

"Stranded"
Newfoundland and Labrador Provincial Camp
NL Council Scouts Canada
July 5-8, 2019

Camp Nor'Wes



Stranded Participant Manual

Camp Chief's Welcome

Welcome to Stranded at Nor'Wes, Newfoundland and Labrador's 2019 Provincial Scouting Jamboree. This marks the second Jamboree we have had which has followed the Canadian Path program and we are super excited to deliver on what the youth have asked for.



I want to begin by acknowledge that our Camp, and this event, takes place on the traditional territories of the Beothuk and Mi'gmaq peoples. These first people treasured these lands, just as we treasure them today. We seek to work towards a brighter future for all in Newfoundland and Labrador and in Canada.

This event is of the youth, by the youth and for the youth. For those of you that have been to Camp Nor'Wes before, welcome back. For those of you that this is your first time here, I encourage you to take the time to explore the Camp. It is truly an amazing facility with lots to offer and lots to explore from the shores of our lake to the forests and river. Take a chance to look up and admire one of Canada's Dark Sky preserves, the stars can be spectacular.

An event like this does not happen without the hard work and dedication of many amazing Scouters. Please join me in thanking our many Offers of Service, the Jamboree Organizing Committee and your own Scouters. Without them this Jamboree would not be possible. They have spent many hours planning, prepping and getting the site ready so everyone could have fun.

Attending a Jamboree is an experience like no other and is often the highlight of the Scouting year. Stranded will be no different. Be prepared for a thrilling and exciting adventure and an experience that you will remember for the rest of your lives. I hope you participate to the fullest and make many new friends along the way. I look forward to meeting and chatting with you at Camp Nor'Wes. Please take the time to introduce yourself and say "hello".

On behalf of Scouts Canada, Newfoundland and Labrador Council and the Council Key Three, myself, William and Joel, enjoy this Jamboree experience and most importantly, have lots of fun.

See you there!

Yours in Scouting,

Stephen Loney
Council Commissioner
Newfoundland and Labrador Council



Jamboree Organizing Committee

Camp Chief: Stephen Loney, Council Commissioner & 1st Mount Pearl Lions

Co-Chairs: Matt Drover, 1st Mount Pearl Lions, Andrea Cook, NL Council

Administration Manager: Kathy Hamilton, 1st Topsail

Site Services/Camp Operations: Charles Cook, 1st RNC Venturers, Camp Nor'Wes Committee

Program Manager: Viki White, NL Council

Finance: Kathy Hamilton, Charles Cook

Traffic Control: Stephen Loney, Charles Cook

Jamboree Web Page: Matt Drover

Food Service for OOS: Chris Parsons, Cynthia Parsons, 1st Topsail

Camp Warden: Sam Hancock

"Stranded" is on The Canadian Path!

The Canadian Path is the way Scouting is done in Canada. It has reconnected present day scouting to the way Baden Powell planned it, as a program for youth led by youth!

The organizing team needed to know what the youth wanted to do at "their" camp. In the fall of 2018, all packs, troops and companies were asked to sit with their small teams (lair, patrols and company) to gather ideas for the camp. Then their section leadership teams (Howler Council, Troop Leadership Team and Company Leadership Team) gathered a list of ten activities to bring to the Camp planning meeting. The activities for camp came from those ideas submitted. A number of senior Cubs gathered to submit their ideas followed by Scouts and Venturers to offer their input. All the submissions were considered, and a list of activities was created.

The organizing team gathered Scouters who could deliver the program the youth wanted.

Youth will lead the Campfires, Opening and Closing, as well as Scouts Own.

The Crest is in Four Pieces! Why?

You will notice that youth get their crest in four different sections. The centre of the Stranded Crest is surrounded by three phrases, "I Can", "I Know" and "I Have". At the start, they will automatically get the centre piece. Then, after Saturday evening, during chats before going to bed, Scouters are to review the day with the youth, asking them to complete the phrase "I Can", based on what they experienced in their activities.

