



**Blair Atholl Jamborette
Staff Camp Guide
2024**

39th Scottish International Patrol Jamboreette

15th July – 26th July 2024

Welcome to Blair Atholl 2024

I am delighted that **you** are with us at the 39th 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 in the ground of 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 team - 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 78 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 39th 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: Mark Gallacher

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: May Donald

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: Stacey McPherson-Kennedy

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 15th July

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

Tuesday 16th July

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

Wednesday 17th July

Daily activity programme begins.
17.00 Reception for Overseas Leaders.
20.00 Opening Party – **Barbie & Ken Beach Party.**

Thursday 18th July

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

Friday 19th 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 20th July (Visitors' Day)

14.00 Country Fair.
20:00 RC Mass.

21.00 International Campfire.

Sunday 21st 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 – Jungle Party.

Monday 22nd July

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

Tuesday 23rd July

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

Wednesday 24th July

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

Thursday 25th July

11.00 Atholantics.
Subcamps dismantle.
20.45 Closing Campfire.

Friday 26th July

Scouts leave.

Social Media



[@BAJamborette](https://www.facebook.com/BAJamborette)



[@BAJamborette](https://twitter.com/BAJamborette)



[@BAJamborette](https://www.instagram.com/BAJamborette)

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.

DAILY PROGRAMME

07.30	Rise and shine
07.40	Issue of Supplies to Patrols
08.00	Breakfast (Staff Breakfast 08.00 — 09.00)
	Inspection
10.00	Flag break
10.15	Activities
13.00	Lunch (Staff Lunch 12.30 — 13.30)
14.15	Activities
16.40	Issue of Supplies to Patrols
17.00	Dinner (Staff Dinner 17..30 — 18.30)
	Evening Activities (as announced)
19.45	Flag Down
22.00	Scouts back in own subcamp (Staff Supper in Staff Club)
23.00	Lights out

Flag Break: At 10.00 and 19.45 when the flag is raised and lowered a gong will be sounded and all staff in the camp are expected to face the main flags and stand to attention, saluting at the appropriate time. *(Don't worry, you'll get used to it)*

Staff Lines: The staff camp is home for two weeks, and everyone needs to respect everyone else. There is a well-earned social life at the camp but it must be remembered that it is a Scout camp. There are over 1000 young people on camp, and responsibility for them must be recognised at all times. Lights out for the Scouts in sub-camps is 11.00 pm; some staff rise early in the morning so need to get to sleep at a reasonable hour and others are later settling down at night. Significant noise, after 11pm, and large staff gatherings must be avoided.

Camping Standards: The staff camp will be clearly visible to Scouts and visitors, so an extremely high standard of camping is necessary. A determined effort is required during the whole camp, and especially in the first few days, to ensure that no litter problem develops. Please do not drop litter yourself, pick up any litter you see, encourage the Scouts to do the same and keep the whole camp litter free.

We enjoy an extremely good relationship with the Estate, so please do all that you can to ensure that is maintained. In particular, the facilities of the Caravan site next door are out of bounds to all staff and Scouts in camp (unless you have family staying in the Caravan Park).

Staff Facilities: There are various facilities provided for staff during the camp:

Staff Mess: Staff Catering is provided centrally and most meals are served in the Staff Mess at the published times. The first meal is evening meal on Saturday 13th July and catering ends with lunch on Saturday 27th July. Cutlery and crockery are all supplied and you will be asked to help with the process of dishwashing.

Staff Club: A Staff Club will be open daily, providing coffee/tea/light refreshment and a place to relax. Evening entertainment is also laid on. The Staff Club will be licensed for the sale of beer and wine on the Saturday and Sunday evenings prior to the Scouts arrival and again on the Friday evening prior to departure.

Families of staff members who are holidaying in the Caravan Park or elsewhere in the locality are very welcome to use the facilities of the Staff Club during quieter times (10.30 till 12.00 and 14.00 till 16.00). They must sign in at reception beforehand.

The wifi name and password will be available at reception. There is limited capacity on a field with 1400 people therefore consider using mobile data for personal usage if possible. The Jamborette website address is www.jamborette.org.uk and the Jamborette email address is blairatholl2024@jamborette.org.uk

Medical Facilities: There is a camp medical centre, staffed by a doctor, nurses and first aider. All medical issues will be dealt with from here. If you need medical attention either contact a First Aider by radio or via reception or attend the clinics at the advertised times.

Toilets / Showers: Staff may use any of the toilet facilities onsite. Staff must not use the participant's showers at any time while the Explorer Scouts are on site.

