is in the air, an archer can fire at it; they do not have to shoot at each one. Although five archers will be firing simultaneously, it will be easy to determine who hit the target, as their arrow will be stuck in it. (Each archer has a different color arrow set.) The game lasts about five minutes, but periodically the arrows will have to be retrieved and the targets reloaded into the machine. Archers can return as often as they like.

THE BARRELS ON UPPER RIDGE – Consists of multiple venues for shooting sports:

Shotgun Shooting Traps – 50 stations
Shotgun Sporting Clays – 80 stations
Shotgun Compact Clays – 5 stations
.22 caliber rifle shooting – 30 stations
.223 caliber rifle shooting – 20 stations
.308 caliber rifle shooting – 10 stations
.22 caliber pistol shooting – 20 stations
.22 caliber pistol Steel Challenge – 3 stations
9 mm pistol Steel Challenge – 1 station
Airsoft Village #1 (Practice Field) – 20 stations
Airsoft Village #2 (Jungle Field) – 32 stations
Airsoft Village #3 (Village Field) – 32 stations

SHOOTING SPORTS CURRICULUM AND SHOOTING SPORTS ELECTIVES (THE BARRELS):

Participants who select SHOOTING SPORTS as their curriculum choice will be given a priority access pass to all activities for FOUR (4) hours beginning at the time that they check in at THE BARRELS. This priority access pass will allow them to choose whichever activities they want to experience, for as many times as they want to experience them during those hours.

Trap Deck: This shooting game is for two shooters standing on a wooden deck facing the woods. Just in front of the deck, at a lower level, there will be a trap machine launching targets away from the deck. There will be one instructor between the two shooters. Shooters will be using a two-shot shotgun fitted with a recoil absorber that takes away almost all of the recoil when the gun is fired. Each shooter will shoot at two targets, taking turns under the supervision of the instructor. A game will be 20 targets each, so each shooter will have 10 attempts at two targets. The game is expected to last about 20 minutes. There are 50 trap deck stations, and you are allowed to return and have as many games as you like.

Sporting Clays: This is a new game for the jamboree. This game is meant to give the shooter a selection of different targets, simulating shooting birds in the woods. Each station will have two traps throwing a variety of trajectories; at one station there may be two targets crossing in front of the shooter, another may have the first target going straight up and the second coming in towards the shooter from out in front. There are 80 different stations, each giving a different target presentation. Shooters will shoot six targets at each station. The first two targets will be launched separately, the next two as a "report" pair (the second target quickly following the first), and the last two targets will be launched together. The shooter will have the option to take all targets as singles, without any "pairs." Shooters will be in teams of four or five and will take turns in shooting their six targets. A game is made up of six stations, giving the shooter 36 targets. The team of shooters will walk between stations (e.g., your stations may be stations 6, 9, 12, 15, 20, and 24). A game will last approximately 120 minutes. Shooters can return as many times as they like, forming the same team or a new team. They can request the same stations or have a new selection assigned to them.

Compact Sporting Clays: This game is similar to the trap deck shooting, except there are five shooters on the shooting deck. Similar to sporting clays, there will be a selection of different target presentations from six or seven trap machines. Each shooter will shoot four targets at each of the five different deck positions. These targets will vary at each position (e.g., position 1 may have targets 1 and 3, position 2 may have targets 3 and 5, position 3 may have targets 1 and 4). This game is basically the same as having five sporting clay stations very close to each other. The game will last approximately 20–25 minutes. Shooters can return as many times as they like, either in the same group or individually to be placed in a new group. There are five different layouts, each presenting different targets. You can choose which one you want to shoot at when you come back after the first.