On Sunday evening, get the youth to response the same way for the second piece, "I Know", and on Monday morning, perhaps during breakfast, do the "I Have".

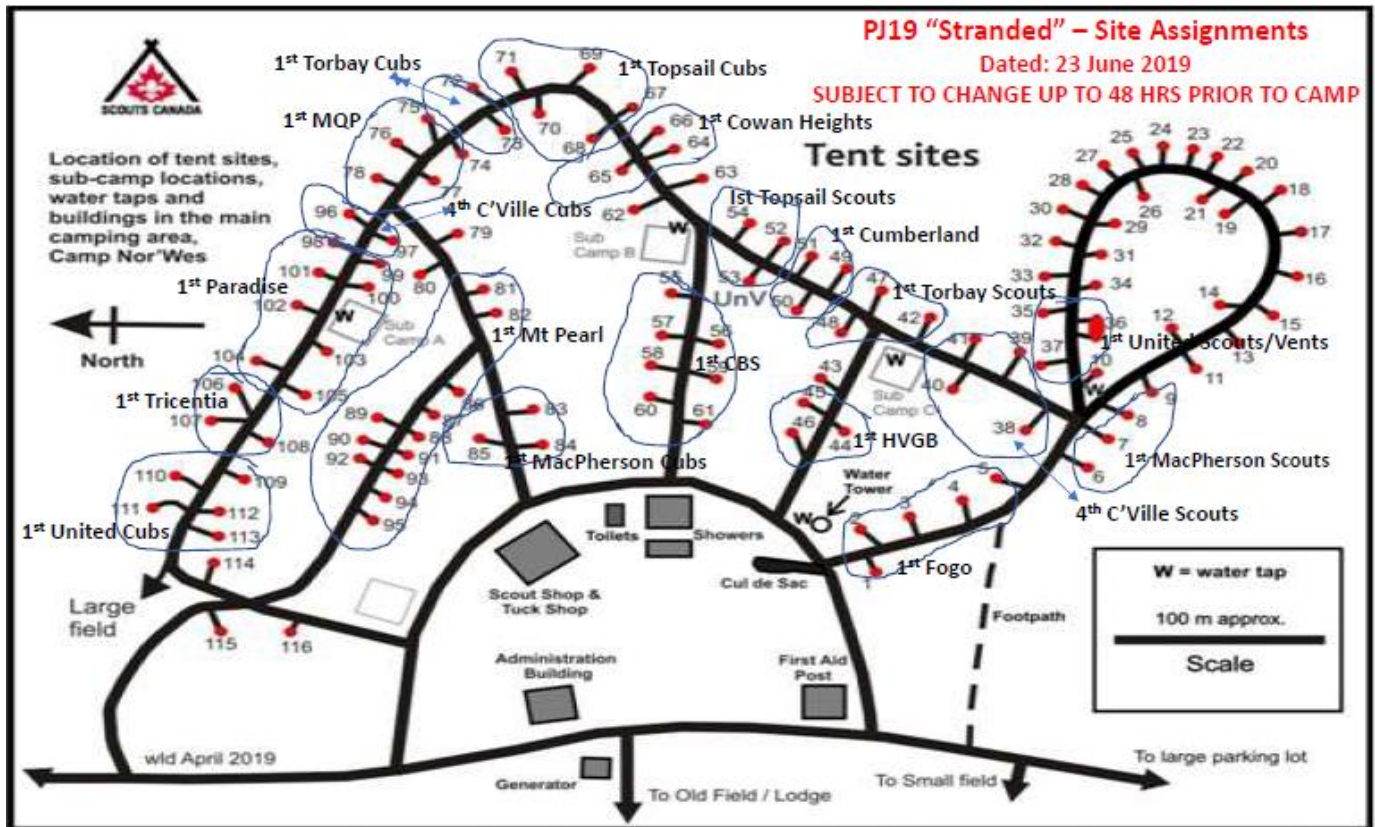
It is important that youth realize that helping with camp set up, cooking, clean-up, and camp breakdown can contribute towards getting the badge pieces.