Staff Pastoral Support: Should any member of staff require pastoral support or wish to make a complaint they should see their team leader in the first instance. Andrew Sharkey, the Staff Coordinator, is also available to support people as necessary and direct to the Steven Maclean of the welfare team if appropriate.

Camp Facilities: The main camp facilities are located in a large marquee known as the Kastle. In the Kastle you will find the camp Kafe, and Scout Shop, and a range of activities.

Visitors' Day: On Saturday, 20th July the Jamborette site will welcome visitors from all over Scotland to experience the exhibition of internationalism that is Blair Atholl. The site will open to guests from 13.00, with an International Country Fair from 14.00. This includes stands from all the visiting Countries and gives visitors the opportunity to get a flavour of the Jamborette and the Countries and cultures represented there.

Visitors are welcome to stay for the International Campfire at 21.00 but must leave site after this has finished. Admission is by donation (suggested £3) and includes some 'Atholls' to spend at the Country Fair.

Staff additional Programme:

Saturday 13th July

12.00	Staff Arrive / Setting up of Camp
16.30	Full Staff Meeting
19.15	Activity Team Leader Meeting
19.30	Meeting of all Activity Staff

Sunday 14th July

	Setting up camp continues
10:00	Senior Staff Meeting
12:00	Safeguarding camp update (all staff)
12.30	All buddies to subcamps for lunch
14.15	Basic Food Hygiene course for all QM & Catering staff plus representatives from each subcamp and all activities dealing with food.

The following pages contain the information about the camp that are provided to young people for your interest.

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 crisps 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.

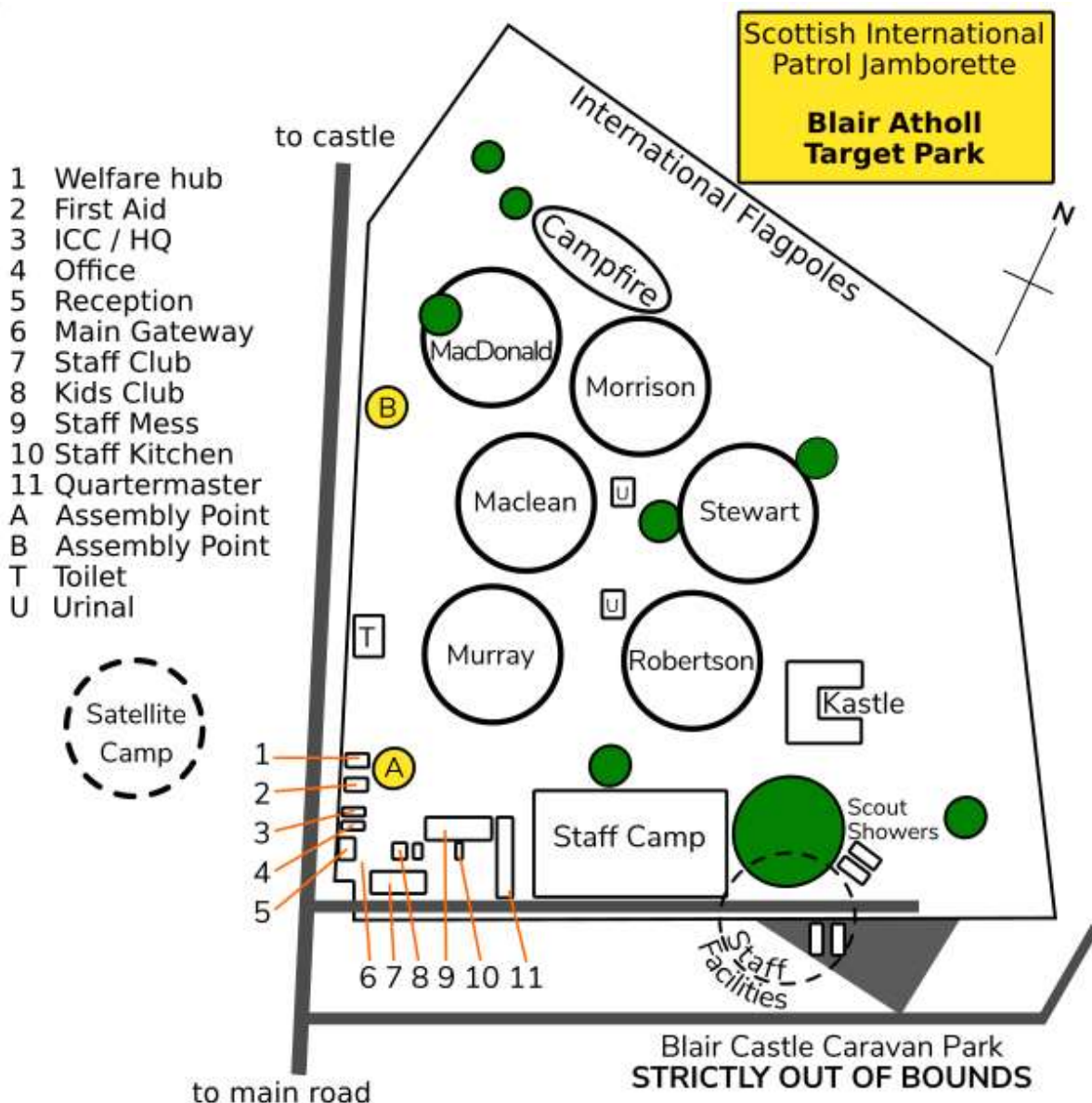
Facilities have been provided for you to collect glass, drinks cans and plastic milk bottles for recycling. Please be careful to use the containers properly. Each one has a notice telling you what you can put in it. At the end of the event all the materials you have collected will be picked up and recycled.

