

# 38<sup>th</sup> Scottish International Patrol Jamboreette

18th July – 29th July 2022

Welcome to Blair Atholl 2022



I am delighted that **you** are with us at the 38<sup>th</sup> Scottish International Patrol Jamboreette. The first Jamboreette was held at Blair Atholl in 1946 and I'm sure you will agree that there can be no better setting for our camp than here at Blair Castle in the middle of the Scottish Highlands.

International Jamboreettes like ours offer an incredible opportunity to extend the Scouting hand of friendship worldwide and can contribute so much to future world peace and understanding.

Have a wonderful time; try as many of the exciting activities as you can; meet and make new friends; look, listen and talk - I am certain you will learn an immense amount from each other.

Remember, too, if you do need help, don't be afraid to come up and ask me, or any other member of the Scottish Staff - we're all here to help you enjoy the special magic of Blair Atholl.

I am privileged to be your Camp Chief, and sincerely hope that I will have the chance to meet and chat with each and every one of you during the ten days of the Jamboreette.

**Let's all work hard to make this year's camp a wonderful celebration of Scouting by having great fun and international friendship.**

Camp Chief



# **BLAIR ATHOLL JAMBORETTES**

## **A Short History**

World Jamborees take place every four years, and they serve a very useful purpose, but Mr Jack Stewart, International Commissioner for Scotland before and after the 1939/1945 war, felt that a smaller gathering of Scouts from all over the world would be of more lasting benefit. After discussion with many overseas friends who had found their way to Britain during the war, the concept of the first Jamborette in 1946 became clear in Jack's mind.

The then Duke of Atholl gave permission for the camp to be held in what was known as America Park (now the caravan site). Great assistance was given to the first camp by the Perthshire Scouts who left the facilities of their County Camp in the same park.

The arrangement then, as now, was that a Scottish Patrol would arrive and set up a 'double' Patrol site to allow their Overseas Patrol to travel to Scotland without tentage and camping equipment.

The idea worked extremely well, and it was decided that a Jamborette would be held every two years on the 'even' years to avoid a clash with the World Jamborees. The smaller size of camp allowed more international contact and friendships more readily made in camp, were encouraged to continue at a Scottish home during a short period of hospitality. Jack was very keen on this part of the Jamborette for it was a better way of furthering international friendship and understanding

The World Jamboree in France in 1947 allowed Jack the chance to publicise the success of the idea and extend invitations to the 1948 event. A larger staff allowed a wider range of activities to be attempted, this staff being catered for by a team of Guides from Perthshire.

In this way, the Blair Atholl concept was born and has continued along very similar lines every two years. In 1962 there was an enforced break when America Park was unavailable, but a 'Philia' was held for Patrol Leaders from all over the World in the field across the drive from our present camp. In 1972 the Jamborette moved to its present 'Target Park' site.

Over the past 76 years, representatives of more than 50 countries have come to Blair Atholl and have always been welcomed by the people of the area. This will again be the case for our 38<sup>th</sup> Jamborette and we owe our thanks to the staff of the Atholl Estates for this lovely site and all the assistance we get in running this event.



## **THE SUBCAMPS**

For the duration of the camp, your Subcamp Leader is your Clan Chief. Their job is to be your Leader and friend, and to help you to enjoy your stay at Blair Atholl. Your Subcamp will take part in friendly competition with the other Subcamps at various times. Daily the best joint Patrol at inspection in each Subcamp will be inspected by the Camp Chief who will then award his personal pennant to the best joint Patrol in the whole Camp.

In each Subcamp there will be several Assistant Subcamp Leaders who are also there to help you to get the most out of this unique 'International Experience'.

## **A LITTLE ABOUT YOUR CLAN**

### **MacDonald Subcamp Leader: George Walker**

Reckoned by many to be the oldest and most famous of the Scottish clans. Men of the west and of the Isles, they claim descent from Donald, grandson of the Norwegian, Somerled of the Isles, who died in 1164.

### **Maclean Subcamp Leader: Linda Paterson**

This clan is descended from 'Gillaen of the Battle Axe' who flourished in the 13th century. The axe which made him famous features on the clan crest. His signature on a document from 1294 is 'Gillamoir Mackilyn'. The late Lord Charles Maclean was the chief of the Clan Maclean and was a former Chief Scout.

### **Murray Subcamp Leader: Ross Donald-Hewitt**

The Murrays are descended from one called Freskin who was either a Fleming who settled in Scotland at the time of King David I or a Pictish noble. This family became the forebearers of the Dukes of Atholl. The first Duke was created in 1703. The Duke of Atholl is the only person in the United Kingdom allowed to have and maintain a private 'Army'.

### **Morrison Subcamp Leader: Amy Gordon**

The Morrisons, 'Sons of Maurice', lived in the Hebrides. The chiefs of the clan were the 'brieves' (local judges) of the Island of Lewis and at one time their jurisdiction extended from Islay to the Butt of Lewis and to Ord of Caithness. A distinguished member of the clan was the former Chief Scout of the United Kingdom, Garth Morrison.

### **Robertson Subcamp Leader: Colin McGregor**

Very much a Perthshire family. The first Chief was 'Duncan the Stout', a descendant of the ancient Earls of Atholl. When the clan lands were created in the Struan area, adjoining Blair Atholl, the Chief's name was Robert and his son took the surname Robertson.

