

PROGRAM GUIDE



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Welcome

On behalf of the Georgia Carolina Council, I want to thank you for registering for the 2009 Jimmie Dyess Days. This event is a tremendous opportunity for boys across the CSRA and beyond to explore the themes for Leadership, Service and Freedom. This program guide will provide information for you to get the most out of this experience.

The Boys Scouts of America is an organization focused on preparing young people to make ethical and moral choices over their lifetimes. Jimmie Dyess Days will reinforce that mission. The scouts will be faced with physical challenges as well as several opportunities to discover potential career opportunities. Local leaders will present discussions on important topics in character and leadership development.

Although the aim of this event is not directed at rank advancement, you will find several opportunities to complete specific requirements including a one mile orienteering course, meeting with elected officials and meeting with local emergency management personnel. The Advancement Opportunity section of this manual details the available advancement opportunities.

One of my personal goals for this event is to promote the boy led Troop method for Boy Scouts. Adult leaders will find that the material and information is directed toward the Senior Patrol Leader. The SPL should reinforce the patrol method and direct patrols to experience events as a patrol. I encourage Scoutmasters to provide support to the SPL, but to let them run the show for this event.

There are several awards that can be earned by Troops, Packs, Crews, patrols and individuals. The requirements are detailed in the Unit Awards section.

Finally, I want to thank the hundreds of volunteers that have selflessly donated their time to make this event a success. Please take time during the day to thank them for their efforts.

Geoff Stewart,
Vice-Chairman, Program

How to enjoy the event

There are several ways to enjoy Jimmie Dyess Days 2009. The staff would like to offer a few suggestions.

Patrol Method – recommended

Patrols explore exhibits as a group. The patrol has a meeting and decides which scheduled shows and events they wish to see. The patrol would then wander amongst the other exhibits between shows as they work together to complete the scavenger hunt. (The staff recommends working on the scavenger hunt in random order to eliminate crowding of events.)

Buddy System –

Scouts can pair with a buddy and explore the event together. The patrol and Troop establish periodic meeting times to dine together. The buddy pairs can plan their day based on the schedule.

The old Scoutmaster Method –

Bring a good book and a comfortable chair. After a stroll around the grounds find a shady spot to set up residence where the SPL will know where to find you.

Program Descriptions

Tentative Program Information

The final map and program information will be available in mid September. That will be available on the website jdd.gacacouncil.org. It will also be distributed with your check in material.

Interactive Displays

Camo face painting
35th Signal Brigade Tactical Signal Interactive Display
Operational military single channel radio systems
US Marine Corp Signal Satellite
15th Signal Brigade military vehicle display
Motorcycle simulator
HAZMAT display
Fire Prevention Display
US Air Force Recruiting Display
MP Vehicle and Special Response Team
Army Information Technology Display
National Wild Turkey Federation Hunting simulator
National Wild Turkey Federation Hunting Conservation display
Blood Mobile
Flight Simulators
Improvised Explosive Devices and Land Mine Display
Coast Guard Helicopter
EST 2000 mobile weapons simulator
Eisenhower Army Medical Center First Aid Tent and Display
Jefferson Energy Coop – Electrical Safety Demo
Fort Gordon Fire Department Smoke House Display
Columbia County Fire Department Smoke House Display
Naval Recruiting Display
National Science Center Mobile Discovery Labs
US Army Signal Center Museum Display
US Army Dragster
US Army Recruiting Display including Rock Walls
WJBF Weather Crew
WFXG Mobile Web Streaming
Georgia State Patrol Aviation and Dive Teams
Scouting Museum
Columbia County Emergency Response Team
Gold Cross Helicopter
Columbia County Sheriff's Office Bike, Canine and Recruiting Display
First Aid Reaction Course
One Mile Land Navigation Course
One Rope Bridge

Schedule of Events

Friday, OCT 2, 2009

4:30 – 9:00 pm - Campers Check In*

9:15 – SPL Meeting & Cracker Barrel

9:15 – Scout Master/Advisor Meeting (separate from SPLs)

11:00 – Lights Out

Saturday, OCT 3, 2009

6:00 – 6:25 – Scout & NCO PT (Physical Training)

6:30 – 8:15 – Breakfast

7:00 – Check in for day participants begins

8:30 – Assembly

8:45 – Opening Ceremony

9:00 – Activities, Shows, & Displays Begin

9:00 – 1:00 – Rappelling Extreme

11:30 – 1:00 - Lunch **

6:00 – Activities, Shows, & Displays End

4:00 – 6:30 – Dinner

6:30 – 7:45 – Patrol Time

8:00 – 9:15 - Arena Show w/ Special Guest (Class A's Only!)

9:15 – Awards & Closing Ceremony

Sunday, OCT 4, 2009

7:30 – 8:30 – Breakfast

8:30 – Scouts Own (Non-Denominational Religious Service)

9:00 – 11:00 – Campsite Inspections, Check Out, Departure

A more detailed schedule of shows will be available when you check into camp.

