

EMERGENCY PREPAREDNESS HANDBOOK

KNOX TRAIL COUNCIL
#244 MASSACHUSETTS

**Jamboree Troops 139
and 140**

The Four Aspects of Emergency Preparedness:

1. Preparedness. When you take actions to prepare for emergencies, you recognize the possible threats from natural and other disasters. Making a plan and practicing it, assembling an emergency or disaster supply kit, and installing warning devices are all actions you can take to prepare for an emergency.

2. Response. In this phase of emergency management, you may be called upon to help with shelter, first aid, and other activities. On a personal level, your response to an emergency can take many forms, such as evacuating an area. Your response can help reduce the occurrence of secondary damage.

3. Recovery. After a disaster or other emergency, the goal is to try to get things back to “normal.” In addition to rebuilding and repairing property, there is also work to be done in trying to bring physical and emotional health back to a stable condition.

4. Mitigation and Prevention. The word “mitigate” means “to lessen in force or intensity,” and “to make less severe.” Prevention goes hand-in-hand with mitigation, as do response and recovery. It also can make the difference between inconvenience and tragedy. Mitigation often involves managing risk—becoming aware of, and responding to, risks and hazards. Mitigation efforts can even help prevent an emergency from happening.

The emergencies of today’s world demand more than ever that Scouts be trained as individuals and as units to meet emergency situations. The importance of this training is not new to the Boy Scouts of America, as Scouting has always taught youth to **Be Prepared**. The *National Scout Jamboree Emergency Preparedness Handbook* was developed to foster the skills to meet this challenge while traveling to and from the jamboree and during the jamboree itself.

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1 Introduction

This handbook is intended to be utilized by the 2010 National Scout Jamboree youth and adult Scouters of Knox Trail Council Jamboree Troops 139 and 140. Since we live in a precarious world, we need to be prepared for any situation, emergency, or disaster that may confront us on our tour/travels to the 2010 National Scout Jamboree.

Whether it is a natural disaster, such as an earthquake or hurricane, or a manmade disaster, such as a terrorist attack or fire, we need to have a disaster plan. In the event of a catastrophic disaster, emergency personnel will be busy helping those in need of immediate rescue attention.

This handbook is intended to provide guidelines and information concerning our tour/travels, and what actions should be taken in the event of an emergency or disaster.

This handbook is intended to supplement what we have already learned and been trained to do, including First Aid merit badge; the American Red Cross First Aid Course or Wilderness First Aid Course; the Emergency Preparedness merit badge; and the earning of the 2010 National Scout Jamboree Emergency Preparedness Award.

Remember, our goal is to return home safely, which starts with training, awareness of our surroundings, applying what we have learned during times of need, sound judgment and decisions, and the ability to help those in need, regardless of the situation.

Our experiences will be memorable for a lifetime, if we follow some basic guidelines, thus ensuring our safety. This handbook contains a wealth of information concerning our tour/travels.

This handbook is intended to provide you with the basics of our tour/travels as well as what to do in case of an emergency and/or disaster. Read and understand the handbook, becoming familiar with its contents.

If you have any questions, concerns, or do not understand something, then contact one of your adult leaders for clarification or an explanation.

Keep this handbook with you at all times, from the moment we start the tour. The size of the handbook permits you to place it in your fanny pack or cargo pants pocket. It is a requirement, not an option!

2 Buddy Plan

2.1 General

The buddy system will be adhered to at all times, regardless of the circumstances. You will always have one or more Scouts with you at all times. This will ensure the safety of not only you, but also the other Scouts around you. Remember, there is safety in numbers! All scouts will follow BSA Buddy plan procedures at

all times on the entire trip when not in the Jamboree troop campsite or on the bus during travel (Ref: Boy Scout Handbook).

2.2 Restaurants

When the troop stops for food at restaurants or at rest stops along the way, the patrol will sit as a group in the restaurant. If leaving the group area, the buddy system will be followed.

2.3 Hotels

- While staying at hotels on route to the Jamboree, scouts will bunk three (3) scouts to a room. Rooms will be assigned by the Scoutmaster.
- At all times when not in the assigned room, scouts will follow the buddy system.
- Bed check will be performed by the adult leaders at 10:00 PM. Scouts shall not leave their assigned rooms between bed check and breakfast the following morning, except for a building emergency alarm. (See [3.4 below](#) for emergency rendezvous points).
- An adult or Jr. leader will knock on scout room doors in the morning to announce the call to breakfast.
- In case of a medical emergency with a scout during the night, notify the Scoutmaster via hotel telephone. (Dial 0 and ask for Scoutmaster's room by name)
- **NOTE: Scouts are not to use hotel phones for personal calls outside the hotel. Scouts are not to incur any room charges i.e. movies, room service etc.**

