What is WashJam?

Held once every 4 years, WashJam 2016 will be the biggest Scouting event in the Pacific Northwest, attracting over 5,000 Cub Scouts, Boy Scouts, Venturers, Varsity, Explorers, and Girl Scouts. This colossal event will be a massive regional encampment with:

 Scouts from over 10 different Councils in Washington, Oregon, Idaho, Montana and Canada

 5 themed activity areas featuring over 100 different Boy Scout and Venturing activities

- A huge Cub Scout activities area with a Western theme
- Plus a vendor midway, merit badge midway, two big arena shows, geocaching, Zombie night hike and more

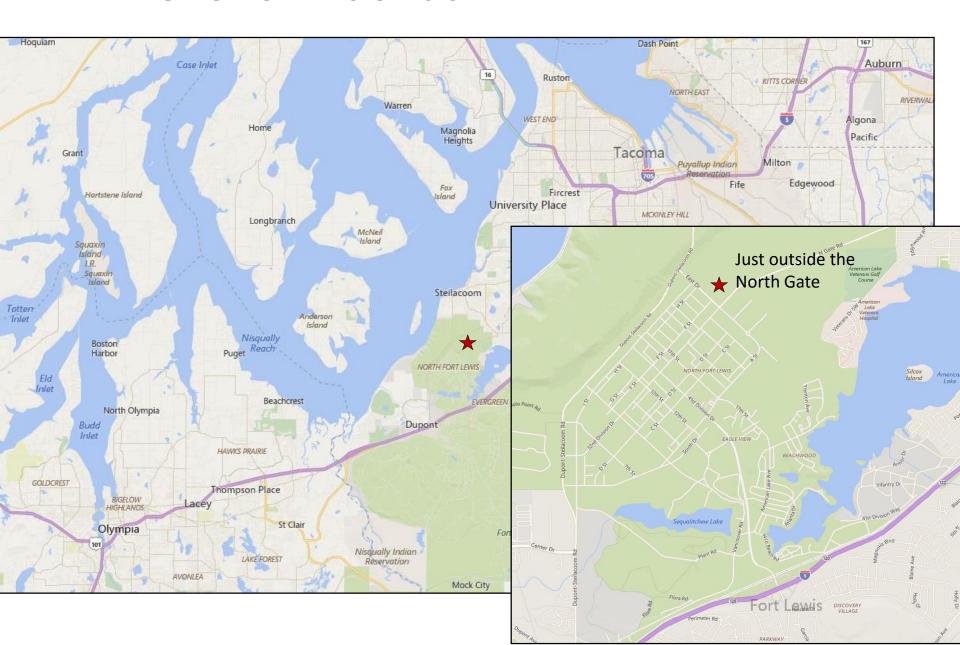


http://www.WashJam.org/

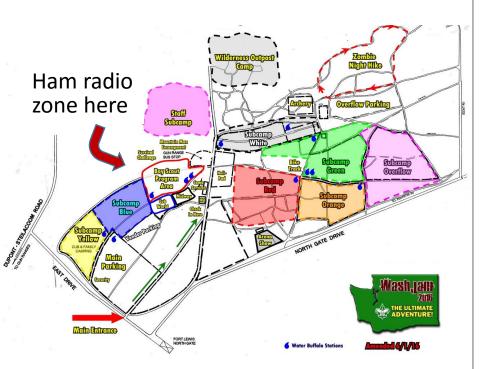


August 25 - 28,, 2016

Where is WashJam?



What is at WashJam?







WashJam 2016 - August 25 – 28, 2016 – Fort Lewis, WA

Join over 5,000 Scouts, Scouters and guests from Oregon, Washington, Idaho and British Columbia for the fourth State Jamboree – **WashJam 2016!**

Don't miss out on what promises to be the biggest Scout Jamboree in state history! Over 100 activities for Cub Scouts, Boy Scouts, Venturers, Girl Scouts; arena shows, vendor midway, military displays, entertainment stage, STEM and more! The **US Air Force Thunderbirds** will visit on Friday, August 26th for a meet & greet session!



Weekend Passes:

(Thursday, Friday, Saturday, Sunday)

\$52.50 Boy Scouts, Girl Scouts, Venturers, Adults \$62.50 Cub Scout Family Weekend Pass (includes one Cub and two parents) \$52.50 Sibling Weekend Pass (ages 6 & up) \$30.00 Event Staff

Prices shown are discounted, which will expire at midnight on August 24, 2016. Fees will increase by \$5 on 8/25/16. Staff fees will remain \$30 throughout the registration period.