Rifle: This is the first time Scouts will be allowed to shoot a "heavy" high-powered rifle. The rifles are mounted in clamps that prevent the shooter from pointing in an unsafe direction but still allow a certain amount of movement to sight in the target. The rifles are bolt-action, firing one shot at a time. Targets will be positioned from 50 to 100 yards away from the shooting bench. The shooter will look through a telescopic sight to line up the target, then shoot. The shooter's performance (or "hits") will be electronically relayed back to the shooting position, so there will be no need to go downrange to check your score. There are three calibers of rifle: .308/.223/.22LR; shooter's age will determine which caliber they will be allowed to shoot. For the .308 and .223 you will have 10 shots, while the .22LR will have 20 shots. Each shooter will be shooting individually under the supervision of an instructor. The game will last approximately 12–15 minutes. You can return as many times as you like.

Pistol: This is the first time Scouts will be allowed to shoot real pistols (9mm or .22LR). Shooters will be under cover in a purpose-built shooting deck that prevents misfires from leaving the range. Targets will be set at 15–35 feet from the shooter. Shooters will have one magazine of ammunition to shoot multiple rounds of 9mm or .22LR. The time for this event will be approximately 15–20 minutes (allowing time for shooters to go downrange and collect their targets.) **NOTE: For pistol and steel plates, Venturers and Boy Scouts who meet the Venturing age requirement (13 and completed the 8th grade) will be eligible to participate. These are the only two shooting sports events with an age restriction.**

Steel Plates: Another "first" for the Scout jamboree, this is a variation of the Scholastic Steel Challenge. There will be four layouts with five targets in each. A game will entail shooting one of these layouts twice. This is basically a speed event where the shooter has to shoot and hit all five targets in the shortest time. The Scout will be under the supervision of two instructors, one on each side of the shooter. When the clock starts, the shooter will pick up the gun from the table in front and aim to hit all five targets as fast as possible. These targets are steel plates, and each hit will result in a sharp "ting." When the last target is hit, the clock will stop and the result will be posted on a big TV screen, which will show the top 10 shooters for that station. The guns will be the same as the pistol discipline—9mm and .22LR. Although there are only five targets, each shooter will have a full magazine (17 or 20 rounds) to attempt to hit all the targets. This game is expected to last about two minutes, plus three minutes to change targets. Shooters may return to this game as often as they like. NOTE: To be able to shoot this game, shooters must first have shot the pistol range to ensure they know how to use the pistol. **NOTE: For pistol and steel plates, Venturers and Boy Scouts who meet the Venturing age requirement (13 and completed the 8th grade) will be eligible to participate. These are the only two shooting sports events with an age restriction.**

Airsoft: This is the first time airsoft has been allowed at the jamboree. Due to BSA policies, Scouts are not allowed to participate in shooting games where Scouts shoot at each other, so these airsoft games have been designed around a “benign shape” target system. There are three variations to play: Practice, Jungle, and Village. All three games will use the same gun and ceramic BB.

Airsoft Practice: Similar to a shooting arcade, there will be a line of 60 reactive targets, divided into 20 stations of three targets each. The targets will react when shot and fall over, but will come back up. They will be on timers so that they are visible for only a few seconds at a time. Each time you hit a target it will score you. The game will last as long as your ammunition (200) does or until the five- minute timer is reached. The top 10 scores will be displayed on the TV screens at each station. There are two of these "fields"—one at the Barrels, the other at the base camp (Summit).

Airsoft Jungle: As the name implies, there are 10 acres of woods with various trails meandering through them from one end to the other. Along these trails will be various obstacles—oil drum depot, crates, abandoned vehicles, camp sites, wooden huts, etc. Interspersed among these will be a number of reactive targets that you have to shoot and score points. These targets are computer-controlled and react in various ways; some may detect your approach and "hide" for a few seconds only to reappear, while others may fall over when shot, then immediately come back up to be shot again. Others may appear for, say, 10 seconds then disappear; if you don't shoot them, you lose your score. The idea of the game is to get through the Jungle in the time allowed and score as many points as possible. Scouts will shoot in teams of two, one taking the left side, the other taking the right side—a "team" effort. The route through the Jungle should take around 6–10 minutes (no time to " mess around"). Shooters may return as many times as they like to improve their score. NOTE: There will be more than one team on the route at the same time, following each other at intervals. There will also be marshals and safety officers observing the game. Any shooter who aims at another shooter, even “just for fun," will be banned from all shooting disciplines for the rest of the jamboree.