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2.4 Touring: Philadelphia Independence Park

- **NOTE: We will be passing through a security checkpoint. All lighters, matches, knives, and other sharp objects must be left on the bus or they will be confiscated.**
- Once off the bus at Philadelphia all scouts will practice the buddy system.
- Until tickets have been distributed and we enter the park, scouts will stay in patrol units.
- Once in the park, scouts will remain in patrol groups with one adult advisor and one Jr. Leader
- The Jr. Leader in charge will periodically take headcounts of the patrol and report to the adult leader in charge.
- While inside a specific museum building or area, the adult leader in charge may allow the patrol to move within that

immediate area in buddy fashion, but only after establishing a patrol meeting point and time. The patrol will not leave that area until all scouts and leaders are accounted for at the meeting point.

- See section 3 below for bus loading rendezvous points information.

2.5 Touring: Washington DC

- **NOTE: We will be passing through security checkpoints. All lighters, matches, knives, and other sharp objects must be left at the hotel or they will be confiscated.**
- Once off the bus at the Mall, all scouts will practice the buddy system.
- Scouts will remain in patrol groups with one adult advisor and one Jr. Leader.
- The Jr. Leader in charge will periodically take headcounts of the patrol and report to the adult leader in charge.
- While inside a specific museum building or area, the adult leader in charge may allow the patrol to move within that area in buddy fashion, but only after establishing a patrol meeting point and time. The patrol will not leave that museum area until all scouts and leaders are accounted for at the meeting point.
- Lunch vouchers are valid at the **Air and Space Museum McDonalds Restaurant**. The patrol will travel as a group to the lunch location.
- See section 3.4 below for bus loading rendezvous point information. Rendezvous points and lunch locations are indicated on the contact card provided to each scout.

2.6 Touring: Busch Gardens

- **NOTE: We will be passing through security checkpoints. All lighters, matches, knives, and other sharp objects must be left on the bus or they will be confiscated.**
- Once off the bus at the park, all scouts will practice the buddy system.
- Before leaving the bus, scouts will be given a contact card with rendezvous points clearly marked.
- Lunch vouchers will be provided to each scout upon leaving the bus. Vouchers are valid throughout the park. There is no formal gathering of the troop or patrols for lunch. Each buddy pair is free to eat where and when they desire.

2.6.1 Mid Day Buddy Check

- All buddy pairs must check in with the adult leadership between the hours of 1:00 and 2:00 PM at the Big Ben Tower in the England area of the park (by the entrance).
- **Any buddy pairs not checked in by 2:00 PM will be reported as missing to the park authorities and appropriate emergency procedures will be initiated.**

2.6.2 Dinner Time Buddy Check

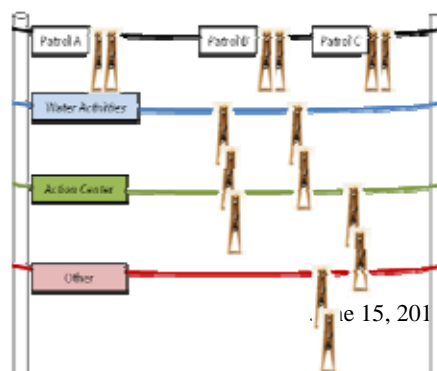
- All buddy pairs must report to the adult leaders at 4:15 PM in front of the Black Forest Picnic Village, just behind Das Festhaus in the Oktoberfest (Germany) area of the park. Dinner will be provided in the picnic area and vouchers will be provided to each scout at this dinner time buddy check.
- **Any buddy pairs not checked in by 4:45 PM will be reported as missing to the park authorities and appropriate emergency procedures will be initiated.**

2.6.3 End of Day Buddy Check

- All buddy pairs must check in with the adult leadership at **8:30PM at the Big Ben Tower** in the England area of the park.
- **Any buddy pairs not checked in by 8:45 PM will be reported as missing to the park authorities and appropriate emergency procedures will be initiated.**
- Once all scouts and adults are accounted for we will board the buses for travel to the hotel.
- See section 3.4 below for bus loading rendezvous point information.

2.7 At Jamboree

- All scouts will practice the buddy system when not in the Troop campsite.
- A sign out line with clothes pin tags for each scout is located in the Leaders Canopy. Scouts are expected to move their pin to the proper area of the sign out line when leaving or arriving at the troop camp site.
- When leaving the camp site with your buddy, attach your pin and that of your buddy together on the appropriate line.



- When returning to camp, place your pin in your Patrol area on the line.