* - Units arriving outside of these times should contact the registrar for special arrangements.

** - Events remain open during lunch. Wristbands are color coded based on scheduled lunch time. Please arrive at the dining hall within 10 minutes of your scheduled time.

Scout & NCO PT

Soldiers from the Non Commissioned Officer Academy will lead interested scouts in a real Army Physical Training (PT) session. Interested scouts should be dressed in workout clothes with athletic shoes. The NCOs will travel through the campsites a few minutes before 6:00 and collect those scouts who wish to participate. After PT, the scouts will be released back to their campsites. This is an optional event.

Webcast

WFXG Fox 54, the Augusta GA Fox affiliate, will be streaming Jimmie Dyess Days on wfxg.com. They are offering a special opportunity for scouts at Jimmie Dyess Days. Scouts will be able to host a segment of the webcast. Individuals can volunteer to host the webcast by signing up at www.wfxg.com (Click on the JDD logo). They will be assigned a time and location. At their assigned time, the scout will meet with a cameraman for a brief orientation. Depending on the number of participants that register, scouts may be paired up to cover a midway event.

Units will also have the opportunity to record a unit introduction and a brief message home. These messages must be less than 5 minutes long. More information can be found at www.wfxg.com.

Parents and family members can visit www.wfxg.com to check in on the event throughout the day on Saturday.

Awards

There are several awards to earn at Jimmie Dyess Days 2009.

Unit Awards (Troop, Pack, Crew or Team)

Flag Contest – Patrols and dens are encouraged to enter their flag in the flag competition. Flags will need to be submitted to the flag judging area between 2 and 3pm. They may be picked between 4 and 6 pm. Any flags not picked up will receive a score of zero. Please make sure that your flag has a unit number and patrol or den name. See the flag judging sheet for more information.

Goldwing Award – Unit with at least 6 participants that travelled the farthest to attend based on Google distance between your unit's zip code and 30905.

Troop, Crew or Team Awards

Most Patriotic Campsite – The judging for this category will occur between noon and 2pm. A panel of judges will come to consensus decision and that decision will be final.

Participation Ribbon

Every troop will receive a participation ribbon. Troops can earn "General" stars on their ribbon based on their Honor Unit Score.

One Star General – 60 - 69points
Two Star General – 70 - 79 points
Three Star General – 80 - 89 points
Four Star General – 90 - 100 points

Honor Unit Scoring

Registration Deadlines met 25 possible points

Campsite Inspection Score 30 possible points (30* score)

Patrol Flag 5 possible points (At least one patrol flag per Troop submitted**)

** - zero points for patrols that do not collect flags

Scavenger Hunt 10 possible points (At least one member completes form)

Troop Flag at Opening Ceremony – 5 points

Scout Spirit 10 points (Points deducted for behavior issues)

SPL (or youth designee) at SPL Meeting Friday night 15 points

Pack Awards

High Attendance

The three Packs with the highest number of attendees will receive a special prize. The prize will be distributed at closing ceremony. If a Pack representative is not present, it will be awarded at the next roundtable.

Participation Ribbon

Every Pack will receive a participation ribbon. Packs can earn "General" stars on their ribbon based on their Honor Unit Score

One Star General – 60 - 69 points

Two Star General – 70 - 79 points

Three Star General – 80 - 89 points

Four Star General – 90 - 100 points

Honor Unit Scoring

Registration Deadlines met 35 possible points

Den Flag 20 possible points (At least one patrol flag per Pack submitted**)

** - zero points for dens that do not collect flags

Scavenger Hunt 35 possible points (At least one member completes form)

Scout Spirit 10 points (Points deducted for behavior issues)

Individual Awards

Pull Up Challenge – The Marine recruiting station will host the pull up challenge. During this challenge, the Scout will complete as many successful pull ups as he can. If the Scout beats the current record, his name will replace the current record. The record holding name at the end of the day will win. There will be two prizes – one for Cub Scouts and one for Scouts (Troop, Crew & Team) Note that if you tie the record, your name does not go on the list. You must beat the record.

Push Up Challenge – The Army recruiting station will host the push up challenge. The same format as the Pull Up Challenge will apply.

Scavenger Hunt – This award will be given to all individuals who successfully complete the scavenger hunt form. Forms will be available at check-in and the information booths. Completed forms can be turned in at information booths for instant recognition.

Advancement Opportunities

Although Jimmie Dyess Days is not designed to be a Merit Badge Fair, several advancement opportunities will be available during the weekend. Some of the requirements for early ranks will be offered. There will be opportunities for scouts to complete parts of certain merit badges.

This list represents the possible advancement that can be earned at Jimmie Dyess Days. There is not a structured program to guide scouts through the advancement. Scouts will need to obtain the final Advancement Opportunity list available at the end of September. This list will show the advancement requirements and the location. Simply attending a station offering these requirements do not automatically entitle the boy to the advancement. The responsibility for completing the requirement and obtaining the proof of completion resides with the scout.