Airsoft Village: As the name implies, this is a mock-up of a town spread over two football fields, made up of streets and buildings all 8 feet high. The town is divided into alleyways 35 feet wide and 85 feet long; there are 32 alleyways. Similar to the Jungle, there will be numerous reactive targets situated around the various alleyways (900 in all). Each alleyway is a scoring zone and will have approximately 20–30 targets, on both sides of the street. Targets will appear at windows, inside doorways, behind bars, popping up from behind fences and cars. They are all computer-controlled and react differently, similar to the Jungle. There will be round, square, and triangle shapes, and each scores differently. Various colors will inform you as to whether the target is “shoot” or “not-shoot.” Build your score, but don't lose points by shooting the wrong target. Shooters will be in teams of two, left side / right side, and score points for their

team. A game will consist of shooting targets in eight alleyways. There are four different games, and you can return as often as you like. Each alleyway will have a time of around 40 seconds to complete, making the game of eight alleyways last about 6–8 minutes. Each shooter will have a gun loaded with 400 BBs to complete the eight alleyways. NOTE: As in the Jungle, marshals and safety officers will observe the game, stationed in watchtowers overlooking the layout.

SAFETY PROTOCOLS WILL BE STRICTLY ENFORCED AT ALL TARGET SPORTS ACTIVITIES AND SHOOTERS ARE REMINDED THAT AIMING ANY TYPE OF FIREARM AT ANOTHER PERSON IS A SERIOUS VIOLATION OF THESE PROTOCOLS.

As noted, a **preview version** of many of the High Adventure activities will also be available in **SUMMIT CENTER** and these will be open to all participants, unit leaders, staff and daily visitors. The following are the Target Sports activities that will be located in **SUMMIT CENTER**.

Target Sports – The Target Sports venues located in ACTION POINT will consist of 10 Laser shooting stations, 30 Airsoft shooting stations, and 15-15 yard 3D archery stations.

AQUATICS

Specific requirements for participation in all Aquatics activities:

- Appropriate footwear and swimwear is required.
- Participants will wear appropriately sized personal protective gear as furnished by the Aquatics jamboree staff.

AQUATICS AREAS ARE:
THE KAYAKING LAKE IN ADVENTURE VALLEY
EAST AND WEST GOODRICH LAKE IN SUMMIT CENTER
THE POOLS (SCUBA AND SWIMMING AREA)

ADVANCED KAYAKING CURRICULUM (KAYAKING LAKE IN ADVENTURE VALLEY): Participants choosing Advanced Kayaking as a four-hour curriculum activity will earn Kayaking BSA and will satisfy many of the requirements of the new Kayaking merit badge. Scouts will learn about kayaking safety, kayaks and equipment, rescues, and skills and maneuvers.

BASIC KAYAKING ELECTIVE (KAYAKING LAKE IN ADVENTURE VALLEY): Participants are shown how to select a paddle, instructed in paddle use (shoulder rotation, blade rotation using control hand, etc.), and shown basic maneuvers and how to board a kayak. After boarding their own boats, they first will practice basic maneuvers under staff direction and then complete a basic course using those maneuvers. Total time on the water is approximately 30 minutes.

MARINERS ADVENTURE CURRICULUM (WEST GOODRICH LAKE): Participants in this four-hour curriculum program will receive basic seamanship skills and multiple opportunities for hands-on experience. There will be components in aquatics safety, basic boating skills, and teamwork. Scouts will work in eight-person crews to learn and demonstrate the following skills: rowing in eight-man skiffs; life jacket use and rescue methods; rules of the road using remote-controlled boats operating through a buoyed course, and; hands-on marlinspike and rigging training.

WATER REALITY ELECTIVE (WEST GOODRICH LAKE): Water Reality is a floating obstacle course in the lake that four-person teams will tackle in a timed event. Participants will wear life jackets and helmets, and the courses will be long enough to be fun and challenging. Best team times will be posted each day.