3 Rendezvous Points

3.1 General Procedures

- The ASM is responsible for establishing a rendezvous point at each stop along the way. That point will be announced prior to departing the bus at each stop. In the event of an emergency during the trip it is essential that all members of the troop understand where to go and how to assemble.
- In the event of an emergency, all members of the troop will assemble at the rendezvous point and the SPL will conduct a headcount. The SPL will report muster to the Scoutmaster

3.2 Headcount Procedure

- Each member of the troop will be assigned a “Headcount number” in the range of 1 – 40 before departing. This number is written on the BSA membership card on the back of the photo ID badge.
- Each time a troop headcount is required the SPL (number 1) will begin the “Sound off” by saying his number in a loud voice. Each scout, in sequence will follow by saying his number (2, 3, 4, ...) until the Scoutmaster voices his number (40). Any missing numbers will be checked against the headcount roster to identify the missing person.

3.3 Bus Emergencies

- Should any emergency situation arise that requires the evacuation from the bus, all scouts and leaders will exit the bus in a rapid but orderly fashion.
- All scouts will move a safe distance away from the bus and form into patrols.
- The SPL will immediately take a head count and report in to the ASM.
- The ASM will work with the SPL to account for all troop members and coordinate with emergency personnel.

3.4 At Tour Stops

- Before exiting the bus at any tour stop, the ASM will select an emergency rendezvous point and point out its location to all occupants of the bus.
- At Philadelphia, the DC Mall and Busch Gardens, each scout will be given a laminated card with the designated rendezvous points and cell phone numbers of all adult leaders.
- In the event of an emergency during that tour stop, all scouts and leaders will report to the designated rendezvous point and the SPL will immediately take a head count and report to the ASM.
- The ASM will work with the SPL to account for all troop members and coordinate with emergency personnel.



3.5 At Jamboree

- If an emergency should arise at the Jamboree, you will be instructed to report to the nearest action center, nearest base camp Headquarters, or other Jamboree activity location.
- You will remain at that location until released by Jamboree officials.
- Upon release by Jamboree officials, proceed immediately to your troop camp site.
- At the camp site, the SPL will immediately take a head count and report to the Scoutmaster.
- Once all troop members have been accounted for, the Scoutmaster will report to the Subcamp HQ to report in for the troop.

4 Responsibilities

4.1 Leadership Roles

- In the event of an emergency, the Adult **Emergency Prep Leader (EPL)** and associated Youth Leader will be in charge of coordinating all emergency actions.
- **Primary EPL:** Assistant Scoutmaster (ASM) and Assistant Sr. Patrol Leader (ASPL)
- **Secondary EPL:** Scout Master (SM) and Sr. Patrol Leader (SPL)
- **Tertiary EPL:** Second Assistant Scoutmaster (2ASM) and Quartermaster (QM)

4.2 First Aid / CPR

The following leaders are currently certified in First Aid, Wilderness First Aid, CPR and FEMA Incident Command System awareness. These individuals will work with the EPL in administering emergency aid and emergency management as needed:

Name	Position	1st Aid	WFA	CPR	FEMA ICS
Ed Behn	Contingent Ldr				✓
Troop 139					
Bill Mills-Curran	SM		✓	✓	✓
Paul Hurney	ASM (EPL)			✓	
Dan Fagan	2ASM	✓		✓	✓
Emmett Mercer	3ASM				
Samuel Mayo	SPL	✓		✓	
Troop 140					
John Fortini	SM	✓		✓	✓
Frank Schimmoller	ASM (EPL)		✓	✓	✓
Stephen Maire	2ASM				✓
Color O'Leary	3ASM	✓		✓	
Jacob Bachman	SPL	✓		✓	

4.3 Medical Information

- The scoutmaster will maintain a complete set of medical forms for all scouts and adults in the troop. All medical forms will be kept secured to protect the privacy of information on

the forms. Forms will be made available to other adult leaders and medical authorities on a “need to know” basis only.

- The Second Assistant Scoutmaster will maintain a duplicate set of medical forms in the Emergency Supplies kit. These forms will be kept in a sealed envelope and will be accessed only if the Scoutmaster’s copies are unavailable when needed.

4.4 Communications

4.4.1 Contact Information

Emergency Mobile Phone Contacts		
Name	Position	Cell Phone
Ed Behn	Contingent	617-515-5432
Troop 139		
Bill Mills-Curran	Scoutmaster	508-414-1051
Paul Hurney	1st Asst SM	617-633-1703
Dan Fagan	2nd Asst SM	617-849-0721
Emmett Mercer	3rd Asst SM	617-990-7571
Samuel Mayo	Sr. Patrol Leader	508-439-1275
Troop 140		
John Fortini	Scoutmaster	
Frank Schimmoller	1st Asst SM	781-820-9870
Stephen Maire	2nd Asst SM	508-410-9109
Connor O'Leary	3rd Asst SM	781-835-6218
Jacob Bachman	Sr. Patrol Leader	508-740-6077

In case of an emergency back home where you need to contact the Jamboree contingent at any time, contact one of the leaders at left via their mobile phone.