The order of getting the extra pieces isn't important, just the review and the participation in the group day to day tasks. Because when you are "Stranded", you get through it together!

We hope you enjoy "Stranded"!



Jamboree Tent Sites



"Stranded" General Program Information

The daytime program schedule has been arranged to allow time to get ready for the start of events in the morning, including a 30 break between the two morning sessions, for travel time and snack break, go to lunch and get to the next event, have supper and participate in evening activities. At least two Scouters from each Group must attend the events with their youth members. It is expected that all groups will participate in the events.

"Stranded" General Schedule

Thursday July 4

Camp Nor'Wes will be accessible for advance group set-up crews starting noon **only if required**.

Note: There is no food service for Offers of Service until suppertime Friday, so any advance groups come self contained. Cabins are pre-assigned and are not available.

Friday July 5 - Arrival Day

Offers of Service volunteers and advance camp site set-up parties arrive.

Administration office opens 12:00 noon.

Site opens to Participants at 12:00 noon All groups are to register at the Admin/HQ building upon arrival.

Transportation and Traffic on Arrival Day

Buses will arrive not earlier than 1:30 p.m. Friday. Buses booked by Eastern Avalon will stop at Goobies for a bathroom break but not food. All youth and Scouters are asked to bring a lunch with them for the bus ride.

All Traffic flow will be controlled, primarily inbound on Friday. The access to Nor'Wes is primarily ONE LANE. Anyone dropping off participants will be required to wait until outbound traffic is cleared before they move.

Scouter Meeting at 7:00 p.m. at Administration Building. One Scouter per section, please.
Opening Ceremonies and fireworks (weather permitting) at Swimming Beach at 9:00 p.m.
Quiet Time is 11:00 p.m.

Saturday July 6

Program rotations 8:30 a.m.- 4:30 p.m. (Youth bring mid morning snack to activity with them.)
Youth Leadership Team Meeting (A youth representative from each group) at 6:30 p.m. at Administration Building.
"Island Hopping" Activities in Old Field/Store 7:00 p.m. - 8:30 p.m.
Shared Campfires at 9:00 p.m.
Quiet Time is 11:00 p.m.

Sunday July 7

Scouts Own will be held on your own site. There are three templates on the nljamb.ca for groups to choose from or get ideas from to create your own. Groups may certainly invite their neighbors to join them. This should take place before the group moves to their morning activity. Groups have the discretion to have it before or after breakfast. After the Scouts Own, be ready and prepared to continue to the first scheduled program activity in time for 8:30 a.m.
Program rotation 8:30 a.m. 4:30 p.m. (Youth bring mid morning snack with them to activities.)
Youth Leadership Team Meeting at 6:30. at Administration Building.
"Island Hopping" Activities in old field 7:00 p.m. - 8:30 p.m.
Campfire and closing (all sections) led by Youth, starts at 9:00 p.m.

Monday July 8 - Departure

Important! Access to the camp will be controlled and restricted. Only authorized vehicles will be permitted access to the camp from the parking lot. **Buses** going to the Eastern Avalon area will start loading at 10:00 am in the area of the Supermarket. Access to sites for vehicle loading can commence after the busses have departed. Access from the highway to the camp will be controlled after 9:30 in the morning. Buses will depart the site between 10:00- 10:30 a.m. They will stop at Goobies for bathroom breaks only.

Evening Program

Friday Evening - Official Opening

Friday evening at 9:00 p.m. is the official opening and fireworks on the Swimming Beach next to the platform. Groups are asked to bring their flags and/or banners to the opening ceremony. Weather permitting, the opening ceremonies will close with fireworks.

Saturday and Sunday Evenings

After supper and before campfires on Saturday and Sunday evenings, in keeping with the Stranded theme, there will be several activities in the old field, called "Island Hopping". Youth "hop" from those activities. This will be free movement and choice. In the centre of the old field will be the badge trading tent. Badge

trading is optional but a very traditional "jamboree" activity. After the Island Hopping, everyone is expected to attend their campfires.

