
14th NIPPON JAMBOREE <14NJ> Jamboree Bulletin No. 2 (May 2006) Scout Association of Japan

3-7 August, 2006 – Suzu-city, Ishikawa, Japan



Message from Jamboree Camp Chief

Mr. Minoru Nishimura, Chairman, Event Committee, SAJ &
Chairman, Prefectural Executive Board, Ishikawa Scout Council, SAJ

Three Characteristics of 14NJ: “Slow Life”, Environment, Interaction

“Slow Life”: Camping based on self-motivated activities

Whereas previous Jamborees emphasized activity programmes, 14NJ will emphasize the experience of camping. Recognizing that camping is at the heart of the Jamboree programme, and to reconfirm the basics of camping for Scouts, wood will be used as fuel for cooking.

To secure wood fuel, Scouts of the Ishikawa Scout Council started planting trees two years ago. The wood fuel supplied will be beech in 30cm lengths, which does not produce much smoke and burns for a long time. Overseas contingents are advised to train your Scouts to cook using wood fuel.

Environment:

Environmentally friendly camping

Whereas 13NJ in Osaka was held at a venue equipped with water supply and a sewage system, the venue for 14NJ has neither. Although water will be supplied for the Jamboree thanks to the co-operation of Ishikawa prefecture, sewage is an issue. The venue is located on a coast noted for seaweed cultivation and fish farming. Jamboree participants have to consider the impact of the use of detergent and shampoo and the treatment of such effluent.

While the Jamboree Organizing Committee will

prepare guidelines, overseas contingents are requested to provide environmental education to participating Scouts. Environmental issues concern not only 14NJ but are universal issues that must be tackled in order to protect the global environment. 14NJ will be a good opportunity to consider environmental issues and make a commitment to environmental protection.

Interaction:

Facilitating understanding and friendship through exchange internationally and with the local community

Nippon Jamboree is the largest international Scouting event in Japan where Scouts from throughout Japan and from overseas gather. 14NJ is one of the national commemorative events celebrating the centenary of the Scouting Movement in 2007. 14NJ is also intended to put the universal theme of the Centenary of Scouting, “One World One Promise,” into practice. Broader and deeper exchanges among Scouts than at previous Jamborees are envisaged.

One of the characteristics of the 14NJ venue is its proximity to the local community. There is no clear border between the venue and the area where local people live and the coast frequented by tourists. Scouts are urged to take advantage of opportunities to meet people outside Scouting. Also, Scouts will be provided with opportunities to experience the local culture.

ATTENDANCE (as of May 2006)

We have so far received more than 20,000 applications including some 900 overseas participants from 37 countries from all over the world as the followings;

Participants	Scouts/Troop leaders	16,200
	Senior/Venture Scout Service Corps/leaders	1,500
	Sub-Camp HQ Team	1,100
	J.H.Q Staff	900
	Girl Guides/Scouts	200
	Participants from overseas countries	953
	Total	20,853

Participating Countries (953)

(WOSM)	World Scout Bureau (1)
(African Region)	Mauritius (3), Tanzania(9), Zimbabwe (3), Regional Office (1)
(Arab Region)	Saudi Arabia (3), Regional Office/Committee (1)
(Asia-Pacific Region)	Australia (8+3), Bangladesh (3), Bhutan (3), Brunei Darussalam (3), Scouts of China (3), Fiji (3), French Polynesia (3), Hong Kong (88+3), India (21+3), Indonesia (3), Kiribati (3), Korea (70+3), SAJ-KSA Friendship Programme (77), Macau (3), Malaysia (3), Maldives (3), Mongolia (3), Nepal (3), New Zealand (2+3), Pakistan (3), Papua New Guinea (3), Philippines (18+3), Singapore (39+3), Sri Lanka (1+3), Thailand (3), Regional Office (1)
(Eurasia Region)	Armenia (3), Russia (150), Regional Committee (1)
(Europe Region)	Czech (7), United Kingdom (34), UK Girl Guide (18), 1 NSO from Europe (3), Regional Committee (1)
(Inter America Region)	Argentina (3), Mexico (3), Canada (14) United States of America (298) BSA-SAJ Friendship Programme (41) Beverly Hills Troop 33(17) Los Angeles Area Council (51) Los Angeles Troop 379 (27) Western Los Angeles Area Council (13) Orange County Council (33) Sacrament Troop 50, Golden Empire Council (5) San Francisco Troop 12 (29) San Francisco Troop 20 (10) San Francisco Troop 29 (33) San Francisco Troop 58 (12) South Dakota Troop 27(27)

Experience All Programme Modules during the Jamboree

- Jamboree Troops in Sub-Camps (SC) will be divided into five groups from A to E.
- Jamboree Troops in Sub-Camps with the same letter will form a larger Activity-Group.
- Each Activity-Group will be able participate at all Programme Modules during the Jamboree by following the predetermined half-day schedule for each Programme Module.