Primary contact should be the Scoutmaster. If you cannot reach him proceed down the list in order to reach another unit leader.

These numbers should be used for emergency situations only. Cell phone coverage may be limited at the Jamboree site. If unable to reach a leader via mobile phone you should contact the Jamboree headquarters at **804-633-2222**. Provide them with the name of the scout, Jamboree Troop number (139 or 140), Subcamp # 1, your name, and a number where they can reach you. HQ will get a message to the troop for the scout to call you back.

- Each adult leader will retain in his possession a copy of the emergency contact information for all members of his troop.
- The Scoutmaster and Assistant Scoutmaster will retain a copy of the emergency contact information for all Knox Trail contingent troops.
- The emergency contact list will contain the following information:
 - Scout name; Names, addresses, and phone numbers of both parents; Name, address and phone numbers of a neighbor or other secondary contact; Religious faith.

4.4.2 Mail to the Jamboree

For efficient postal service to the jamboree, letters and packages must be addressed in this manner:

(Fill in participant's full name)

Jamboree Troop (fill in number 139 or 140)

Subcamp No. 1

2010 National Scout Jamboree

Bowling Green, VA 22428- 0139 or -0140 (*last four digits are troop number*)

All incoming mail will be handled through the regular camp-wide Jamboree Postal Service. Packages to individuals will not be accepted on a collect (cash-on-delivery) basis; they must be sent prepaid to the jamboree.

Due to base security, packages sent by other carriers (i.e. UPS, FedEx, etc) will not be delivered to the subcamp by those carriers and will need to be X-rayed off site. Once cleared, those packages will be turned over to the Jamboree Postal Service for delivery. Therefore, **it is highly recommended to use the U.S. Postal Service for packages.** You should allow one week for packages to be delivered to your scout at the Jamboree. Mail early!

4.4.3 If Separated from Group

- While traveling to and from the Jamboree, each scout will be given a card with the cell phone numbers of each adult leader and SPL in all troops of the Knox Trail contingent. Should a scout get separated from the group, he is to contact an adult leader via cell phone.
- Each scout should carry at least 8 quarters with him so that he can use a pay phone if necessary.
- If a pay phone is not available, the scout should contact any uniformed person such as a museum employee, park ranger, police, any uniformed scout leader, etc. and ask them to contact the adult leader. As a last resort, the scout may contact a fellow tourist and ask for assistance. It is best to approach a family if this is necessary.

4.4.4 The Use of 911

The use of 911 is universal throughout the United States. Pay telephones are designed to let you call 911 without having to use coinage to make the 911 call.

When you call 911, be prepared to give the following information and follow these instructions.

- Give your name.
- Identify yourself as a Boy Scout in Troop 139 or 140. Tell the operator that you are part of the Boy Scouts 2010 National Scout Jamboree.
- Give a complete description of the emergency.
- Give the location of the emergency.
- Give the name and cell numbers of at least two of your Scout leaders.
- Be prepared to stay on the telephone until the 911 dispatcher instructs you on what to do.
- Remember to try and stay with a buddy, especially if you have to leave the scene to make the telephone call.
- Always be on the lookout for police or medical personnel

4.4.5 Call Chain

- Each troop in the Knox Trail Contingent will establish a call chain to notify parents in the event of an emergency. The call chain will also be used on August 4th when the contingent returns home in order to notify parents of the pick up time.
- Copies of the call chain will be provided to all parents and each adult leader will have a copy of the call chain with him at all times while on the trip.
- See Appendix 2 for Troop call chains.

4.5 Emergency Supplies

The Second Assistant Scoutmaster will prepare an emergency travel kit and will be responsible for maintaining the kit on the tour bus while traveling. The kit will contain appropriate emergency supplies to include but not be limited to:

- A Troop first aid kit for each troop in the contingent.
- Cell Phones (each adult leader will have a cell phone)
- Sanitary supplies: wet wipes, paper towels, TP, hand sanitizer
- 15 gallons of drinking water

- Emergency food rations, such as energy bars (2/person)
- Flashlights and extra batteries
- Master contact list—A set of emergency telephone numbers is included in the back of this booklet. Each adult leader has a complete master list.
- Duplicate copy of medical forms (see [4.3 above](#))
- A GPS navigation aid with Points of Interest programming to locate hospitals and other emergency help locations along the route.