### **Stewart Subcamp Leader: John Rafferty**

The Stewarts are descended from a Breton noble who came to England. One of his sons subsequently moved to Scotland where he found favour with the then King David. His grandson (a steward) adopted the name Stewart which gave the name to a Royal line.

# CAMP CALENDAR

## **Monday 18 July**

Scottish Scouts arrive and set up camp.  
19.00 Scottish Scouts tour of site.

## **Tuesday 19 July**

Overseas Scouts arrive.  
Walk round with Oversea Scouts.  
20:00 Opening Ceremony.  
Opening Campfires in subcamps.

## **Wednesday 20 July**

Daily activity programme begins.  
17.00 Reception for Overseas Leaders.  
20.00 Opening Party – Neon Night.

## **Thursday 21 July**

Daily activity programme.  
18.30 Camp dinner – Staff cook with patrols.  
Evening activities programme.  
20.00 Camp Chief's Challenge.

## **Friday 22 July**

Daily activity programme.  
13.00 Satellite camp opens.  
Evening activities programme.  
20.00 Busking at the Kastle - Acoustic Night –  
Bring your instrument and join in or come along to listen.

## **Saturday 23 July (Visitors' Day)**

14.00 Country Fair.  
20:00 RC Mass.  
21.00 International Campfire.

## **Sunday 24 July**

Late "Rise and shine"  
10.30 Flag break.  
11.00 Scouts' Own at the Castle.  
14.30 International Games for Satellite Campers.  
18.00 Barbeque in subcamps.  
20.00 Party at the Kastle – Pirate Party.

## **Monday 25 July**

08.00 Patrol Leaders Breakfast.  
Daily activity programme.  
Evening activities programme.  
20.00 Sub Camp Chill Out (Campfires on sub camps).

## **Tuesday 26 July**

Daily activity programme  
Evening activities programme.  
20.00 Open Mic International Talent Night (Kastle).

## **Wednesday 27 July**

Scottish Day.  
Daily activity programme.  
18.00 Modern Burns Supper.  
20.00 Kastle Keilidh in the Kourtyard.

## **Thursday 28 July**

11.00 Atholantics.  
Subcamps dismantle.  
20.45 Closing Campfire.

## **Friday 29 July**

Scouts leave.

## **SCOUT CODE OF CONDUCT**

All Scouts (Scottish and Overseas) at the Blair Atholl Jamborette must agree to follow and adhere to the Code of Conduct below.

Please follow these guidelines to keep yourself and everyone else safe and help us all have a great Jamborette.

Always wear your Jamborette neckie and I.D. badge unless asked to remove them for safety reasons.

Follow the Scout Promise, Law and Fundamental Values at all times.

Be tolerant, respectful and understanding of others.

Respect other people's property - if you didn't bring it or buy it, then leave it alone. 'Trophy hunting' is theft!

Smoking is permitted only in marked areas.

The possession, use or supply of illegal substances is expressly forbidden.

Adults may not swap badges with Participants. You may not sell anything.

Please respect the right of others to sleep and rest.

Please use the bins provided and make a special effort to keep the Jamborette clean and tidy.

Take care when using the services such as showers and toilets and think of others.

Gambling and alcohol are not allowed.

Please respect and follow all signs and instructions - out of bounds or restricted access areas have been designated for a reason.

**The Staff Lines, Staff Mess and Staff Club are for staff members only.**

## **SCOUTS' DAILY PROGRAMME**

07.30	Rise and shine
07.40	Issue of supplies to patrols
08.00	Breakfast
09.00	Inspection
10.00	Flag break
10.15	Activities
13.00	Lunch
14.00	Activities
16.40	Issue of supplies to patrols
17.00	Dinner
	Evening activities (as announced)
19.45	Flag down
22.30	Scouts back in own subcamp
23.00	Lights out

# **CAMP SERVICES**

## **CAMP OFFICE and ADMINISTRATION**

Administration and Reception centre is adjacent to the main gate in a marquee and portacabin.

### **LOST PROPERTY**

If you lose anything, please report it to this office and if you find anything, hand it in here.

### **LEAVING SITE**

Scouts **MUST NOT** leave the site unless they are on an organised activity or with an adult. All Scouts leaving camp must wear correct and complete uniform and must sign out at the Camp Office, and on return, sign back in. Please advise your Subcamp Leader before you go. All Scouts must be back on site by 20.30 hours unless on organised camp activities.

## **QUARTERMASTER**

All supplies for the Camp are issued from the Q.M. Scouts should be punctual and bring with them clean containers to carry food back to their Patrol site. Supplies issue times are normally 07.40 and 16.40

If you are short of anything, ask for it at the next supplies issue. Arrangements can be made for special meals or special diets by giving advance notice to the Q.M.

## **SITE QUARTERMASTER**

If you need any non-food items, see Site Quartermaster.

## **MEDICAL CENTRE**

**Surgery 09.00 and 17.00**

If you feel ill or injure yourself, you should let your subcamp or activity staff know. They will be able to deal with most of your problems. If your problem is more serious, they will contact a member of the medical team. Attendance at the medical centre during surgery hours should only be by arrangement with subcamp or activity staff.

### **MOBILE PHONE CHARGING**

The camp has mobile phone charging facilities available for scouts. They are located in Subcamps and the Kastle, more information on this will be available at the camp.

We encourage you to take solar powered battery packs for individual or patrol use.