* See the table below.

	4 Aug. (Fri.)		5Aug. (Sat.)	6 Aug. (Sun)		7 Aug (Mon)
	AM	PM	PM	AM	PM	AM
1) Wind in the Meadow	A	E	Free	D	C	B
2) Wind in the Sky	B	A	Free	E	D	C
3) Wind in the Ocean	C	B	Free	A	E	D
4) Wind of Noto	D	C	Free	B	A	E
5) Wind of Ai (SC programmes)	E	D	Free	C	B	A

- Participation in Selective Activities of each Module will be by patrol, in principle.
- Afternoon of (Sat) 5 August will be free and Scouts can participate in any Selective Activities at any Modules.
- For participation in some Selective Activities, tickets will be distributed to groups in Sub-Camps.
- Scouts participating in excursion programmes will not be able to participate at all Modules.

Execution of Programmes

Programme Schedules

	(Fri) 4 August	(Sat) 5 August	August 6 (Sun.)	August 7 (Mon.)
AM (9:00-11:30)		-		
PM (13:30-16:30)				-

Programme Modules and Outline

- Please refer to Page 4 "List of Selective Activity" for details of Activities available.
- Excursion programmes will be available only on (Fri) 4 August and (Sun) 6 August.

Programme Module	Location	Outline
1) Wind in the Meadow	Waku Waku Yume Land	World Scout Center, Religious Centre, Theme pavilions and Global Development Village through co-operation with external organizations
2) Wind in the Sky	Golf course, tennis courts, baseball field, multi-purpose field	Join The Game (sports and other activities)
3) Wind in the Ocean	Hachigasaki Beach, Hachigasaki Park	Beach art, beach sports, activities in the woods in the park, etc.
4) Wind of Noto	Near the venue	Nature exploring, walk rally, etc. near the venue
5) Wind of Ai (SC programmes)	Sub-Camps	Programmes offered by Sub-Camps (A list of programmes and a map are not provided in this document.)
Excursion programmes	Noroshi Coast, Toyama Bay, Noto	Excursion programmes by bus such as coast guard experience, mystery tour, and visiting historical sites

Sub-Camp Programmes (Wind of Ai)

- Among Selective Activities, Sub-Camp programmes will be treated as a Programme Module. (The capacity of the Activity will be about 300 Scouts per half day.)
- Sub-Camp programmes will mainly focus on Scouting skills.
- Patrol Flag Raising and fire-making will be mandatory programmes for Sub-Camps and winners at Sub-Camps will compete in a playoff at Jamboree Headquarters (JHQ) where awards will be presented.

Excursion Programmes

- Excursion Programmes by bus will be held on (Fri) 4 August and (Sun) 6 August. These are 1-day programmes.
- **Excursion Programmes involve an additional charge (bus fee, admission fees, etc.)**
- * Scouts participating in Excursion Programmes will not be able to participate at all Programme Modules.

Clothing and Personal Items for Participation in Activities

- Clothing (basics)
 - * Clothing ensuring good protection from the sun and freedom of movement
 - * Flip-flops and sandals are not permitted. Wear sneakers or other shoes suitable for the programme.
 - * Hats/caps must be worn.
- Basic personal items
 - * Programme guide, Jamboree ID card, copy of health insurance card, first-aid kit and sanitary goods for personal use, water bottle, towel, writing utensils, other items required for the programme

To Prepare for Participation in the Jamboree

- Think about “slow life”.
- Familiarize yourself with the geography, the natural environment and the history of the area around the Jamboree site.
- Manage your health and learn about health.
- Equip yourself with the knowledge and skills for low-impact camping.
- Learn how to make a fire.
- Learn basic first aid.
- Learn how to swim.
- Make the patrol flag.

Religious Faith

The Religion Award is a programme designed to encourage Scouts participating in the Jamboree to strengthen their religious faith so that they can derive spiritual satisfaction from the Jamboree. The activity items for the Religion Award are listed below.