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4.6 Personal Supplies

Each person should carry enough of these supplies for at least a day:

- Personal first aid kit
- Drinking water—Have at least two 12-ounce bottles per person. The bus will also be carrying an ample supply.
- Food—Pack non-perishable, high protein items, including energy bars, peanut butter, etc.
- Medications—Carry enough for the entire trip. Coordinate with the third assistant, who will maintain control of the excess medication beyond the suggested day supply.
- Personal items—Personal hygiene items, eyeglasses or contacts, cleaning solution, copies of important papers, identification, THIS HANDBOOK, etc.
- Carry at least \$2 in quarters for emergency phone calls.

5 Responses to Emergencies/Disasters

This handbook is intended to familiarize you with a wide range of possible actions to given situations, including fire, evacuation, weather-related emergencies, and other situations that may impact the safety of Troop 139 and 140 members.

What to do in an emergency

- Remain calm, use common sense, and give assistance as needed.
- Call 911.
- Evacuate buildings immediately upon the request of authorities, upon hearing an alarm, or when remaining inside is dangerous or life-threatening.
- Know the location of at least two emergency exits close to where you are located.

What NOT to do in an emergency

- Do not use the telephone except to report the emergency.
- Do not use elevators.
- Do not jeopardize your life or the lives of others by attempting to save personal property.
- Do not cross police barriers without authorization.
- Do not exceed your training or knowledge when attempting to render first aid.

Be aware, be alert

- As a member of Troop 139 or 140, you are urged to be aware of your surroundings.
- Be vigilant and observant of anything that might look suspicious.
- Continue normal activities, but be aware of your surroundings and belongings.
- Do not leave belongings unattended.
- Stay informed.
- Stay alert. Exercise caution when traveling.

5.1 Types of Emergencies/Disasters

5.1.1 Missing contingent member

There should be no reason for a missing contingent member if the buddy system is in place; however, in the instance that a troop member does get separated, stay where you are and identify your location.

Contact one of the adult Scout leaders at the respective cell number listed on your contact card (See [4.4.1 above](#).)

5.1.2 Medical emergency

In the event of a medical emergency, remember your standard first aid and CPR.

- Stay calm.
- Check the area.
- Assess the situation: STOPP: Stop, Think, Observe, Plan, Proceed
- Send someone for help or call 911.
- Render first aid.

5.1.3 Automobile or Bus accident

Your only vehicle travel will most likely be the tour bus. Do the following in the event of an accident.

- Remain calm.
- Follow the directions of the Scout adult leaders or the bus driver.

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- Exit the bus only if told to do so or if a life-threatening situation exists, such as fire, gas spill, etc.
- Look for the closest exit, and then do so in an orderly fashion and proceed to your rendezvous point.
- Assist those who need help, or act as directed by the EPL.
- Do not stick any part of your body outside the windows unless instructed by emergency personnel.

5.1.4 Natural Disasters

5.1.4.1 Thunderstorm

Before lightning strikes, look for darkening skies, flashes of light, or increasing wind. Listen for the sound of thunder. If you can hear thunder, you are close enough to the storm to be struck by lightning. Go to safe shelter immediately and listen to NOAA weather, commercial radio, or television for the latest forecasts.

When a storm approaches

- Find shelter in a building, car or bus.
- Keep car / bus windows closed; avoid convertibles.
- Telephone lines and metal pipes can conduct electricity.
- Unplug appliances.
- Avoid using the telephone or any electrical appliances (including ear phones, ipod etc.)
- Avoid taking a bath or shower, or running water for any other purpose.

If caught outside

- If you are in the woods, take shelter under the shorter trees.
- If you are boating or swimming, get to land and find shelter immediately. Go to a low-lying, open place away from trees, poles, or metal objects. Make sure the place you pick is not subject to flooding.
- Make yourself the smallest target possible. Squat low to the ground and place your hands on your knees with your head between them.
- Do not lie flat on the ground. This will make you a larger target for ground paths of electricity.

After the storm passes

- Stay away from storm-damaged areas. Listen to the radio (FM 90.3 at Jamboree) or Jamboree personnel for information and instructions.

If someone is struck by lightning

- People struck by lightning carry no electrical charge and can be handled safely. Call for help. Get someone to dial 911 or the local emergency services number. The injured person who received an electrical shock may be burned both where he/she was struck and where the electricity left his/her body. Check for burns in both places. If breathing has stopped, begin rescue breathing.

Plan and get ready

- A thunderstorm is always accompanied by lightning. Thunderstorms are intense local storms averaging 20 miles across and reaching as high as 10 miles. They occur in all 50 states and all U.S. territories.