Badge (crest) trading is a traditional Jamboree activity. It can also include swapping neckerchiefs, hats, pins and other Scouting paraphernalia. It is fun and interesting to meet others involved in Scouting and taking home an item from another part of the province, the country and even another country. Badge traders should bring their crests/badges along with a blanket for setting them out. Youth interested in trading should come prepared with lots of badges and crests, from group events or from past years. Check the Scout Shop for older badges and crests.

There is a simple **Code of Ethics** for **badge trading** and the rules it contains are designed to protect all parties involved. These are:

- I will never knowingly misrepresent an item.
- I will not take advantage of another member of Scouting (younger or older) - all trades should be FAIR!
- I will return all items that do not belong to me.
- I will live up to the Scout Promise and Law.
- No trade is complete until both parties are satisfied, and a Scout handshake has closed the deal.
- Note: At national Jamborees, **Scouters trade with Scouters, youth with youth!**

Campfires

On **Saturday evening at 9:00 p.m., shared campfires** will be held in various locations throughout the camp. Groups will come together to present their campfire contributions to each other. The instructions for the Saturday Campfire have been circulated to contact Scouters. These shared campfires will be in various locations: Instructions for Campfires follow below.

- Cub Groups 1, 2 & 3: In front of large field
- Cub Groups 4, 5 & 6: In back of large field
- All Scouts Groups: New Field
- Venturers Choice: help lead section Campfires, join Scouts, or have own in Pit in Village

Official Closing

On **Sunday evening at 9:00**, all youth come together on the large field by the stage to present the best of their campfire programs from Saturday evening. There will be a youth campfire chief. Immediately following the Sunday evening campfire will be the official Closing. **All youth and Scouters are expected to attend.**

Stranded Campfires Instructions!

On Saturday night, weather permitting, groups will join together to have a campfire. Cubs will be divided into three groups for smaller campfires. Scouts will all go together in one location. Venturers may have their own or join the Scouts. Campfires will be scattered around the camp. Each group is to prepare contributions to Saturday campfires. **Note:** Campfire Planning Template is available on nljamb.ca, under "TO DO" on the menu.



On Sunday evening, all groups will come together in a full Stranded campfire. Your group will have the opportunity to share the best of your campfire program with all the participants in the camp at an "open mike" type campfire program. We are currently looking for a youth Campfire Chief (or two or three) for Sunday evening. They will cooperatively run the campfire, by calling the different groups to contribute to the campfire. Those interested in being or assisting the Campfire Chief should contact scouterandrea@gmail.com.

Detailed Schedule

Friday	
12 :00-7:00	Arrival & Check in at Admin/HQ/ Camp set up.
7:00 -7:30	Scouter Meeting (One Scouter from each section) Admin Building
7:00 - 8:30	Camp Exploration - Meet your Neighbors!
8:30 - 9:00	Head for beach, bring flags/banners
9:00 - 10:00	Official opening on Beach
10:00 - 11:00	Return to Campsite and Lights out at 11:00
Saturday	
6:30 - 8:30	Breakfast and prep for Activity 1, make way to Activity Location (bring morning snack)
8:30 - 10:30	Program Block 1
10:30 - 11:00	Nutrition and Hydration Break
11:00 -1:00	Program Block 2
1:00 - 2:30	Lunch, make way to Program Block 3 Location
2:30 - 4:30	Program Block 3
4:30 -6:30	Supper
6:30 - 7:00	Leadership Teams Meeting at Administration Building
7:00 - 8:30	Island Hopping: (Old Field Activities, badge trading, etc.)
9:00 - 10:00	Intergroup Campfires - See Schedule
10:00 - 11:00	Return to campsites. Lights out.
Sunday	
6:30 - 8:30	Breakfast, prepare for morning, Scouts Own on your site, make way to Activity Location
8:30 - 10:30	Program Block 4
10:30 - 11:00	Nutrition and Hydration Break
11:00 - 1:00	Program Block 5
1:00 - 2:30	Lunch. Make way to Block 6
2:30 - 4:30	Activity Block 6
4:30 - 6:30	Supper,
6:30 - 7:00	Leadership Teams Meeting at Administration Building
7:00 - 8:30	Island Hopping,
9:00 - 10:00	Closing campfire and Closing Ceremony. All sections - Big Field
11:00	Lights out
Monday	
9:00 -	Break down Camp