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.

There will be a daily challenge, however this will not contribute towards the pennant for the inspection.

UNIFORM (10 marks)

All Scouts: Shirt, BA badge (sewn), Necker, ID Badge. Lead taken from the PL
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.
Interior – Tidy, clean and usable for food prep should weather be bad.

FOOD HYGIENE (10 marks)

Contents - raised off ground.
Utensils and cooking equipment – 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 watertight containers. No excessive food stuffs.
Dish Towels – one should be used per meal and a “dirty towel” box/basket should be present.

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

TEAM WORK (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.

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

Morning watersports	09:45 PROMPT
Afternoon watersports	13.30 PROMPT
All Other Activities	Normal activity times

Adventure Activities

½ day Activity

Climbing

(1 Activity Point)

Will you master the Climbing Wall? Can you defeat the Jacobs Ladder? Conquer your fears with Leap of Faith. Try your hand at Dry Tooling. No previous experience is necessary as the climbing 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 rucksack. 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 Munros (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 rucksack.

½ 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 rucksack (plus money for an ice cream!).



½ 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!!



½ day Activity

Canyoning

(1 Activity Point)

If you like adventure you will love canyoning! You'll 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!!



½ 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.

½ day Activity **Cycle Skills**

(1 Activity Point) Do you want to learn some new skills or improve on the ones you already have on a bike? Ever wondered how to service a bike or want to know how to simply change a tyre?

Why not come and see the bike team. We have our cycle skills area waiting for you to come and master.



½ day Activity –
including an
overnight.
(1 Activity Point)

Overnight Cycle

Embark on an exhilarating cycling adventure and immerse yourself in the beauty of nature with an overnight hammock camping experience. This thrilling excursion combines the joys of cycling with the tranquillity of sleeping under the stars, providing the perfect escape from the hustle and bustle of everyday life.



½ 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!



½ 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, barrels & other floaty bits, and see what you can come up with before a brief play on the nearby water. Buoyancy 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!

½ day Activity

High Ropes

(1 Activity Point)

Test your head for heights at High Ropes. With lots of different challenges you can test yourself, race your friends or work together to make it to the top!



½ day Activity

Low Ropes

(1 Activity Point)

Dive into a world of excitement with our Low Ropes Assault Course Adventure – an engaging challenge that combines teamwork, strategy, and outdoor fun! Picture yourself navigating through a series of thoughtfully designed low ropes obstacles, requiring balance, coordination, and a touch of daring. Feel the camaraderie as you work together to conquer each element!



½ day Activity

Watersports

(1 Activity Point)

Kayaking, Canoeing and Stand-up Paddleboarding are brilliant ways to get in touch with your water side. We'll get you out on the water in single or multi-person boats. We've got nimble kayaks, stable canoes and wobbly paddleboards, we're even planning to have a giant stand-up paddleboard. – This activity will bring out your fun and competitive side during races, games and challenges to show who has the skills, and who's simply going to get wet! During this you may end up having an out-of-boat experience, so come prepared to really get to know the water - just remember the towel for afterwards!



Basic Activities

½ day

Roll Experience

Activity

(1

Activity

Point)

Are you ready for the Experience of your life? Are you ready to make some noise? Are you ready to shout?!

You will climb over or scramble under every obstacle; you will run; you will shout; you will laugh; you will share happiness and joy! You will experience something unique that you will tell your grandkids about!

It is time for you to come to the Atholl Bushcraft Zone. Show yourself in head first; this is your chance to become a Legend. Once you have completed your quest, you will have overcome all the challenges you faced, have the answers to every question posed to you. Join us, today!



