



# Aerial Tokens & Adventure Pass

*Plus a note on weather and the ATV Program*

Adventure Program Management Team

## Overview

There is a lot to do at the Jamboree and the Adventure Program areas are a highlight. While these areas can handle many participants, there are practical capacity limits especially for Aerial activities. An **Aerial Sports Token** or **Big Zip Token** will be given to each youth to insure every Scout/Venturer gets to experience one aerial activity. All other Adventure Program areas (aquatics, climbing, extreme sports, shooting sports) are open to all youth participants to use as often as they wish.

There are also times Adventure program areas are forced closed due to weather (i.e. a lightning risk). To be fair to a Scout that has waited in line, but could not experience the activity, a separate token has been created. Any Scout/Venturer who has waited in line but did not get to do the program due to unforeseen circumstances will receive an **Adventure Pass Token**. The Adventure Pass Token will allow them to jump to the front of the line at another time when the station is open. If a participant receives an Adventure Pass it may be redeemed at any Adventure Program area, even if different than where it was received.

There is NO scheduling of aerial or any Adventure programs (except rafting and ATV, see note below). They are all first-come first-served. Real-time wait-time information will be live on Event Truly (The 2017 Jamboree smart phone app available on Apple and Android devices). Scouts and Venturers should become proficient using the real-time wait information to plan their activity choices.

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## Aerial Token

1. The token is a wooden nickel with a specific logo on it.
2. The token must be turned over to the staff on entry to the station.

## Receiving an Aerial Token

Tokens will be distributed to the unit leaders at their respective Base camp on arrival. Every Scout and Venturer will be able to do one Aerial activity. There are two types of Aerial Tokens.

## The Big Zip Token

Units will receive six (6) Big Zip tokens, the Big Zip is a highlight area but there is a capacity limit. Unit adult and youth leaders can choose how the six Big Zip tokens are distributed. Venture crews will receive a proportional allocation.



*This is a sample. Actual token will look different.*

## General Aerial Sports Token

Every Scout or Venturer not receiving a Big Zip token will get an Aerial Sports token which will permit them to do one of these Aerial activities one time:

- The Canopy
- Legacy Zip
- Gateway Zip
- Action Point - Canopy
- Action Point - Challenge Course
- The Ropes



*This is a sample. Actual token will look different.*

## Adventure Pass Token

1. The token is a wooden nickel with a specific logo on it.
2. The token must be turned over to the staff on entry to the station.

## Receiving an Adventure Pass Token

Tokens will be distributed by staff for the following reasons:

### Closure of the station due to weather

Alerts received from the Summit safety staff dictate program closures. Adventure staff can give tokens to those who waited a significant time in line. The staff will determine this based on all the related factors.

### Personal Situations

A Staff member may distribute a token to a Scout/ Venturer who for some other reason needs to stop the activity (fear of heights, not feeling well). This allows the Scout/Venturer another opportunity to try again.



*This is a sample. Actual token will look different.*

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## A Note on Weather

The Adventure Program activities can be a risk during lightning storms and they will be closed when lightning is detected or forecast within 8 miles of the Summit. With normal weather patterns, we expect every youth participant will be able to do one aerial event. However, in the event of prolonged severe weather it is possible aerial capacity will be inadequate. We encourage youth participants to plan their aerial event with an eye on the weather.

## ATV

The Polaris ATV program has limited capacity; three daily sessions of only 40 participants each session. Youth must be 14 or older and have completed the ATV online safety course and a parental consent waiver. Youth meeting these prerequisites may sign up for a time slot at The Polaris ATV Program Area at the Jamboree. **Participants must wear hiking boots, long pants and a long-sleeved shirt while in the ATV program.** All other required safety gear will be provided. Stop by The Polaris ATV Training site early in the Jamboree to reserve a spot later in the week. **The link to the training can be found here:** <https://cvt.svia.org/login/index.php>. **The ATV waiver can be found at this link:** <http://www.summitbsa.org/wp-content/uploads/2014/04/Jamboree-ATV-Consent-Form.pdf>

## Rafting

New River Gorge rafting reservations were made by Councils prior to the Jamboree. Council contingent leaders are responsible to get their youth to the Offsite Adventure area at the appointed time. A separate document on rafting check-in was sent out with this document and can be found on the Jamboree website.