## **THE KASTLE**

### **KASTLE KAFE (Tuck Shop)**

Drinks, sweets and fruit on sale in the kafe.  
Opening times 19.00-22.00

### **KASTLE KASBAH: (Glasgow Scout Shop)**

A wide range of items for gifts and camping. If we don't stock it, we'll try to get it.

### **KASTLE KURRENTS: (Newspaper) \_\_\_\_\_**

Kurrents are always on the hunt for kamp news, seeking out the stories behind the woodsmoke.  
Subcamp 'Korrespondents' welcomed.

## **SITE SERVICES**

### **WOOD**

All supplies are arranged through your Subcamp Leader.

### **WATER**

This should be taken from the water tanks on site. This water is suitable for drinking.

**There must be NO washing of dishes or clothing at the tank.**

### **WET PIT**

There is a central wet pit set up in the middle of the area between all the subcamps. This is only for emptying waste into from your own patrol wet pit bucket.

### **RUBBISH COLLECTION**

Rubbish will be collected from a point at each Subcamp. Please put rubbish in the bins provided.

### **RECYCLING AT THE CAMP**

You will all be aware of why recycling is important. Major resources such as oil are conserved when we recycle plastics. Recycling glass, paper and cans saves energy (oil, coal and gas) and reduces pollution.

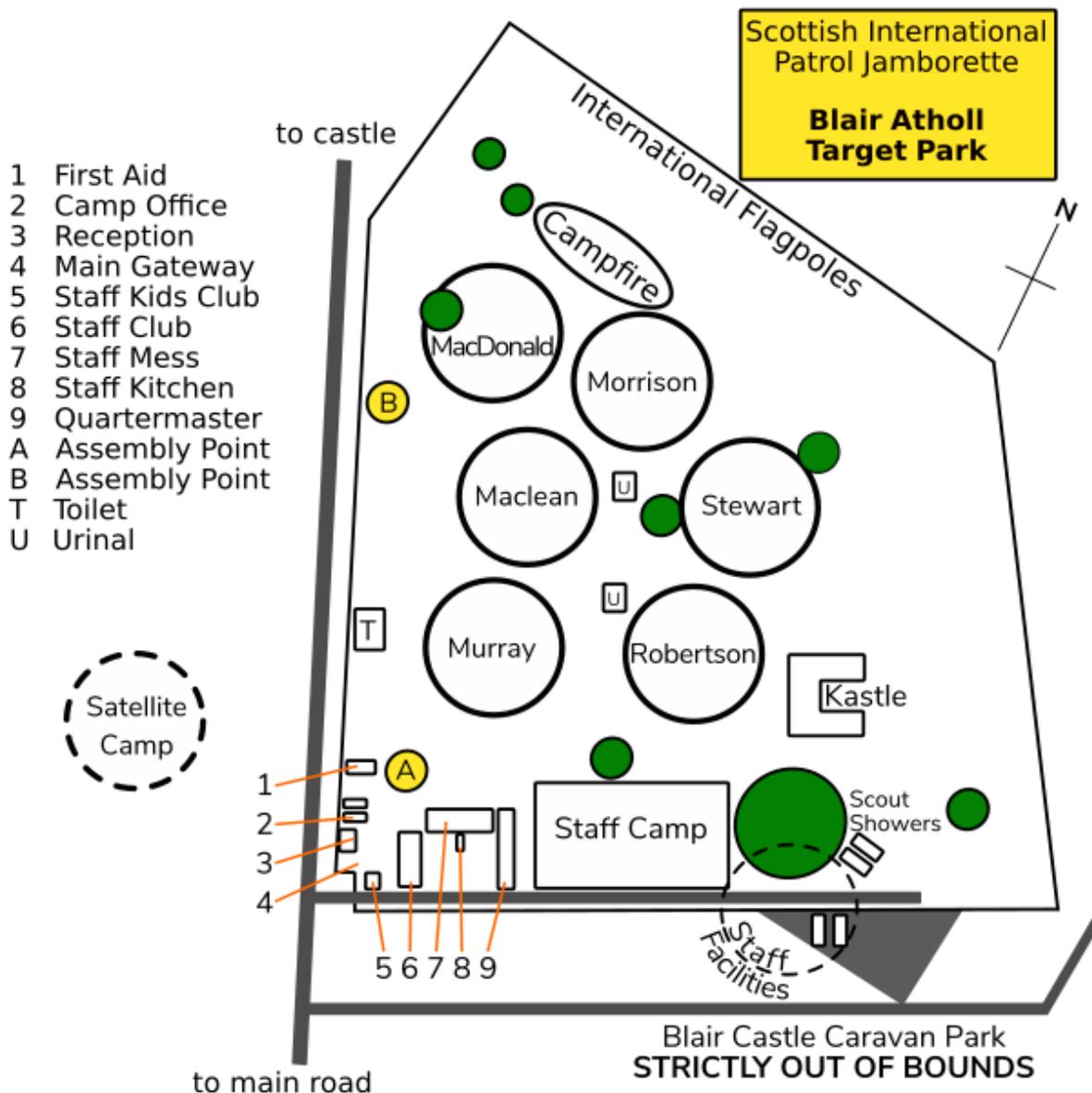
Facilities have been provided for you to collect glass, drinks cans and plastic milk bottles for recycling. Please be careful to use the containers properly. Each one has a notice telling you what you can put in it. At the end of the event all the materials you have collected will be picked up and recycled.