1) Familiarize yourself with the basic beliefs and customs of your religion or a religion that

interests you.

2) Participate in the programme held at the JHQ Religious Centre or the SHQ Faith Encouragement Centre at least once.

3) Participate in Scouts Own services at least three times.

4) Participate in a worship service.

5) Daily good turn.

Selective Activity Outline

<Wind in the Meadow>

Category	Selective Activity	Outline	location
Theme Pavilion	Future	Space Pavilion	Display of rockets and a space ship
		Soichi Noguchi Pavilion	Display of Scouting activities of Soichi Noguchi, an astronaut
		Astronomy Pavilion	Learn about the stars at a planetarium
		Science (GEMS) Pavilion	The GEMS program will make science and math your favorite subjects!
		IT Pavilion	Experience the latest IT equipment and learn about IT technologies for a sustainable society.
		Energy Pavilion	Using various energy and experience generation of electricity
	Bio Pavilion	Learn about the biotechnology-based treatment of sewage, human waste and garbage	
	Experience	Nature Sharing Pavilion	Nature game
		Tree Pavilion	Tree expert program
		Camping Pavilion	Crafts to enhance the quality of camping
Bamboo Pavilion		Musical instruments and tableware made of bamboo. Make your own instrument and play it.	
	Bird Pavilion	Join a mini hike for bird watching.	
			Waku Waku Yume Land

			Learn about wild birds from the feathers you find on the route.
		Nature School	Nature craft
		Woodwork and Charcoal Making Pavilion	Experience woodwork and charcoal making.
		Tree Climbing Pavilion	Experience tree climbing.
		Recreation Pavilion	Experience new games.
		Project Learning Tree	Environmental study focused on trees
	Coexistence	Coexistence Pavilion (International support Activities 1)	Introduction of international contribution activities (explanation and display)
		Coexistence Pavilion (International support Activities 2)	Introduction of the Rover Project (explanation and display)
		Coexistence Pavilion (International support Activities 3)	Introduction of international contribution activities (explanation and display)
		Local Community Exchange Pavilion	Exchange with local people who have special skills
		<i>Mottainai</i> Class	Learn about the <i>mottainai</i> campaign.
		Project Wild	Environmental study focused on wild animals
		Project Wet	Environmental study focused on water
	Experience	Forest Pavilion River Pavilion	Each participant will become a droplet and experience the circulation of water from ocean to cloud, from cloud to forest, from forest to river, and from river to ocean.
		Ocean Pavilion	Learn about biological purification of contaminated lake.
		Noto Ocean Pavilion	Display of panels about fish living in the sea around the Noto Peninsular
		Paddy Field Pavilion	Learn about paddy fields.
		Agriculture Pavilion	Learn about the delights of farming.
Global Development Village		B-P, environmental, educational and health issues	Consider environmental, educational and health issues from a global perspective.
World Scout Centre		Introduction of World Scouting	Learn about the Scouting around the world and international activities of Scouts through exhibitions and commemorative events. (A World Scout Centre includes the contingents' headquarters and their respective areas of exhibition on Scouting)
		Introduction of the Centenary of the World Organization of the Scout Movement - Gift for Peace	
		50 years of Scouting in the Asia-Pacific Region	
		Introduction of participating countries	
		Introduction of 21WSJ	
		Japanese Pavilion	
		APR Air Internet Jamboree	
Religious Centre			Learn about various religions.



<Wind in the Sky>

Selective Activities	Outline	Location
Pioneering	Use rope working skills to create a huge structure.	Multi-purpose field
Climbing Wall	Try wall climbing.	
Camp Craft	Use rope working skills to create tools necessary for your life.	
Rhonrad	Try rhonrad to experience the gravity-free space of the universe.	
Challenge Big Jump Rope	Try the big jump rope.	
Loglympic	Try cutting a log, log throwing and log bowling.	
Catching The Stick	See how many times your patrol can catch the stick without dropping it.	Tennis courts
Human Locomotion	"Centipede" time race	
Circle Jump	Swing a rope attached to a ball and see how many times you can jump over the rope.	
Ring Catch	See how many throw-and-catch rallies you can do.	
Group bamboo dance	See how many steps your patrol can dance to the rhythm of striking bamboo poles.	