5.1.4.2 Tornado

Pick a safe place to go in case of a tornado. The safe place you picked for a thunderstorm may not be the safest place to be during a tornado. If you hear a loud roar or hear a tornado warning, you need to go to the lowest floor in a room where there are no windows or glass doors. If there is a basement, make that your safe place to be for a tornado.

- Prepare a mental plan in case of a tornado while traveling. Pick a place where Scout members could gather if a tornado is headed your way. It could be a basement, or if there is no basement, a center hallway, bathroom, or closet on the lowest floor. Try to keep this place uncluttered.
- If you are in a high-rise building, you may not have enough time to go to the lowest floor. Pick a place in a hallway in the center of the building.
- Take your modified Ten Essentials.
- Stay tuned for storm warnings. Listen to your local radio (FM 90.3 at Jamboree) and TV stations for updated information. Tornado watches and warnings are issued by the county or parish.
- Know the difference between a tornado WATCH and a WARNING.
 - A tornado WATCH means that a tornado is possible in your area.

- A tornado **WARNING** means that a tornado has been sighted and may be headed for your area.

If a tornado WATCH is issued

Listen to local radio (FM 90.3 at Jamboree) and TV stations for updates. Be alert to changing weather conditions. Blowing debris or the sound of an approaching tornado may alert you. Many say it sounds like a freight train.

If a tornado WARNING is issued

- If you are inside, go to the safe place you picked to protect yourself from glass and other flying objects. The tornado may be approaching your area.
- If you are outside, hurry to the basement of a nearby sturdy building or lie flat in a ditch or low-lying area. At the Jamboree, head to the nearest Jamboree facility and follow directions of the staff. If you are in a car or bus, get out immediately and head for safety (see above). After the tornado passes, watch out for fallen power lines and do not venture into the damaged area.
- Listen to the radio (FM 90.3 at Jamboree) or Jamboree staff for information and instructions. Use a flashlight to inspect the damage (avoid using candles or matches).
- Forget *The Wizard of Oz* notion that twisters only happen in Kansas. Tornadoes have been reported in every state. And while they generally occur during spring and summer, they can happen anytime during the year. With winds swirling at 200 miles an hour or more, a tornado can destroy just about anything in its path. Generally, there are weather signs and warnings that will alert you to take precautions.

5.1.4.3 Fire

Fire can happen anytime, anywhere. In hotels, become familiar with the location of fire extinguishers. While at jamboree, ensure that buckets are available and full, per BSA policy.

Plan your escape routes. Determine at least two ways to escape from every room where you are located. If there is an escape ladder, take time to learn how to use it. In hotels, count the number of doors from your room to the exit

Once at the hotel or jamboree, we will select a location where everyone can meet after escaping. Once you are out—stay out!

Escape safely

If you see smoke in your first escape route, use your second way out. If you must exit through smoke, crawl low to the ground under the smoke to escape. If you are escaping through a closed door, feel the door before opening it. If it is hot, use your second way out.

5.1.4.4 Flood

Are you ready for a flash flood? Know what to expect. Assess the flood risk in the area where you are located. If it has been raining hard for several hours, or steadily raining for several days, be alert to the possibility of a flood. Listen to local radio (FM 90.3 QBSA at Jamboree) or TV stations for flood information. Floods can take several hours to several days to develop.

- A flood WATCH means a flood is possible in your area. If a flood WATCH is issued, move to higher floors or ground. Take your essential personal belongings in order to survive.
- A flood WARNING means that flooding is already occurring or will occur soon in your area. If a flood WARNING is issued, listen to local radio (FM 90.3 QBSA at Jamboree) and TV stations for information and advice. If told to evacuate, do so as soon as possible.
- A flash flood WATCH means flash flooding is possible in your area. If a flash flood WATCH is issued, be alert to signs of flash flooding and be ready to evacuate on a moment's notice.
- A flash flood WARNING means a flash flood is occurring or will occur soon in your area. If a flash flood WARNING is issued, evacuate immediately. You may have only seconds to escape. Act quickly! Move to higher ground away from rivers, streams, creeks, and storm drains.
- Do not drive around barricades. They are there for your safety. If your vehicle stalls in rapidly rising waters, abandon it immediately and climb to higher ground.

5.1.4.5 Earthquake

Earthquakes can shake the earth with a violent and devastating force that can cause widespread casualties and destruction. Follow these steps to help protect yourself and those around you, whether in a building, vehicle, or other location, when the “big one” that experts predict becomes reality.