## FIRE SAFETY

Fire is a serious hazard and potential danger to all in camp. The simple rules of fire safety must be strictly observed in order to ensure the well-being of everyone.

- Wood piles should be sensibly sited.
- Fires must be safely constructed and sited clear of tents.
- No smoking or cooking is allowed inside tents.
- Please do **NOT** burn plastic.
- Fire evacuation notices have been prepared for your benefit: make sure you understand them and know what to do in the event of fire.
- If you discover a fire, sound the alarm. Leaders will come to your assistance.
- Two fire buckets, full of water, should be placed in a clearly visible position at each patrol site. **They must not be used for any other purpose.**

**Remember: A neat camp site is safer than an untidy one.**





# SUB CAMP INSPECTION GUIDE

Inspection will be marked out of 100 points; 10 points per section and will usually take place in the morning before flag break.

## **UNIFORM** (10 marks)

All Scouts: Shirt, BA badge (sewn), Necker, ID Badge.  
Scottish Scouts – plus kilt, black shoes, lovat green socks with / scout green flashes, scout belt.  
International Scouts - look for consistency and if in doubt use PL as the standard

## **SLEEPING TENTS** (10 marks)

Walls Hung - If raining or rain forecast, keep down.  
Pitched correctly - storm guyed, side guys all in line and tight.  
Interior - Tidy and Clean  
Personal - Kit in bags, Bedding rolled up.  
Ground sheet folded back to form passage (patrol tents only).

## **STORE TENT** (10 marks)

Walls Hung - If raining or rain forecast, keep down.  
Pitched correctly - storm guyed, side guys all in line and tight.  
Contents - raised off ground.  
Utensils – Clean and dry (check a sample) not to be stored with food.  
Meat and Dairy Products - Returned to sub camp staff after every meal  
Dry Goods – stored in water tight containers. No excessive food stuffs.

## **SHELTER** (10 marks)

Structure - stable and lashings tight. Fit for purpose.  
Table – Clean and plastic covering in place.  
Cover – secure.

## **FIRE & WOOD PILE** (10 Marks)

Fire - stable, level and safe. Good layer of earth to insulate underside. Check for burning through  
Ashes - cleared (unless hot, if so they should be swept to the side)  
Fire Buckets – 2 of, red, charged with clean water at least  $\frac{3}{4}$  full, next to fire. No floaters/sinkers (foreign objects).  
Wood Pile – Wood chopped ready for next meal, all chippings on mat and wood covered, tools stored safely (preference is in store tent). Boundary clearly marked out

## **GENERAL AREA** (10 Marks)

Slop Bucket – Emptied daily into central area, cover clean, area around clear.  
Gateway – Patrol name, functional and safe.  
Boundary Fence – Fit for purpose, not used as clothes line, tight  
Gadgets – Fit for purpose

## **PERSONAL HYGIENE** (10 Marks)

Nails & Hands – Clean and evidence of washing  
Teeth – Clean and evidence of brushing

## **WELFARE** (10 Marks)

PL's - Scottish and Overseas communicating and getting along  
Scottish Patrol – Scouts getting along and working as a patrol, PL leading by example  
Overseas Patrol – Scouts getting along and working as a patrol, PL leading by example  
Full Patrol – Working well together to ensure tasks are accomplished, communicating well

## **LITTER** (10 Marks)

Litter – No litter (including food scraps) anywhere within in or in front of site  
Bags – New bags for inspection  
Recycling – ensure recycling is taking place (Glass, Plastic, Cans, Card, General Waste) all food waste and paper should be burnt.

## **DAILY CHALLENGE** (10 Marks)

Issued by subcamp staff on daily basis – Points awarded depending on how well patrol performs

# ACTIVITIES

## Challenge of the White Cockade



The White Cockade was the badge worn by the followers of Prince Charles Edward Stuart (Bonnie Prince Charlie) during the Jacobite Rebellion of 1745-6. The Marquis of Tullibardine, son of the 1st Duke of Atholl, carried the Prince's standard when he landed at Moidart and gathered the clans at Glenfinnan. The White Cockade which was worn by the Marquis, can be seen in a display cabinet in Blair Castle. The Marquis' brother, Lord George Murray, was the General in charge of the Jacobite army.

Scouts can win a Cockade badge by successfully completing 12 Activities (all day activities count as 2) and organise and participate in two social activities in the evenings as approved by the Subcamp Leader. In choosing their activities, Scouts must select at least one activity from each of the Activity Zones (Adventure, Basics, Creative, Sport and Treks & Tours). After each activity, the scouts get a sticker to put on the back of their badge to keep track of their progress.

The following pages give brief details of the activities. Sub Camp staff and the Activity Staff around the Kastle are there to answer any questions you may have.

If you are going on an all day activity lunch will be provided at the activity site.

**Pitlochry Visit                      10:15 & 13.45 PROMPT at Assembly Point A (Main camp gateway)**

### Collected from Subcamps

**Full day watersports      09:45 PROMPT**

Afternoon watersports    13.45 PROMPT

All Other Activities        Normal activity times

# Adventure Activities

1/2 day Activity

## Climbing

(1 Activity Point)

Even climbing with the comparative ease and security of the climbing tower will give you an activity to remember. No previous experience is necessary as the activity staff will teach you all you need to know.



All day Activity

## Mountain Skills

(2 Activity Points)

Want to learn or test your expedition, navigation, hillwalking and mountain rescue skills? Whether you're a novice or have some experience in the hills then this is the activity for you. A day activity combining expedition and hiking, navigation skills, mountain rescue techniques and Tyrolean traverses in the hills and terrain above the campsite.