STAND-UP PADDLE BOARD ELECTIVE (WEST GOODRICH LAKE): Participants are shown how to select a paddle and then are given instruction in basic maneuvers. After mounting their own boards, they first will practice basic maneuvers under staff direction and then complete a simple course with a buddy on a separate board using those maneuvers. Total time on the water is approximately 30 minutes.

DRAGON BOATS ELECTIVE (EAST GOODRICH LAKE): Each Dragon Boat holds 20 Scout paddlers and two staff—one steering in the stern, the other beating cadence in the bow. The goal is to paddle a 100-yard course for time. The best times will be posted each day with participants trying to be the quickest.

SCUBA ELECTIVE (THE POOLS): Participants receive basic introduction via various instructional displays on diving and hands-on experiences in the water. Those participating in the 30-minute program will earn the Scuba BSA award.

EVENING FREE SWIM ELECTIVE (THE POOLS): Time for some good fun in the water with your friends.

As noted, a **preview version** of many of the High Adventure activities will also be available in **SUMMIT CENTER** and these will be open to all participants, unit leaders, staff and daily visitors. However, there are NO Aquatics activities that will be located in **SUMMIT CENTER**.

CONSERVATION, NATURE, HIKING AND FISHING

CONSERVATIONS AREAS ARE:

FISHING LAKE (Fly Fishing) – This approximately 2 acre lake is located in Base Camp "E" ECHO which will be the housing area for jamboree staff in 2013.

JUSTICE HEIGHTS – The Conservation Headquarters area will be located on the south side of Justice Heights just north of subcamp C1 and just east of basecamp D. Many of the conservation activities will begin at this HQ area.

WEST GOODRICH LAKE CONSERVATION TRAIL – This area consists of exhibits, displays and "hands-on" activities conducted by a variety of federal, state and local governmental agencies associated with conservation.

In addition to the above conservation trail area, there will be various other conservation, nature study and hiking activities available to participants at various locations and trails around the jamboree site. These activities will include completion of partial requirements on a variety of merit badges as follows: *Astronomy, Fish and Wildlife Management, Fishing, Fly Fishing, Forestry, Geocaching, Geology, Insect Study, Nature, Orienteering, Photography, Plant Science, Pulp and Paper. AND Soil and Water Conservation*

FLY FISHING CURRICULUM (FISHING LAKE): The Fishing Lake located in Base Camp "E" ECHO summons you to an exciting new challenge with long-lasting reward. Learning basic fly-fishing skills may lead you to a lifetime of pleasure in the sport. Participants will learn how to fly-fish and to earn the Fly-Fishing merit badge. They will receive quality instruction including fly-casting, basic knots, and tying their own flies. Then with their newfound skills they may catch a fish or two from the well-stocked lake. For the last step in earning the merit badge, participants will take one fish to the cooking area and enjoy a snack of fresh fish that they cook themselves.

DUTCH OVEN CURRICULUM (FISHING LAKE): Participants will expand their outdoor cooking skills by developing three Dutch oven recipes with instruction by the International Dutch Oven Society (IDOS) staff members. They will work in small teams to prepare: a one-pot meal, fresh bread, and a delicious dessert.

GEOCACHING CURRICULUM: Open to those with no skill or those with expert skills and everyone in between. There will be a number of routes for finding geocaches located about the property. Each route will cover many cache locations, and participants will see some parts of the jamboree that they wouldn't otherwise see.

ORIENTEERING – MAP/COMPASS CURRICULUM: This most basic of Scouting skills can make any outdoor hiking adventure safer and more interesting, and maybe could save your life. There will be a number of routes for participants and their buddies to practice orienteering using a map and a compass. Each route will consist of stations located such that participants will get to see a lot of The SUMMIT.

ORIENTEERING – GPS CURRICULUM: This most basic of Scouting skills—updated to use modern GPS equipment. There will be a number of routes for participants and their buddies to practice orienteering using GPS. Each route will consist of stations located such that participants will get to see a lot of The SUMMIT.