Register online today: <u>www.WashJam.org</u>
Pacific Harbors Council, BSA

Here's what to expect at WashJam 2016:

Land of Adventure

- Monkey Bridges
- Climbing Walls
- Shooting Sports Rifle & Archery
- o Pioneering

Survival Challenge

- Survival Obstacle Course
- Survival Bracelets
- Wilderness Survival Merit Badge
- Trout Fish Pond
- Zombie Invasion Night Hike

Technology Challenge

- Science Camp
- Science Shows/Exhibit
- Model Rocketry
- o Geocaching Course

Aquatics Adventure

- Sailing
- Canoeing & Kayaking
- Swimming

Venturing World

- Mountain Bike race track
- Mountain Man Encampment
- Civil War Re-enactors
- Human Foosball Court

Cub Scout World

- o Western Frontier Adventure
- Mountain Climbing Adventure
- Space Adventure Land
- BB guns & Archery
- Canoeing on "Lake Disney" & more!

Advancement Challenge

- Merit Badges
- Trail to First Class
- o Cooking demos

Vendor Midway

- Food Vendors
- o Retail Vendors

Looking down inside the "Program Area"

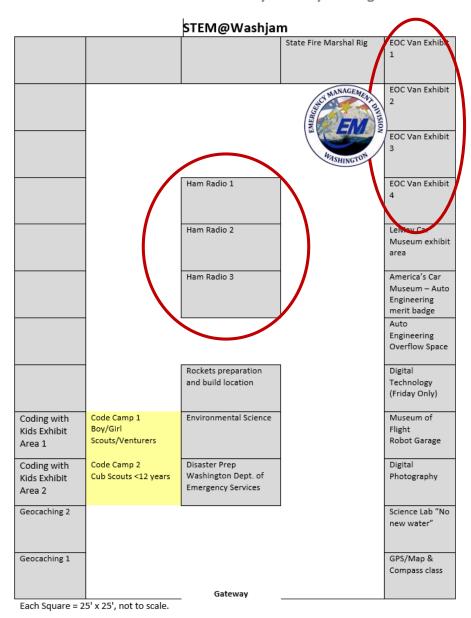


Where is ham radio within the STEM area?

- WA State Military Department's Emergency Communications Van
- Ham Radio 'zone'
 - 2nd Batt 1st Special Forces Group HSC SigDet Demos (Friday only)
 - Radio MB Classes (taught by scouts for scouts)
 - Demo area
 - o area
 - Morse Code Interpreter Strip testing
 - Exam-cram study groups
 - Exam Sessions: earn your FCC license and Amateur Radio Operator Rating Strip



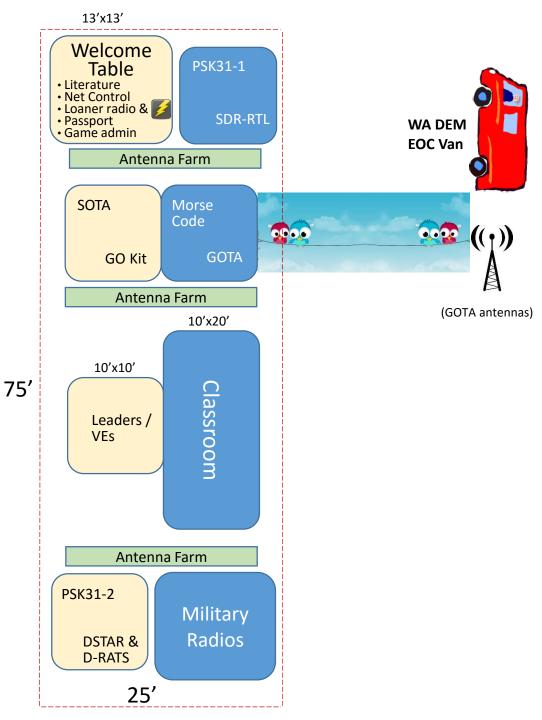
WashJam 2016 Themed Activity Area Layout Diagram



The Ham Radio Zone

"Engage with Scouts – Share your passion"

Talk-in 445.800 MHz (Camp net)