You will require appropriate hiking boots, clothing, waterproofs, along with a water bottle and a small rucsac. All other required gear will be provided.

All day Activity

## Mountain Hike

(2 Activity Points)

A day climbing one (or more) of Scotland's famous Munro's (mountains over 3000 feet) to test your hillwalking and endurance skills, and be rewarded with some fantastic views across the mountains and glens of Scotland. More adventurous hikes will be available for older/experienced Explorer Scouts to really appreciate Scotland's mountainous environment.



You will require appropriate hiking boots, clothing and waterproofs, along with a water bottle and a small rucsac.

1/2 day Activity **Low Level Hike**

(1 Activity Point)

A lower level, half day hike around the local area taking in some of the great trails and scenery around Blair Atholl, and finishing at some of the area's iconic natural attractions such as the Falls of Bruar and/or Killiecrankie, plus the opportunity to finish with an ice-cream! You will require hiking boots/walking shoes, suitable clothing, waterproofs, a water bottle and a small rucksac (plus money for an ice-cream!).



1/2 day Activity **Gorge Walking**

(1 Activity Point)

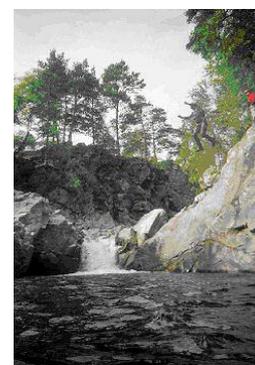
Fed up of being told by your parents "stay away from the river, you'll fall in". This one's for you. Buoyancy aid on, helmet on, now get IN the water! Scramble up the gorge on the Banvie Burn. You will get wet, but it's massive fun. Come dressed as you would for going swimming shoes / boots with ankle protection must be worn. If you wear glasses then it is advisable to tie them on!!



1/2 day Activity **Canyoning**

(1 Activity Point)

If you like adventure you will love canyoning! You will make your way down some of the rivers in the Blair Atholl area by jumping and sliding into the water. You will get wet, but it's massive fun. Come dressed as you would for going swimming, shoes / boots with ankle protection must be worn. If you wear glasses then it is advisable to tie them on!!



1/2 day Activity **Mountain Biking**

(1 Activity Point)

They are not called Mountain Bikes for nothing! Off road cycling on the Blair Atholl Estate, seeing the things that other tours miss. Cycles are provided. It is sensible to carry a bottle of drinking water, particularly if the weather is warm. If it is wet you will get muddy!



All day Activity **Extreme Mountain Bike**

(2 Activity Points)

Do you want to get off site and really shred

some trails?

If that answer is yes, then you need to come with the bike team to Laggan Wolftrax. A full day of 20 miles worth of purpose-built mountain bike trails through the Laggan Forest not only is it adrenaline packed with some of Scotland's most technical trails, but it has also got some pretty fantastic views of the Cairngorm Mountain Range too.



\*TO TAKE PART IN THIS ACTIVITY YOU MUST BE 16 AND COMPETENT AT MOUNTAIN BIKING. THE MAJORITY OF THE FOREST IS RED TRAILS WITH FEW CHICKEN RUNS. THERE WILL BE A COMPETENCE CHECK PRIOR TO EMBARKING THE BUS.

1/2 day Activity  
(1 Activity Point)

### **River Rescue**

Safer Crossing & Self Rescue are the main areas of focus here. You'll learn the basics of how to interact with the river in a more controlled manner, helping you keep your cool should you ever find yourself in such a situation. Of course that means we need to put you in that situation!

Fully kitted up with wetsuit, buoyancy aids & helmet you'll be taught basic defensive swimming before being shot through a rapid or two. Blasting through the White Water, you'll discover buoyancy aids ain't so buoyant in bubbles! We'll finish up by teaching some safer jumping techniques at "The

Rock" Come in your swimming gear with a pair of old trainers or boots that will get wet!



1/2 Day Activity  
(1 Activity Point)

### **Rafting – the Traditional Kind!**

Mankind has for millennia sought different methods for travelling on water, test how good your lashings are with a mix of poles and barrels & other floaty bits & see what



you can come up with before a brief play on the nearby water. Boyancy aids provided if you are not too confident in the water, but be prepared to get wet. Choose your own design, just hope it floats! This is not fast paced whitewater rafting, but a perfect chill out with the opportunity for a wash!

All Day Activity  
(2 Activity Points)

### **Watersports – Full Day**

If you're interested in a little more time to learn, develop and refine your Kayaking and Canoeing skills, then the full-day watersports session is for you! Suitable for beginners to experienced paddlers, our coaches can teach you paddling techniques which will challenge you and improve your paddling skillset regardless of your current ability. Don't worry though, it's not 'all work and no play', you'll also spend some of the day playing games & having races in kayaks, canoes & on stand-up paddleboards. Like most water based activities there is a chance for out-of-boat experiences, so come prepared to leap into action; just remember the towel for afterwards!



½ day Activity  
(1 Activity Point)

### **Kayaking, Canoeing & SUP (half day)**

Kayaking, Canoeing and Stand-up Paddleboarding are brilliant ways to get in touch with your water side. In single or double person boats - or on our GIANT stand-up paddleboard - this activity will bring out your competitive side during races, games and challenges to show who has the skills, and who's willing to Risk it for a Biscuit! During this you may end up having an out-of-boat experience, so come prepared to really get to know the water!