Choose a safe place for protection in every room that you will have available, i.e., hotels, hotel rooms, and other buildings. It's dangerous to try and move too far during an earthquake. Good earthquake protection places include under a sturdy table or desk. The next best place to cover yourself from falling and flying objects during an earthquake is in a doorway (just be careful of the door slamming your fingers).

Practice drop, cover, and hold on. Drop under a sturdy desk or table, hold on, and protect your eyes by pressing your face against your arm. Remember—in case of an earthquake, drop, cover, and hold on!

5.1.5 Manmade disasters

5.1.5.1 Civil Disturbance

Civil disturbances include riots, demonstrations, threatening individuals, or assemblies that have become significantly disruptive.

- In the event of a civil disturbance, avoid provoking or obstructing demonstrators. Leave the area immediately.
- If indoors, secure the areas where you are located (lock doors, close and lock windows, and secure your person). Stay away from windows.
- Avoid the area of disturbance and continue your normal routine as much as possible.

5.1.5.2 Gas Leak/Odor

- If you smell natural gas, call 911 and give your name and location of the odor, etc.
- Warn others in the immediate area.
- Vacate and secure the area. Post a "DO NOT ENTER" sign on the door to the room.
- If outdoors, vacate the area to a safe distance and keep others from approaching.
- Evacuate the building, if required. Use the building's fire alarm system only if instructed to do so by an adult Scout leader.
- Prevent sources of ignition (cigarettes, electrical equipment, cell phones, etc).
- Do not re-enter the building or outside area until cleared by authorized personnel.

5.1.6 Terrorism

5.1.6.1 Terrorism—Explosion

If there is an explosion

- Take shelter under a desk or a sturdy table.
- Exit the building ASAP.
- Do not use elevators.
- Check for fire and other hazards.
- Take your emergency supply kit, if time allows.

If there is a fire

- Exit the building ASAP. Crawl low to the ground if there is smoke.
- Use a wet cloth, if possible, to cover your nose and mouth.
- Use the back of your hand to feel the upper, lower, and middle parts of closed doors.
- If the door is not hot, brace yourself against it and open slowly.
- If the door is hot, do not open it. Look for another way out.
- Do not use elevators.
- If you catch fire, do not run. Stop, drop, and roll to put out the fire.
- Never go back into a burning building.

If you are trapped in debris

- If possible, use a flashlight to signal your location to rescuers.
- Avoid unnecessary movement so you don't kick up dust.
- Cover your nose and mouth with anything you have on hand. A densely woven cotton material can act as a good filter. Try to breathe through the material.
- Tap on a pipe or wall so that rescuers can hear where you are.
- If possible, use a whistle to signal rescuers.
- Shout only as a last resort. Shouting can cause a person to inhale dangerous amounts of dust.

5.1.6.2 Terrorism—Biological Threat

A biological attack is the deliberate release of germs or other biological substances that can make you sick. Many agents must be inhaled, enter through a cut in the skin, or be eaten to make you sick.

- Some biological agents, such as anthrax, do not cause contagious diseases. Others, like the smallpox virus, can result in diseases you can catch from other people.

- If there is a biological threat, like an explosion, a biological attack may or may not be immediately obvious.
- While it is possible that you will see signs of a biological attack, as was sometimes the case with the anthrax mailings, it is perhaps more likely that local health care workers will report a pattern of unusual illness or there will be a wave of sick people seeking emergency medical attention.
- You will probably learn of the danger through an emergency radio or TV broadcast, or some other signal used in your community.
- You might get a telephone call or emergency response workers may come to your door.
- In the event of a biological attack, public health officials may not immediately be able to provide information on what you should do.
- It will take time to determine exactly what the illness is, how it should be treated, and who is in danger.
- However, you should watch TV, listen to the radio, or check the Internet for official news, including the following:
 - Are you in the group or area authorities consider in danger?
 - What are the signs and symptoms of the disease?
 - Are medications or vaccines being distributed? If so, where? And who should get them?
 - Where should you seek emergency medical care if you become sick?

Biological symptoms and hygiene

If a troop member develops any of the symptoms below, keep them separated from others, if possible; practice good hygiene and cleanliness to avoid spreading germs; **Inform the Scoutmaster**, and seek medical advice.

- A temperature of more than 100 degrees
- Nausea and vomiting
- Stomachache
- Diarrhea
- Pale or flushed face
- Headache
- Cough
- Earache
- Thick discharge from nose
- Sore throat
- Rash or infection of the skin

- Red or pink eyes
- Loss of appetite
- Loss of energy or decreases in activity

Hygiene

If someone is sick, you should practice good hygiene and cleanliness to avoid spreading germs.