1 day

Bushcraft (man living WITH nature)

Activity

(2

Activity

Points)

Bushcraft is absolutely at the core of world survival. The Bushcraft Zone is set up in an area where you can learn, practice and refresh your bushcraft skills. You can try out new skills like paracord, cordle making, new cooking ideas, emergency shelter building, rope making, fire making, and more. Can you really build a fire? Can you really build a hammock? Come and give it a go!

GUTS - ALL GLORY!!



½ day

International Scout Games

Activity

(1

Activity

Point)

Amongst all the hustle and bustle of the event, one of the highlights is the International Scout Games. It's a chance for you to try some of the different games played at our weekly meetings, and from all over the world. Share with us the games you play most and learn some new ones. Come and try too!

We will play a variety of modern and traditional games that don't use as much equipment. It's a great opportunity to come along and get to know others in a fun, interactive, chilled atmosphere.



½ day

Nature Walk

Activity

(1

Activity

Point

We will cover many of Scotland's natural wonders, from the smallest flowers and insects to the largest mammals native to this country. Explore the tracks and footpaths of the park, and learn about the plants and animals that live there. The terrain is uneven (uneven surfaces, strong footworn paths) so you may want to bring binoculars if you have them. Binoculars are available to share but you may want to bring your own. A camera along too.



½ day

Ready, Steady, Cook!

Activity

(1

Activity

Point)

Are you a chef? Enjoy a challenge? Here is your chance to get the best of both worlds. Working in teams of 6, each group will get a bag of ingredients. The challenge is to use the ingredients to create a two-course meal that is both creative and edible (although edible would be a good idea). All of the staff will taste all of the meals. To win the challenge, you get to keep the ingredients 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!!



½ day

Boom!

Activity

(1

Activity

Point)

m making things super cold to mak
m, this is the hands on, fun side of
i'll make rockets fly, shatter flower
made of glass and find out what is
ntrolled explosion". No previous sc
erience or knowledge necessary as
work and you can have all the fun.
sons please do not wear open toec
activity.



½ day

Team Challenge

Activity

(1

Activity

Point)

re you got what it takes to work to
m? Participants will solve problem
llenges that involve them working
pleted. These challenges will be t
ter challenge obstacle course, the i
h, the farmer river challenge, and t
llenge. The second hour will focus
ultimate frisbee or handball with a t



Creative Activities

½ day
Activity
(1 Activity
Point)

Blair-AKToR

Question: Which is the most dramatic Blair Atholl? Answer: This one, the base! Join us on our grass carpet theatre for a fabulous blast of drama games, stories, laughter and fun. Let your imagination loose at Blair-AKToR – Blair Atholl Theatricals of Repute – where you need to apologise for being so fabulous. If there's drama in the subcamps, you are nothing yet!



1 Day
Activity
(2 Activity
Points)

iBuild

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 covering both woodworking 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 an iPhone, MP3 player, mobile phone, radio player or handheld games!



½ day
Activity
(1 Activity
Point)

Cultural Zone

Come join us in CULTURAL ZONE which encompasses a range of activity based on the previous Blair Atholl Jamborettes. Offer a real mix of crafts, games and activities to promote cultural connection from the countries represented at camp. Every day & sessions will be different.



If there's something from your home

that yo'd like to share during one of t sessions let us know, we are more th to make time... Take the opportunity t socialise, to share and learn. We look seeing you there!

½ day **Crafts**

Activity
(1 Activity Point)
Tune into your creative side and come to the Craft zone. Enjoy the opportunity to learn new skills whilst learning new skills.

Applique, beading, candle dipping, embroidery, felting.....these are just some of the crafts that will be available across the camp. The craft team will guide you through the different craft activities, helping you to feel inspired. Take away a masterpiece or two of your own making as a memento from camp, a gift for a new friend or an accessory for one of the evening events.

We have the materials, you bring the imagination!



1 day **Crafting Masterclass**

Activity
(2 Activity Points)
A new all-day activity run alongside the Craft zone where you will learn how to follow a pattern and machine stitch to create your own bucket hat. This summer's accessory, unique to you!



½ day **Creative Arts**

Activity
(1 Activity Point)
The perfect activity for art lovers and those looking to expand their creative skills. All will learn some new skills and explore different mediums as we create modern exciting works of art.



½ Day **Animation**

Activity
(1 Activity Point)
Unleash your creativity with a variety of animation styles including flipbooks and stop motion. Create your own characters and send them on adventures, the only limit is your imagination.