# Basic Activities

## 1/2 day Activity **Rookie Rangers**

(1 Activity Point) Public access to the Atholl Estates is enjoyed by thousands of visitors every year. Assist the Blair Atholl Estate Ranger Service, enhance the access and enjoyment of these visitors by making bird and bat boxes or knocking into shape a local path by the river. Work on improvements to a designated 'site of special scientific interest'(SSSI) and at the same time learn from the local expert Rangers.



## 1/2 day Activity **Atholl Experience**

(1 Activity Point) Are you ready for the Experience of your life? Are you ready to make some noise? Are you ready for mud?!

You will climb over or scramble under muddy and watery obstacles; you will run; you will scream and shout; you will laugh; you will shed tears of happiness and joy! You will experience an activity so unique that you will tell your grandchildren about it!

It's time for you to come to the Atholl Experience. Throw yourself in head first; this is your chance to be a Legend. Once you have completed our ancient quest, you will have overcome all challenges you faced, have the answer to nearly every question posed to you. Join us, there will be mud!



## 1/2 day Activity **Great Blair Bake Off**

(1 Activity Point) Enjoy cake?? Well this is the place for you! Come join us and challenge your skills baking sweet and savoury foods!

Working in teams of 4 you'll be presented with recipes, ingredients and a time limit. When your products are complete staff will assess and score your skills. You'll then be able to take your baking back to your sub-camp to enjoy!



Come and join us and bake your heart out!!!!

1 day Activity **Bushcraft (man living WITH nature)**

(2 Activity Points)

This is absolutely at the core of worldwide scouting. Our Bushcraft Zone is set up in an area where you will learn, practice and refresh your bushcraft skills. You can try out new skills like paracord making, woggle making, new cooking ideas, enter our water boiling challenge, tinder making, rope making and lots more. Can you really build a fire? Have you ever tried a hammock? Come and give it a go. No animal preparation.



NO GUTS - ALL GLORY!!

1/2 day Activity **International Scout Games**

(1 Activity Point) Amongst all the hustle and bustle of the fantastic activity line up is the International Scouts Games. Come along to try some of the different activities played at our weekly meetings, and camps from around the world. Share with us the games you like to play most and learn some new ones to take home and try too!



We will play a variety of modern and traditional games that don't use as much equipment. A perfect opportunity to come along and get to know each other in a fun, interactive, chilled atmosphere.

1/2 day Activity **Nature Walk**

(1 Activity Point) Discover many of Scotland's natural wonders, from the smallest flowers and insects to the largest trees and mammals native to this country. Enjoy a walk around the tracks and footpaths of the Blair Atholl Estate (uneven surfaces, strong footwear required).



No need to miss a thing as binoculars will be available to share but you may want to bring your camera along too.

1/2 day Activity **Ready, Steady, Cook!**

(1 Activity Point) Like eating? Enjoy a challenge? Here is one where you get the best of both worlds. Working in 4 teams of around 6, each group will get a bag of mixed ingredients. The challenge is to use these in combination, along with a well stocked larder, to produce a two-course meal that is both tasty and imaginative (although edible would be a good start)! One of the staff will taste all of the meals and decide the winning team, then you get to eat the food you have prepared. The time is limited, the ingredients are limited, the cooking facilities are limited, the only thing without limits is your imagination! Get your aprons on!!



1/2 day Activity **KABoom!**

(1 Activity Point) From making things super cold to making them go boom, this is the hands on, fun side of science. You'll make rockets fly, shatter flowers like they are made of glass and find out what is meant by a "controlled explosion". No previous science experience or knowledge necessary as we'll do all the work and you can have all the fun. For safety reasons please do not wear open toed shoes to this activity.



½ Day Activity **Heartstart**

Do you want to save a life?

Knowing what to do when someone has a cardiac arrest is important. It could be someone you know or a complete stranger, but you can learn how to help make a difference to their chances of survival.

Our quick, fun and very practical course will teach to save lives by teaching you to recognise a heart attack and a cardiac arrest, help an unconscious person, perform CPR, and help someone choking.

If you can do CPR you can buy the time needed for professional help to arrive and more than double someone's chances of survival. All are welcome, be it your first experience with first aid or if you're looking to refresh your knowledge.

**HEART  
START**

½ day Activity **"Team Challenge"**

(1 Activity Point) Have you got what it takes to work together as a team? Participants will solve problems and challenges that involve them working as a team to be completed. These challenges will be the human knot, water challenge obstacle course, the impaired tent pitch, the farmer river challenge, and the minefield challenge. The second hour will focus on team sports of ultimate frisbee or handball with a twist!



# Creative Activities

## 1/2 day Activity **Blair-AKToR**

(1 Activity Point) Question: Which is the most dramatic base at Blair Atholl? Answer: This one, the drama base! Join us on our grass carpet theatre for a fabulous blast of drama games, storytelling, laughter and fun. Let your imagination run loose at Blair-AKToR – Blair Atholl Kastle Theatricals of Repute – where you never need to apologise for being so fabulous. If you think there's drama in the subcamps, you ain't seen nothing yet!