Dribbling relay	See how many times your patrol completes the course by bouncing several balls at the same time.	Golf course (including the surrounding area)
Disk Getter	Struck out using a flying disk	
Dodge B	Dodgeball-style sport using a soft flying disk	
Drawing & Music & Dance	Creative activities (drawing, composing music, dancing, etc.)	
Hand-made Paper Knife	Learn safe handling of knives and make an original paper knife.	
Make & Play Ethnic Musical Instruments"	Make an ethnic musical instrument from natural materials and play it.	
Group Work Program	Play a problem-solving game to enhance team work.	
Diatom Earth Sculpture	Make sculpture using diatom earth, a local specialty.	
Bamboo craft	Make toys, such as a fan and a mobile, from bamboo.	
Straw craft	Make something out of straw.	
Leather craft	Make something out of leather.	
Accessory Making	Make an antique accessory from stone.	
Ground Golf	Make friends with local people through playing ground golf.	
Archery	Learn the basics of archery and compete against other patrols.	
Kopf	Try an outdoor sport from Sweden.	
Boomerang	Make your own boomerang and throw it in the sky of Suzu.	
Super Bamboo Helicopter	Make your own bamboo helicopter and compete.	
Friendship Game	Find people who have the particular letters and reach the goal. Make new friends.	
Indiaca	Volleyball-style sport played by two teams hitting a special ball made of feathers.	
Sports Chambara	Free sword fight using "air-soft" swords	
Disk Golf	See how many throws of a flying disk it takes to get you to the goal.	
Wind and Parachute Movement	Performance using a parachute, a fan and a large vinyl balloon	

<Wind in the Ocean>

Selective Activities		Outline	Location
Beach Museum	(Strength Category) Sumo on the Ocean	Play sumo on a ring floating in the sea. Tournament	Hachigasaki Beach
Beach Museum	(Throwing, high jump and running Category)	Throwing, baton relay and high jump competition	Hachigasaki Park
Beach Museum	(Dynamism Category) Beach Volleyball	Beach volleyball tournament	
Beach Museum	(Sculpture Category) Sand Sculpture	Make sand sculpture.	
Beach Museum	(Carpenter Category) Raft Making	Work together and make a raft and perform a launching ceremony.	
Beach	(Sweat Category)	Competition for 25 meters	

Museum	Beach Triathlon	swimming, 25 meters body boarding and 50 meters running	
Beach Museum	(Power Category) Floating Island Tug of War	Tug of war riding 16 connected floating islands	
Beach Museum	(Balance Category) Log Riding	Ride a log and roll it so that your opponent loses balance and falls.	
Beach Museum	(Speed Category) Beach Flag	A game played by two patrols. Get as many flags as you can out of 9 flags. Tournament.	
Beach Museum	(Craft Category)	Handicraft activities on the beach	
Beach Museum	(Sand Ball Battle)	Destroy your opponent's target 20 meters away by hitting it with sand balls in a tournament	
Challenge Valley		Adventure course over hurdles	
Wind Surfing		Try wind surfing under the supervision of instructors.	
Sports Kite		Make a sports kite and fly it in the wind.	
Tree Climbing		Climb the wall on the beach.	
Rescue Corner		Learn about rescue techniques for the sea.	

<Wind of Noto>

Selective Activities	Outline	Location
Lure Fishing	Lure fishing for horse mackerel and mackerel	Takojima Fishing Port Dike
Sports Fishing	Fish for whiting	North side of Hachigasaki Beach
Move the Mountain (Train)	See how many people it takes to pull a 26-ton locomotive 60 meters.	Former Takojima Station
Noto Peninsula Cycling	Enjoy cycling round the tip of the Noto Peninsula.	Tip of Noto Peninsula
Nature Exploring	Explore the nature trail using the "nature sign card".	Around the Jamboree venue
Noto Peninsula Snorkeling	Try snorkeling at the beach.	Around Nagatesaki Coast
Disused Railway Track Hiking	Hike along the disused track of the Noto Railway.	From the former Takojima Station to the former Suzu Station
Hiking Rally	Hiking by patrols following an orientation map	Around the Jamboree venue