Schedule

Time	Day	Activity	
10am-9pm	Thurs	Setup – all setup activity *must* be complete by 8am Friday	
10am-2pm	Fri only	Military radio demos (Signal Detachment HQC, 2 nd Special Forces Batt)	
9am-10am	Fri & Sat	Radio MB Class #1 (taught by Troop 90 scouts)	
10am-10:30am	Fri & Sat	Radio MB Class #1 (talk time, visit GOTA station, blue card signoffs)	
10am-11am	Fri & Sat	Radio MB Class #2 (taught by Troop 90 scouts w/ WG7BSA counselors)	
11am-11:30am	Fri & Sat	Radio MB Class #2 (talk time, visit GOTA station, blue card signoffs)	
11am-12noon	Fri & Sat	Radio MB Class #3 (taught by Troop 90 scouts w/ WG7BSA counselors)	
12noon-12:30pm	Fri & Sat	Radio MB Class #3 (talk time, visit GOTA station, blue card signoffs)	
12noon-1pm	Fri & Sat	Lunch for station volunteers	
1pm-2:30pm	Fri & Sat	Exam Cram (w/ practice exam at the end as a gateway to the actual exam)	
2:30pm-4pm	Fri & Sat	FCC Exam (all levels)	
4pm	Fri & Sat	"How to get started with ham radio in your Troop" Workshop	
Hourly (9am-5pm)	Fri & Sat	Net call-down for all hams (scouts, leaders, volunteers)	
9am-5pm	Fri & Sat	SOTA "Scouts on the Air" Games w/ leader board at the Welcome Table	
9am-5pm	Fri & Sat	"World of Ham Radio" Passport w/ stamps (orienteering punches ☺)	
Sat 5:30pm	Sat only	Teardown starts	

Leads

Station	Lead	
Welcome table	Jane Wickert, N7JCW + TBD	
DSTAR & DRATS	Horace Hamby, N7DRW	
SDR-RTL	TBD	
Morse Code	Tim Myers, KK7TM + TBD (qualified to do Morse Code Interpreter Strip testing)	
GOTA	TBD, TBD (2-persons)	
PSK31	Dave Baker, AF7TH + John Sullivan, KG7WFQ (2 stations)	
SOTA	Bruce Prior, N7RR??	
GOKIT	Tom Early, KE7PWL	
Classroom area	Dave Wickert, AE7TD, coordinating	
Military radios	Dave Baker, AF7TH, coordinating	
Floaters (for breaks, lunch, etc.)	Dave Wickert, AE7TD; Matt Kelly, AF7RU, Patrick Lang, AE7PL	

Additional assignments

Activity	Role		
Radio MB Class	Matt Kelly, AF7RU, MB class (Troop 90 scouts doing the teaching) MB Counselors: Patrick Lang, AE7PL; Horace Hamby, N7DRW; TBD		
Exam Cram	Dave Wickert, AE7TD, TBD		
Exam session	VE Liaison: Dave Wickert, AE7TD Administrating VEs: Monte Simpson, AF7PQ + Patrick Lang, AE7PL + TBD Runners: Jane Wickert, N7JCW + TBD		
Morse Code Interpreter Strip testing	Tim Myers, KK7TM + TBD		
"How to get started with ham radio in your Troop" Workshop	Leader: Tim Myers, KK7TM; Matt Kelly, AF7RU		
Net control (hourly call down)	Jane Wickert, N7JCW		
Games	Eric Jarvi, AF7U coordinating		

Equipment

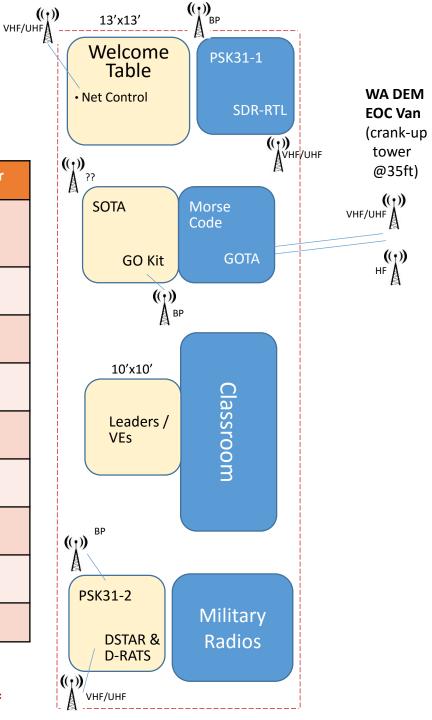
Station	Items	
Welcome table	3 tables + 2 chairs for (1) radio; (2) ARRL materials & Passport control; (3) loaner radios and chargers; white board for game admin	
DSTAR & DRATS	1 table + 1 chair + PC	
SDR-RTL	1 table + 1 chair + PC	
Morse Code	No radios; Tim will provide his own keys; will need 1 table + 2 chairs for scouts testing for their Interpreter Strip	
GOTA	2 tables + 2 chairs (for 2 radios)	
PSK31-1 and -2	2 tables + 2 chairs (for 2 stations)	
SOTA	1 table + 1 chair (need to check with Bruce); Static display (table??)	
GOKIT	1 table + 1 chair for Tom Early's GO-KIT; Bring all needed equipment	
Classroom area	2 tables (for VE grading); 20 chairs; 20 clipboards	
Military radios	1 table + 2 chairs; power	
	Total: 15 tables + 34 chairs	