BIRDWATCHING CURRICULUM: Have you ever just sat and watched a bird? Have you walked through the woods seeing how many different birds you could identify? Can you identify many common (and some not-so-common) birds? Participants will be given a small flier describing the birds in the local area and will receive instruction on how to look for these birds while hiking through the woods or moving about the grounds of the jamboree. Interesting and informative.

NATURE PHOTOGRAPHY CURRICULUM: Bring your own camera and learn how to do nature photography—not just simple snapshots, but carefully composed photos to adorn your room walls or your Facebook page! Participants will receive expert instruction and have the opportunity to print their best shot of the day.

CONSERVATION TREK CURRICULUM: A Scout is clean, a Scout is thrifty, and participants will improve their conservation skills. Participants will learn new and different ways they can make a difference in conserving nature and natural resources.

GEOLOGY HIKE CURRICULUM: The geology of the jamboree site is very diverse, and participants will get to see coal and rock formations that are very unique to this fabulous site. Participants will learn about the geology of the area, see things that are special to the site, and learn to identify rock formations and other unique geological specimens. It'll change the way they look at rocks!

LANDSCAPE PAINTING CURRICULUM: The jamboree site is a beautiful place, with breathtaking views, exciting natural resources, and many things to capture in paint on paper. Participants will get the chance to try painting and staff will help them learn how to do it right. Participants will be able to make some new sketches to take home and wow their friends!

As noted, a **preview version** of many of the High Adventure activities will also be available in **SUMMIT CENTER** and these will be open to all participants, unit leaders, staff and daily visitors. The following are the Conservation activities that will be located in **SUMMIT CENTER**.

WEST GOODRICH LAKE CONSERVATION TRAIL – This area consists of exhibits, displays and "hands-on" activities conducted by a variety of federal, state and local governmental agencies associated with conservation. *NOTE: This area will be located just west of BOULDER COVE in SUMMIT CENTER.*

OFFSITE OPTIONAL ACTIVITIES

There will be two (2) of these activities available as part of The Summit 2013 National Jamboree – Whitewater Rafting on the New River and Technical Climbing in the New River Gorge. These will be provided by professional outfitters operating in the local area who have been contracted by the BSA to provide these activities. If a participant wants to participate in one of these activities, there will be an additional charge of $50 and the participant must meet all qualifications set by the professional outfitters. There will be a limited capacity in these activities as specified below.

WHITEWATER RAFTING ON NEW RIVER ELECTIVE - $50 ADDITIONAL FEE. During the jamboree on five specific days there will be a whitewater rafting program offered on the New River provided by certified private outfitters. A total of approximately 14,000 seats will be available. Prospective participants will be required to pay the fee in advance and have a release and consent form executed by a parent or guardian. One adult leader will accompany each busload of 44 youth participants. This group of 45 will create a flotilla of five rafts, each raft with nine (9) participants and one (1) guide. Most participants will raft a section of the middle New River. Venturers and older youth may raft a section of the lower New River.

TECHNICAL CLIMBING IN NEW RIVER GORGE ELECTIVE - $50 ADDITIONAL FEE. During the jamboree on five specific days there will be a technical climbing program offered in the New River Gorge provided by certified private outfitters. A total of approximately 250 spaces will be available. Prospective participants will be required to pay the fee in advance and have a release and consent form executed by a parent or guardian.

This Advanced climbing experience will offer those with experience in rock climbing an opportunity to climb on some of the world famous climbing routes on the walls of the new River Gorge. Licensed climbing outfitters will lead technical climbing groups with a 1:4 guide to participant ratio on trails located in several different areas. Some prior climbing experience is required, although experience gained at the Jamboree facilities at The Summit may be sufficient to qualify. Participants must have their skill level checked by the onsite BSA climbing staff at the Jamboree before participating. Those who do not pass the onsite review during the Jamboree will be refunded their fee and can continue to develop their climbing skills on the extensive onsite climbing facilities. Climbing equipment will be provided, but personal climbing shoes are permitted.

The above activities will be offered on Wednesday, Thursday, and Friday of the first jamboree week and again on Monday and Tuesday of the second jamboree week.