<Wind of Ai>

Sub-Camp programmes

<Excursion Programmes>

Name of the course	Outline	Destination
1. Marine Life in Noto	Make a "water glass" and observe marine life along the fascinating coast.	Around Maura
2. Feel the Wind of Ai at the Tip of Noto Peninsula	10 km hike along the Noto Peninsula Nature Path. Enjoy the beautiful coastline.	Around Kinoura Marine Park
3. Herb Craft and Wajima Hot Spring	Make a wreath at the herb garden, visit the morning market in Wajima, enjoy the hot spring and walk around the town.	Suzu Yatsuyama Garden / Wajima Hot Spring
4. Recall the History of the Heike Clan	Recall the history of the Heike clan by visiting Kamitoki Kunike and Shimotoki Kunike.	Tip of Noto Peninsula (Kamitoki Kunike / Shimotoki Kunike)
5. Salt Making	Experience the entire process of making salt from seawater.	Okunoto Salt Field Village in Suzu
6. Genpei Gassen (Battle between Genji and Heike)	Visit sightseeing spots related to the Heike clan after the Genpei Gassen Battle.	Tip of Noto Peninsula (Kamitoki Kunike / Shimotoki Kunike)
7. Try Canoeing	Canoeing (cutter) at Noto Children's Center and hiking along the cape in the afternoon	Noto Children's Center
8. Try Wajima-nuri Lacquer-ware	Make you own Wajima-nuri lacquer-ware.	Wajima Kobo Nagaya
9. Mystery Tour	Find out where you are going. Bus tour to a mystery destination	Mystery destination
10. Senmaida Volunteers	As a volunteer, cut grass at Shiroyone Senmaida in Wajima. Then, visit the town and enjoy Wajima Hot Spring.	Shiroyone Senmaida, Wajima
11. Join the Coast Guard!	Enjoy a cruise around Toyama Bay from the Jamboree venue to Nanao Port on a 3,000-ton patrol boat.	Toyama Bay
12. Discover a Desert Island on the "Altair" boat of Kanazawa Institute of Technology	Learn about the wonder, pleasure and hazards of the ocean. Learn how to read a sea chart and find out about the clarity of the seawater.	Anamizu Bay Nature School, Kanazawa Institute of Technology
13. Move the Mountain (airplane)	Learn how a jet airplane works. See how many Scouts it takes to move a YS-11 airplane.	Japan Aviation College, Japan Aviation Academy
14. Try Watafuji Dyeing	Try Watafuji dyeing and make an original handkerchief. Enjoy the view of the Noto Peninsula from the bus.	Sosogi Coast, Wajima
15. Noto Coast Volunteers	As a volunteer, help clean up the garbage washed up on the Noto Coast from around the world	Coastline of Suzu

***** Excursion Programmes involve an additional charge (bus fee, admission fees, etc.)**

World Scout Center & National Exhibition

A World Scout Centre includes the Overseas Contingents Headquarters and their respective areas of exhibition on Scouting.

Through visiting the World Scout Center, Scouts will be able to learn more about the cultures, the communities and the way of life of

the participating countries. We hope that every participating National Scout Organization provide activities in order to be represented in World Scout Center.

Details of the World Scout Center will be informed in the next Jamboree Bulletin.



Life at the Jamboree

Wood Fuel for Cooking

Whereas previous Jamborees emphasized activities, 14NJ will emphasize the experience of camping. Recognizing that camping is at the heart of the Jamboree programme, and to reconfirm the basics of camping for Scouts, wood will be used as fuel for cooking. The wood fuel supplied will be from thinned beech trees of around 30 years old. It is harder than most types of wood fuel and it burns differently. You are advised to learn how to start a fire and how to use an oven with high heat efficiency.

Water

Suzu City where the Jamboree will be held is at the tip of the Noto Peninsula surrounded by the sea. The Jamboree site faces Hachigasaki Beach, which is selected as one of the 100 best beaches in Japan. Hachigasaki Beach is known for its water and the coast is noted for seaweed cultivation and fish farming. Suzu City has a population of almost 20,000. About 500 households are engaged in fishery. One of the biggest issues of the Jamboree is to keep the sea clean. To prevent permeation of wastewater into soil, not only drainage from shower facilities and cafeterias but also wastewater collected in cesspools installed at each Sub-Camp will be transported to a wastewater treatment facility for treatment. It is crucial that every participant is fully aware of the importance of keeping the sea clean and is careful not to let wastewater run onto the ground. Troops are advised to train Scouts to minimize wastewater, keep the sea clean and not let wastewater run onto the ground.

Preventing Heat Illness

Care must be taken to avoid heat-related illness, such as heat exhaustion and heat stroke, when conducting outdoor activities in the summer. If you feel dizzy and have a headache in hot weather,

you may have heat exhaustion. If you think you have heat exhaustion, take a rest in a cool, shaded place and drink plenty of water or other fluids. Instruct Scouts not to force themselves to keep going but to take a rest at the first-aid station when they are not feeling well. Measures to prevent heat-related illness are described below.