## 1 day Activity **iBuild**

(2 Activity Points) A perfect activity for all abilities; whether you're a budding carpenter or electrician, or you've never held a hammer or pair of pliers in your life. This activity is a double session of woodwork and electronics, where you will design and build a functioning portable speaker to take away! It will work with any device with a headphone socket such as iPod, iPhone, MP3 player, mobile phone, radio, CD player or handheld games!



## 1/2 day Activity **Cultural Zone**

(1 Activity Point) Come & join us in CULTURAL ZONE which encompasses a range of activity bases from previous Blair Atholl Jamborettes. On offer is a real mix of crafts, games and activities with a cultural connection from the countries represented at camp. Every day & session will be different. If you have something from your home country that you would like to share during one of the activity sessions then let us know, we are more than happy to make time.... Take the opportunity to come and chill out, socialise, to share and learn. We look forward to seeing you there!



1/2 day Activity **Crafts**

(1 Activity Point) Tune into your creative side and come to Crafts, no physical effort required. Come and take the opportunity to sit and socialise whilst being creative.

On offer are many different activities each table with a different theme, some of the crafts are Keyrings, Phone covers, String Art, Mosaic, Fun Neckies, paper craft and many more.

Or why not come and make something for the disco or to celebrate Christmas on the 25<sup>th</sup> July with us. We have the materials and if you have the imagination, masterpieces can be created as well as a lot of fun.



1/2 Day Activity **Design and Build**

(1 Activity Point)

Get your creative juices flowing as you work as part of a team to design and create solutions to a series of problems and challenges.



1/2 day Activity **Go Global**

(1 Activity Point) Want to change the world?

Take part in our workshops, get informed and find out how you can make a difference!

Think Global, Act Local!



1/2 day Activity **Radio Blair**

(1 Activity Point) Ever wanted to know how a radio show is put together? Then join the Radio Blair team!

From producing features for broadcast, to helping select the music playlist, from presenting news segments, to creating and editing ads and jingles; you could be involved in producing our Jamborette radio show.

And the show will be broadcast in all the subcamps and around Target Park!



½ Day Activity **Tùr na h-Alba/ Sense of Scotland**

Scotland un-packed! A light hearted exploration of Scotland's languages , culture, tales and traditions.

Sample some delicacies, learn the truth behind the myths and discover 'whau's like us? Gie few, and they're as deid'.



½ Day Activity **Photography**

View the camp through a lens. Try your hand at action shots and get some hints and tips on how to take some photos that truly reflect Jamborette life.



½ Day Activity **Dungeons and Dragons**

(1 Activity Point) Dungeons and Dragons (D&D) is a fantasy tabletop role-playing game where players have the opportunity to play as characters in an imaginary setting and create fantastic stories together. Together you will solve dilemmas, battle with monsters, explore imaginary worlds and discover hidden treasures. This is a game of creative freedom and cooperative storytelling, where the only limit to what you can do is your imagination.



½ Day Activity **Samba**

(1 Activity Point) Are you ready to feel the rhythm of Blair Atholl and make some noise?

Experience the incomparable energy of a samba groove with this new-to-Blair musical activity. We'll form our own drumming circle and progress all the way from basic beats to full Batucada rhythms. Have a go at playing a variety of traditional samba drumming instruments including the Surdo, Repinique, Ganza, Caixa, and Tamborim. No previous drumming or musical experience required. You'll be on your feet for the majority of the session, so comfortable footwear is a must.



1/2 day Activity **Kastle Kurrents**

(1 Activity Point) Are you someone who knows all the tea and loves to spill it? Are you a highly creative and articulate individual who could investigate and write articles with their own balanced and unique perspective? Are you someone who can capture life's moments in a click? Then do we have the activity for you. We produce a daily kamp newspaper called Kastle Kurrents, where you could be reporting the news from our field. We have columns for our resident agony aunt, daily 'horrorscopes', silly surveys, on the spot challenges, gossip from the field, kamp fashions, reviews from all our activities, photographs and so much more. Don't just read the news, create it!



# Sports Activities

## 1/2 day Activity Archery and Tomahawk Throwing

(1 Activity Point) Robin Hood, well archery is the one for you. You will have all the instructions on how to shoot like a pro. We will have team competitions, Pop the balloons and other activities to try. We shoot at 10 m and try and get all the arrows.



Also Axe Throwing is back this year which is paired with Archery. Throughout this session you will start off by practicing with metal “throwing angles” aiming for targets. As you get better and perfect your stance, you’ll get the chance to try throwing tomahawks. Let's see who is king or queen of axe throwing.



## 1/2 day Activity Martial Arts

(1 Activity Point) Ever wanted to be like Bruce Lee or Chuck Norris? Maybe you just want to feel a bit safer walking around town at night. Either way, we can teach you some excellent self-defence moves to give you that self-assurance, from punching and kicking to throwing your opponent to the ground. Come along and learn something new and why you are a force to be reckoned with!



## 1/2 day Activity Cirque de Blair

(1 Activity Point) Do you want to learn how to juggle or just a the clown why not try Cirque de Blair. We also have uni-cycles, and a slackline amongst others, so if you want to have a shot on any of these just come to our base for session.



1/2 day Activity **Fishing**

(1 Activity Point) Spend a half-day in peace and quiet, fishing at a remote pond in the hills above Blair Atholl. We have stocked the pond with over 100 trout so together with the ones left over from previous camps, there is a good chance of you catching your own supper!