^{* &}quot;Static display" means no radio, power or antenna needs; everything is self-contained

^{**}NEED INPUT FROM TEAM - ANY SUGGESTIONS? **

Radios and Antennas

Station	Radio	Antenna	Power
Welcome table (net control)	5100A (DaveW)	J-pole (DaveW) on 12' PVC pole	Batt
DSTAR & DRATS	PC + 5100A (Horace)	J-pole (DaveW) on 12' PVC pole	Batt
SDR-RTL	PC + SDR-PLAY (DaveW)	J-pole (DaveW) on 12' PVC pole	110
GO Kit	PC (APRS) + 817 (TomE)	Buddipole (TomE)	Batt
GOTA-1	HF	Alpha Delta dipole 88ft long covering 6m-80m	110
GOTA-2	VHF/UHF	?? Check with WA State EOC vax	110
PSK31-1	PC (DaveB) + HF (DaveB)	Buddipole (DaveB) @16'	Batt
PSK31-2	PC (DaveB) + HF (DaveB)	Buddipole (DaveW)	Batt
SOTA	HF	??	Batt



Special programs

Free radio

We have a sponsor (Monte L. Simpson from the ARRL)
who has offered to donate a Yaesu VX6R HT (about a
\$240 value) to the <u>youngest</u> scout who gets awarded a
license at WashJam.

Free exams for scouts

 Woodinville ARES Group, WG7BSA, has offered to pay the \$15 per candidate fee for any WashJam boy, cub, or girl scout who wants to get their ham license at WashJam. Adult leaders and others have to pay the \$15 fee.

Additional Activities

- Welcome table:
 - Flyers on next MB class, "Why ham radio", "How to get started...", Ham radio @WashJam, ARRL info, etc.
 - "World of Ham Radio" passport Scouts get entries 'stamped' as they visit various activities
 - Game administration/leaderboard
 - Loaner radios available to any licensed scout or leader, including charging station
- Digital modes: PSK31, DSTAR, DRATS
- Get-On-The-Air (GOTA) station antennas provided by EOC van
- Morse Code station (practice your dits-and-dahs) with Interpreter Strip practice and testing
- On-the-Air events/games
 - SOTA-the-WashJamGame (Scouts on the Air)
 - Hourly net call-downs on radios

WashJam 2016 SOTA Contest

"Scouts On The Air"

Rules:

- A summit can be 'activated' by more than one scout at a time.
- A scout can only activate a summit once in the contest (there are 8 summits). Choose wisely.
- To activate a summit the scout must be within the boundaries of that summit.
- Chasing can be done from anywhere, i.e. on a summit or not.
- One point is awarded for contacts between chaser and chaser.
- Five points are awarded for contacts between chaser and activator.
- Ten points are awarded for contacts between activator and activator.
- Only one contact counts for points between any two scouts and any two summits/chasers. You cannot keep talking to the same person over and over again ©
- 'Broken' or questionable contacts will be resolved by the contest administrator whose decisions will be final and binding.

Summits:

- Cub World
- Rifle Range (Safety First!)
- Survival Challenge
- 4. Mountain Man Encampment
- OA Indian Village
- Minigolf Course
- 7. Climbing Wall
- Archery Range (Safety First!)
- Mountain Bike Track



How can you help?



Volunteer as booth staff – we have lots of holes



- Any particular station? (or replace to topic if you have particular passion in a particular area)
- Floater (breaks, lunch, etc.)
- Lead a station? (coordination, not necessarily attendance at WashJam)
- Staying at home? Make a scheduled QSO? e.g. hourly on a particular DSTAR reflector
- Equipment, table, chair, etc. loan?