½ day **Go Global**

Activity
(1 Activity Point)
Join us at Go Global to take part in a range of activities focused on the UN sustainability goals for 2030. Let's work together to care for our planet. This is a slow-paced activity that gives you with the opportunity to learn, discuss and take action on how we can do better to be more environmentally friendly on a local, national or international level.



½ day **Radio Blair**

Activity
(1 Activity Point)
Ever wanted to know how a radio show is put together? Then join the Radio Blair team to learn about producing features for broadcast, to curate the music playlist, from presenting news segments, to creating and editing advertisements. You could be involved in producing our weekly radio show.



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

½ Day **The Tartan Tent**

Activity
Come along to the Tartan Tent to learn about the fabric we wear in the field and our dreams! Get creative and learn about the history of the tartans and how they are woven into a traditional Scottish kilt. Try your hand at weaving some tartan and make a bag of your own, the perfect Scottish merchandise for you and your bru!



½ Day **Photography**

Activity "You don't take a photograph - you r
Ansel Adams

Love to snap photos of your favourite
and memories? Then the photograph
for you!

Capture camp life from a different an
frame the essence of Jamborette drea
snap the joy of Scouting adventures.

Whether you're used to using the lat
or your mobile phone, this activity is
creating something unique and focus
the moments that make Blair, Blair.



1 Day **Dungeons and Dragons**

Activity Dungeons and Dragons (D&D) is a fa
(2 Activity tabletop role-playing game where pl
Points) have the opportunity to play as chara
an imaginary setting and create fanta
stories together. Together you will so
dilemmas, battle with monsters, expl
imaginary worlds and discover hidde
treasures. This is a game of creative f
and cooperative storytelling, where t
limit to what you can do is your imagi



Music

½ Day Discover the joy of music with our int
Activity music activities! Whether you're a cor
(1 Activity beginner or an experienced musician,
Point) welcome. Our environment is fun and
engaging, where you can unleash yo
creativity. Join us and embark on a mi
journey filled with learning, laughter,
harmony.



½ day **Kastle Kurrents**

Activity

(1 Activity
Point)

Are you someone who knows all the loves to spill it? Are you a highly creative articulate individual who could invest and write articles with their own balance and unique perspective? Are you someone who can capture life's moments in a creative way? Then do we have the activity for you. You could produce a daily kamp newspaper called Kastle Kurrents, where you could be reporting the news from our field. We could have columns for our resident agony aunt, '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

½ 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.



½ 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.



½ 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!



½ day Activity **Treasure Hunt**

(1 Activity Point)

Explore the Atholl estate and search for the clues to unlock the treasure chest. Who knows what riches are held within?



½ 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 our 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 **Pitlochry Visit**

Activity Point)

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.



Safety

The Jamborette aims to deliver a fun and adventurous experience for all participants. A sense of adventure lies at the heart of our movement and doing things safely is fundamental to everything we do.

All young people and adults are asked to follow verbal and / or written instructions given to minimise the risk of activities. This includes general activities on the subcamp and wider campsite as well as during our activity programme. We publish risk assessments on our website for activities and more.

With safety a priority we can enjoy the fun and adventure.

Evening Activities

Wednesday 17 th July	<u>Opening Disco.</u> It's pink all the way at the Beach Barbie and Ken Party!
Thursday 18 th July	<u>Camp Chief's Challenge</u> Team building with a difference!
Friday 19 th July	<u>Busking at the Kastle</u> Acoustic sessions around the Kastle. Bring your instrument and join in or come along to listen.
Sunday 21 st July	<u>Party at the Kastle</u> Jungle Themed!
Tuesday 23 rd July	<u>International Open Mic</u> An array of talent as contingents take to the stage for a truly international evening of entertainment.
Wednesday 24 th July	<u>Keilidh in the Courtyard</u> Traditional Scottish music and dancing where you will not be able to resist joining in – fun guaranteed!

An inclusive camp

Our Welfare team are here to support and look after the welfare of young people and staff here at Blair Atholl Jamborette. We promote respect, harmony, and inclusion. We aim to support individuals, patrols, and team and want everyone to have the best possible Jamborette experience irrespective of race, ethnicity, religion, gender, sexuality, and ability.

We do not tolerate any kind of discriminatory practice, hate speech, or inappropriate actions. All young people here at Blair Atholl are equal. If you have experienced and kind of unfair or wrong treatment, please talk to subcamp leaders or one of the welfare team. Being a Scout/er at Blair Atholl is a privilege, not a right and there is not place in our field of dreams for bullying, intimidation or unfair / unjust treatment of any kind and action will be taken should this occur. Please look after each other and talk to leaders or the welfare team about anything troubling you.

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!