When a scout completes an advancement opportunity, the scout will receive a recognition card. These cards will list the possible advancement that can be earned at that location. The cards include a place for the scout's name. When a scout completes a requirement, the staff member will initial or stamp the card. The staff member will also mark a line through the requirements that were not completed.

Boy Scout

First Aid – T foot 12, 2nd Class 6 a,b & c, 1st Class 8 a, b, c & d
Orienteering – 2nd Class 1a, 1st Class 2
Civics – 1st Class 5, 12

Partial Requirements for the following Merit Badges will be available.

Fire Safety

American Heritage – Interview veteran/ Jimmie Dyess/ Senator

Electricity

E Prep 6b, c

Cit Nation – 2c 8

Crime Prevention 3, 8, 9

Communications 9

Radio 7

Music 3a

Weather 8a, 10

Journalism 3, 4, 5

Cub Scout

Map & Compass Belt Loop

Science Belt Loop

Tiger – 3G, 4G Electives 17 ,22, 31, 36

Wolf – 4F, 10F & Electives 3A, 5G, 18A

Bear 5C, 5D, 7B, 8E, 10A, 12C, 12D, 17C, 21F

Webelos

 Citizen 9, 10

 Communicator 7

 Readyman 7, 15

 Scientist 9

Arrow of Light 4, 5

Rain Gutter Regatta

Venturer

Outdoor Bronze Award 5

Rules/General Topics not covered in Unit Guide

Lost Scout

Units should inform scouts of the JDD lost scout procedure. Lost scouts should proceed to an information booth and let the staff member at the booth know that he or she is lost. Units that are missing scouts should check with the information booths.

Information Booths

The information booths are located at the Midway and at the Saturday check in gazebo.

Staff

Staff will be wearing the cool staff hats and camo epaulets. Ask them questions.

FAQ

What if I miss opening?

If you miss opening ceremony, you can still participate throughout the day.

What if lines are long?

Some displays will be more popular than others. Those displays may have lines. Scouts should decide to wait in the line or experience other displays.

Do I have to visit the events in a specific order?

No

What If I have questions?

Go to an information booth

Where can I find the latest information including schedule and program changes?

jdd.gacacouncil.org

Does Jimmie Dyess Days have a facebook page?

Yes, visit us and become a fan.

JIMMIE DYESS DAYS 2009 PATROL/DEN FLAG CONTEST RULES/FORM

Criteria for Judging

There will be a total of 100 points in the Patrol Flag Contest. The criteria are as follows:

Originality	Score/Points Possible
• Camporee Theme depicted	____/20
• Design	____/15
• Creativity-uniqueness of flag	____/15
Identity	
• Patrol/den/council identification	____/10
• Troop/Pack identification	____/10
• Patrol/den member identification	____/5
Workmanship	
• Flag construction—youth-made	____/10
• Suitability of height and shape	____/10
• Mobility and use by patrol/den	____/5

TOTAL 100

Originality

The flag should depict the theme of “leadership, service, freedom” in some form.

Identity

The patrol/den must be properly identified with a printed or designed name. The patrol/den members’ names or initials or signatures should be integrated into the design of the flag. The troop/pack number and council identification must be on the flag.

Workmanship

The flag should demonstrate workmanship and initiative in its constructions and design. No commercially made flags will be considered. Flags should be youth-made and all members should have had a part in the construction and design. The flags size and shape should be such that the flag is pleasing to display and easy to carry. The size should not exceed 2 feet by 3 feet and may be in any shape desired.

Judging

All flags must be submitted between 2 and 3pm to the judging at the Midway. Judging will take place from 3 to 4pm. Flags may be collected between 4 and 6pm. All flags remaining after 6pm will receive a score of zero. All decisions are final and without appeal.

JIMMIE DYESS DAYS 2009 UNIT CAMPSITE COMPETITION FORM

Unit # _____ District _____ Council _____

Item:	Score /Points Possible
1. American and Unit flags displayed.	____/ 5
2. JDD schedule posted	____/ 5
3. Tents closed - gear stowed properly	____/ 5
4. Fire buckets displayed (one per tent)	____/ 5
5. Area clean, neat, and orderly - free of litter	____/ 5
6. First Aid kit displayed; rubber gloves stored in kit	____/ 10
7. Adult present at unit site	____/ 10
8. Entrance Way/Camp Gadget	____/ 15
9.. Low Impact on site	____/ 20
10. Camping by patrol evident	____/ 20
 TOTAL POINTS	 ____/ 100

Comments: _____

Patriotic Display Assessment: POINTS (1-20): _____

Signed by:

MOST PATRIOTIC CAMPSITE – UNIT COMPETITION

1st, 2nd and 3rd place— All American Awards to the units that best reflect the theme of Jimmie Dyess Days. Campsite judging will begin at noon on Saturday. Units are welcome to bring gateway materials as they desire however, no digging holes is allowed on Fort Gordon due to possibility of unexploded ordinance, buried cables, and other hazards. If your unit does bring extra materials, Leave No Trace principles apply – pack it out.