1) Drink plenty of water: Drink about 500 ml of water or sports drink before starting an activity. However, beverages with high sugar content should be avoided because drinking too much of such beverages spoils the appetite, disturbs bowel movement and is generally bad for health.

2) Warming up: It is important to warm up before starting an activity. Avoid suddenly starting a strenuous exercise.

3) Protect your head and neck from the sun: Heat exhaustion is a condition when heat is retained within the body. Be sure to wear a hat or cap to protect your head and the back of your neck from the sun. A shirt with a collar is also effective.

* First-aid station: Sub-Camp First-Aid Stations and the Central First-Aid Station at the Jamboree site will have doctors and nurses on duty. Instruct Scouts to check the location of first-aid stations as soon as they arrive at the Jamboree site.

Food during the Jamboree

Food will be supplied to Jamboree Troops through each Sub-Camp Headquarters (SHQ). A ration package contains food for a Jamboree Troop consisting of 40 people. Special dietary requirements are available upon request in advance. Overseas participants may get supplementary rations, such as rice and bread from SHQ upon request.

<Standard Menu>

	(Thu) 3 August	(Fri) 4 August	(Sat) 5 August	(Sun) 6 August	(Mon) 7 August	(Tue) 8 August
Breakfast		Sandwich Scrambled egg Consommé Fruit (banana) Milk	Rice Miso soup Fried vegetables Fruit (grapefruit) Pickles Milk	Rice Miso soup Grilled fish Omelette Hot salad Furikake Milk	Rice Miso soup Grilled salmon Meat omelette Warm salad Pickles Milk	Bread roll Fish sausage Stick cheese Fruit (banana) Vegetable juice
Lunch	Bread roll Spaghetti Napolitano Vegetable juice	Rice ball Side dishes Pickles Tea	Fried noodles Sausages Juice	Hamburger Sports drink Juice	Udon noodle dish Grilled rice ball Tea	CalorieMate Konnyaku jelly
Dinner	Chinese rice-based dish Seaweed and egg soup (consommé) Fruit jelly	Grilled meat Rice Seaweed soup Salad Yogurt	Curry Salad Pickles Salad dressing Fruit (Kiwifruit)	Rice cooked with various vegetables Noto specialty pot dish Pickles Dessert (apple pie)	Hamburger steak Rice Miso soup Salad Tofu Dessert (Pudding)	

Currency

Only Japanese currency, Yen can be used inside Japan.

Operation hours of bank service (US dollars to Japanese yen) at the Jamboree site will be informed in the next Jamboree Bulletin.

Overseas participants are strongly recommended to have a suitable amount of spending money changed at airport or city banks before camp in. Credit cards such as Visa, Master, Amex, etc. are unable to exchange and use at the Jamboree site.

Insurance

During the Jamboree, accident insurance will be provided to all those who are attending the 14NJ (not included the sickness insurance). The details of the insurance are as follows:

Accidental death and aftereffect of an injury: JYE10,000,000- Hospital charge per day: JYE4,500-

Jamboree Souvenirs

Details of the Jamboree Souvenir will be informed in the next Jamboree Bulletin.

Visiting the Jamboree

Visitors (visiting Scouts, general visitors) may enter the Jamboree site from 9:00 a.m. every day during the Jamboree from 3 to 7 August and will be required to leave the site by 21:00 on 3, 5 & 7 August when there will be evening activities and by 17:00 on other days. Visitors will wear a Jamboree visitor badge (JPY200 per person).

Other Programmes & Information

Welcome reception for heads of overseas contingents/group to be hosted by Jamboree President, will be held during the Jamboree.

Jamboree Chartered Bus for Overseas Contingents

Scout Association of Japan will arrange for the chartered buses departing from Tokyo on the evening of 2 August (overnight) to the Jamboree site, and departing from the Jamboree site on the morning of 8 August to Tokyo for overseas participants upon request. The bus will cost you US\$100 per person (one way), which is lower than the cost of public transportation. If you would like to make reservations for the bus, please let us know not later than 10 June 2006.

Next Jamboree Bulletin

Next Bulletin (No. 3) will be issued in June, which is including Sub-Camp allocation for overseas contingent, updated attendance, detail of World Scout Center, postal address.

Please contact your National Scout/Guide Organization and ask them to get more detailed information from:

International Service Department, Scout Association of Japan

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<http://www.scout.or.jp/14nj/english/index.html>