½ day Activity **Cheer and Dance**

(1 Activity Point) Ever thought about flipping through the air or lifting someone above your head? That's just two reasons to come and try out cheer and dance. We will be going through tumbling, jumps and stunting from cheerleading including lifting your peers into the air. Interested in learning classic Scottish dancing for a ceilidh or a laugh? We will be learning Scottish country and highland dancing as well so you're ready to show off your dancing moves at the Blair Atholl ceilidh! We are ready for you to come along and learn some new skills and moves you can use forever!



1/2 day Activity **Treasure Hunt**

(1 Activity Point) Dave is sad because he can't remember what the code for his treasure chest is.

Luckily he thought this might happen and left clues lying around the estate to help jog his memory.

Can you help Dave track down the clues and reunite him with his precious treasure?



1/2 day Activity **Sports**

(1 Activity Point) Like Sports? Like Team Sports?

Then we have the activity for you..... Try your hand at a range of sporting activities including Handball, Rounders, Volleyball, Ultimate Frisbee and of course not forgetting Football and Rugby (with our own Blair Atholl twist thrown in).

It's fun for everyone and going to be totally unmissable! So, if you think you are ready, for some FUN sports with a strong team emphasis,



try Team Sports at Blair Atholl.

½ Day Activity **Lawn Bowling**

Want to try a traditional British Sport? This gentle game of skill and tactics is harder than it looks and surprisingly addictive. Do you have what it takes...?



½ Day Activity **Bubble Football and Crate Climbing**

Try two great sports in one session with Bubble Football and Crate Climbing! Work as a team to score with a giant football whilst wearing an inflatable zorb. This requires, skill, teamwork and the ability to stay on your feet! After this test your head for heights in out crate climbing challenge.



## Treks and Tours

1/2 day Activity **Blair Castle**

(1 Activity Point)

A visit, in uniform, to the castle. Scouts will form three or four parties, each of which will be taken round the Castle by guides from the Jamborette staff. Scouts get free entry to the castle to see the amazing collections of weapons and deer antlers, as well as the other fascinating attractions of this 13th Century Castle and ancestral home of the Duke of Atholl.



1/2 day Activity (1 Activity Point) **Pitlochry Visit**

An opportunity to sightsee and shop in this delightful Victorian town and popular holiday resort, which nestles in the Perthshire Highlands. Whether you are looking for that essential present or memento to take home with you, or you want to sample the delights of that great Scottish delicacy Fish n Chips and a can of Irn Bru - you will enjoy your trip.



Assemble at the main gate, in uniform, for your bus to Pitlochry.

All Day Activity    **Explorer Scout International Trek**

(2 Activity Points) A popular activity at recent Blair Atholl Jamborettes, for those aged 16 and 17. 24 hours of fun and adventure starts with 3 afternoon activities around the Atholl Estate including bubble footballs, crate climbing and more! A short trek (6km) up Glen Tilt leads to the overnight site for a BBQ, campfire and a relaxed evening with no Patrol duties. The next morning, wake up slightly later than usual, trek back downhill to the main camp and collect your badge.

This activity counts for two allocations towards the White Cockade, and in addition, all those who complete the Trek will earn the special Blair Atholl Explorer Scout Trek badge as a reminder of their experience. Trek leaves the site early in the afternoon on Wednesday, Friday, Monday and Tuesday, returning the following morning. Assembly details will be confirmed by Subcamp Leader.

## Subcamp Activities

1/2 day  
Activity

(1 Activity  
Point)

**Subcamp Time**

What you do during this activity time depends on your Subcamp Leaders, but it will probably be something that helps the whole Subcamp. This activity is available as a Patrol activity only, by arrangement with your Subcamp Leader.



# A Taste of Scotland

## Address Tae a Haggis

Robert Burns

Fair fa' your honest, sonsie face,  
Great chieftain o' the pudding-race!  
Aboon them a' ye tak your place,  
Painch, tripe, or thairm :  
Weel are ye wordy o'a grace  
As lang's my arm.

The groaning trencher there ye fill,  
Your hurdies like a distant hill,  
Your pin wad help to mend a mill  
In time o'need,  
While thro' your pores the dews distil  
Like amber bead.

His knife see rustic Labour dight,  
An' cut you up wi' ready sleight,  
Trenching your gushing entrails bright,  
Like ony ditch;  
And then, O what a glorious sight,  
Warm-reekin', rich!

Then, horn for horn, they stretch an'  
strive:  
Deil tak the hindmost! on they drive,  
Till a' their weel-swallow'd kytes belyve  
Are bent like drums;  
Then auld Guidman, maist like to rive,  
Bethankit! hums.  
Is there that owre his French ragout

Or olio that wad staw a sow,  
Or fricassee wad make her spew  
Wi' perfect sconner,  
Looks down wi' sneering, scornfu' view  
On sic a dinner?

Poor devil! see him owre his trash,  
As feckless as wither'd rash,  
His spindle shank, a guid whip-lash;  
His nieve a nit;  
Thro' bloody flood or field to dash,  
O how unfit!

But mark the Rustic, haggis-fed,  
The trembling earth resounds his tread.  
Clap in his walie nieve a blade,  
He'll mak it whistle;  
An' legs an' arms, an' heads will sned,  
Like taps o' thrissle.

Ye Pow'rs, wha mak mankind your  
care,  
And dish them out their bill o' fare,  
Auld Scotland wants nae skinking  
ware  
That jaups in luggies;  
But, if ye wish her gratefu' prayer  
Gie her a haggis!