Program Rotation Groups*

Section	Group	Who is in the Group? (# youth) & totals
Cubs - C	C.1	CBS (15) & Clarenville (13) = 28
	C.2	Mount Pearl (16) & Tricentia (9) = 25
	C.3	Mount Pearl (15) & Torbay (9) = 24
	C.4	Fogo (9) & MQP (18) = 27
	C.5	Topsail (16) & United (10) = 26
	C.6	Cowan Heights + MacDonald Dr (4), MacPherson (7) & Paradise (14) = 25
Scouts - S	S.1	Paradise (16) & Torbay (11) = 27
	S.2	Clarenville (14), Cumberland (9) & Mount Pearl (6) = 29
	S.3	Cowan Heights + MacDonald Dr (10), MacPherson (10) & United (8) = 28
	S.4	CBS (11), Happy Valley (7) & Topsail (10) = 28
Venturers-V	V.1	Cumberland (3) & United (3) = 6 (incl with Scouts)
*NOTE: We reserve the right to make last minute changes should any numbers change significantly.		

Activity Program Rotation Schedule

Group	Saturday 8:30-10:30	Saturday 11:00-1:00	Saturday 2:30-4:30	Sunday 8:30-10:30	Sunday 11:00-1:00	Sunday 2:30-4:30
C.1	Canoeing	Hike	Field Games	Pioneering	Beach/Free	Archery
C.2	Archery	Canoeing	Hike	Field Games	Pioneering	Beach/Free
C.3	Beach/Free	Archery	Canoeing	Hike	Field Games	Pioneering
C.4	Pioneering	Beach/Free	Archery	Canoeing	Hike	Field Games
C.5	Field Games	Pioneering	Beach/Free	Archery	Canoeing	Hike
C.6	Hike	Field Games	Pioneering	Beach/Free	Archery	Canoeing
S.1	Canoeing	First Aid	Pioneering	Air Rifles	Raft Bldg	Escape
S.2	Air Rifles	First Aid	Raft Bldg	Pioneering	Canoeing	Escape
S.3	Pioneering	Air Rifles	Canoeing	Raft Bldg	First Aid	Escape
S.4	Raft Bldg	Pioneering	Air Rifles	Canoeing	First Aid	Escape
V.1	with Scouts	with Scouts	with Scouts	with Scouts	with Scouts	Offsite

Evening - Open Choice Events - "Island Hopping" - 7:00 to 8:30pm		
Old Field	Badge Trading, Stem, Talc Carving, Tie Dying (bring own T-shirt)	For All
Old Field	Games / Scavenger Hunt	Scouts / Venturers
Store	Mountain Biking - <i>note time is 7:00 to 8:00pm</i> Ham Radio	Scouts / Venturers

Location of Activities

Cubs	Canoeing	Canoe Beach
	Archery Group	Old Field
	Beach	Swimming Beach
	Pioneering	New Field
	Games	Big Field
	Hike Challenge	Admin/HQ
Scouts/Venturers	Canoeing/War Canoes	Canoe Beach
	Air Rifles	Back of Big Field
	Raft Building	Swimming Beach
	Pioneering	New Field
	First Aid	Meet by First Aid Post
	Escape	Swimming Beach
Venturer/Venturer OOS	Sunday Overnight Challenge	Meet at Lodge



Location of Cub Scout and Scout and Venturer Activities