- Wash your hands with soap and water frequently.
- Do not share food or utensils.
- Cover your mouth and nose when coughing or sneezing.
- Consider having the sick person wear a face mask to avoid spreading germs.
- Plan to share health-related information with others, especially those who may need help understanding the situation and what specific actions to take.
- At the time of a declared biological emergency, if a Scout member becomes sick, it is important to be suspicious.
- Do not automatically assume, however, that you should go to a hospital emergency room or that any illness is the result of the biological attack.

Symptoms of many common illnesses may overlap. Use common sense, practice good hygiene and cleanliness to avoid spreading germs, and seek medical advice.

5.1.6.3 Terrorism—Chemical Threat

- A chemical attack is the deliberate release of a toxic gas, liquid, or solid that can poison people and the environment.

Possible signs of a chemical threat

- Many people suffering from watery eyes, twitching, choking, having trouble breathing, or losing coordination.
- Many sick or dead birds, fish, or small animals are also cause for suspicion.

If you see signs of a chemical attack

- Quickly try to define the impacted area or where the chemical is coming from, if possible.
- Take immediate action to get away from the area.
- If the chemical is inside a building where you are, get out of the building without passing through the contaminated area, if possible. Otherwise, it may be better to move as far away from where you suspect the chemical release is and “shelter in place.”

- If you are outside, quickly decide the fastest escape from the chemical threat.
- Consider if you can get out of the area, or if you should follow plans to “shelter in place.”

If you think you have been exposed to a chemical

- Strip immediately and wash.
- If your eyes are watering, your skin is stinging, and you are having trouble breathing, you may have been exposed to a chemical.
- Look for a hose, fountain, or any source of water, and wash with soap, if possible, being sure not to scrub the chemical into your skin.
- Notify, or have someone else notify your Scoutmaster
- Seek emergency medical attention.

Appendix 1A: Call Chain – Troop 139

[Call chain will be provided to each family before departure]

Appendix 1B: Call Chain – Troop 140

[Call chain will be provided to each family before departure]

Appendix 2: Itinerary



2010 National Scout Jamboree

Caroline County, Virginia · July 23-August 4, 2010

Knox Trail Council

Jamboree Tour Itinerary

Friday July 23, 2010

6:00 am Depart from St John's Church, Rt. 16, Wellesley
Scouts to bring bag lunch and Nalgene type bottle of water
Philadelphia, PA – Visit Independence Hall (3PM Tour)
Dinner: Fuddruckers, 1030 Elden Street, Herndon, VA, (703) 318-9438
Hotel Check-in Marriott Spring Hill Suites, 138 Spring St., Herndon, VA, (703) 435-3100

Saturday July 24, 2010

7:00 am Breakfast at Hotel (cold & hot foods- self serve)
Panoramic group photo at the capitol – photographer – color @ 9:00 AM
Smithsonian Museums (Air & Space, American History, Natural History, etc)
Lunch voucher for McDonalds restaurant in Air & Space Museum
Dinner at TGI Fridays, 2100 Penn. Ave. NW, Washington DC - (202) 872-4344
Evening Illumination Tour: Lincoln Memorial, WW II memorial, Vietnam Veterans Memorial, Nurses Memorial, Korean Veterans Memorial
Twilight vigil & service in Vietnam Memorial area.
Return to Hotel: Good Night! (Marriott Spring Hill Suites- Herndon, VA)

Sunday July 25, 2010

7:00 am Wake-up, pack-up, breakfast at Hotel (cold & hot foods- self serve), check out, load bus, depart for
Busch Gardens, Williamsburg, VA
Lunch voucher provided for restaurants in park
BBQ Dinner at Busch Gardens Black Forest Picnic Area.
Hotel: Marriott Spring Hill Suites, 1644 Richmond Rd., Williamsburg, VA (757) 941-3000

Monday July 26, 2010

7:00 am Wake-up, pack-up, breakfast at Hotel (cold & hot foods- self serve), check out, board bus, depart for **National Jamboree, Fort AP Hill, VA**
Drop off at assigned site SubCamp #1, Fort AP Hill
Lunch – Kiosk lunch at National Jamboree SubCamp

Mon. July 26 – Wed. August 4, 2010

Enjoy the 2010 NATIONAL SCOUT JAMBOREE

Wednesday August 4, 2010

Wake-up, break camp, pack-up, board bus at troops' assigned site, travel brunch provided
Lunch and dinner - in route stop
Change of drivers.
Telephone call chain to parents of exact arrival time. (~ 1 - 2 hrs before arrival)
approx. 9pm Arrive at St John's Church, Wellesley, Move troop gear to trucks. Return home.



100 YEARS OF SCOUTING
Celebrating the Adventure • Continuing the Journey

4/10/2010