

WashJam 2022

Unit Leader's Guide



August 18 – 21, 2022
Fort Steilacoom, Lakewood, WA

Pacific Harbors Council, BSA

GPS: [47.1743862,-122.558479](https://www.google.com/maps/place/47.1743862,-122.558479)

Revised August 14, 2022

Note: Activities listed in this guidebook are accurate as of date of publication, and are subject to change without notice.

Welcome to WashJam 2022!

Welcome to the only regional Scout Jamboree in the Pacific Northwest! We are excited to have members of our Scouting community from Washington, Oregon, Canada, and other states join us for WashJam 2022. The first WashJam was held 15 years ago; and is held only once every 4 years. We are anticipating over 2,000 participants will attend WashJam 2022, making it the biggest Scouting event in Washington State.

Despite being postponed twice in 2020 and 2021 due to the COVID-19 virus outbreak, WashJam will go on at our new venue at Fort Steilacoom Park in 2022!

Tens of thousands of hours of preparations and effort and over 13,000 emails have gone into the planning and production of this exciting four-day event, which started in the fall of 2017.

We hope you will receive a taste of a National Jamboree experience while participating in this awesome event, where you will meet Scouts from as far away as Canada and Oregon. Meet new friends and learn about Scouting in other regions as you camp together with over 2,000 Scouts. Our goal is to provide you with unique adventures so that you will remember that "*I was at WashJam 2022*" for many years to come.

This year will feature many activity areas for our participants to enjoy. As they travel around the different 'Lands' of WashJam, they will discover activity areas such as the STEM@WashJam Technology Challenge, Land of Adventure, Cub Scout Adventure World, the Land of Advancement, Leadership Challenge, Survival Challenge, Aquatics Challenge and other themed areas.

Cub Scouts will enjoy the "Under the Big Top" circus themed area, with activities, games, craft projects, shows, and much more. BB guns and Archery will be hosted in an offsite shooting range.

WashJam will also include a Mountain Man Encampment, Civil War Reenactors, living history exhibit, military displays, Order of the Arrow games, archery range, planetarium shows, food vendor midway, Friday and Saturday night arena shows and a 'Zombie Invasion Night Hike' on Friday evening.

We will also have many of the traditional Scout craft areas to test your skills and practice your team building and outdoor skills knowledge.

We would also like to thank in advance, the 340 staff volunteers who will help to make WashJam 2022 a reality! Here's to another great WashJam experience, **the Ultimate Adventure!**

John Ohlson

Event Chairman
WashJam 2022

Jay Meeker

Infrastructure Team Director
WashJam 2022

Alan Billingsley

Cub World Chairman
WashJam 2022

Darel Roa

Admin Team Director
WashJam 2022

Bob Palmer

Shooting Sports Director
WashJam 2022

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Scout Executive
Pacific Harbors Council

Contents

Welcome to WashJam 2022!	2
Contents	3
Introduction	5
WashJam 2022 Activities	5
Cub Adventure World	5
The Land of Adventure.....	5
Technology Challenge – STEM@WashJam	5
The Land of Advancement	5
Leadership Challenge	5
Merit Badge Midway.....	6
Trail To First Class.....	6
Outdoor Skills	6
Health & Safety	6
Mountain Biking.....	6
Survival Challenge	6
Shooting Sports	7
Mountain Man Rendezvous Encampment	7
OA Games Village.....	7
Civil War Reenactors	7
Flintknappers: Arrowhead Making	7
Aquatics Adventure.....	7
Vendor Midway.....	8
Food Vendors:	8
Fundraising:.....	8
Daytime Program Area Stages	9
Arena Shows	10
WashJam 2022 Event Pricing	11
Scout Unit Fundraising Booths.....	12
Commercial Vendor Registration.....	12
WashJam 2022 Event Schedule	13
WashJam 2022 Program Area Map	14
Camp Check-in Procedures	16
Check-in.....	16

Visitors	17
Vehicles	17
Security	17
Check Out.....	17
Water	18
Waste Water	18
Trash.....	18
Digging of Holes	18
Campfires, Portable Fire Pits, Stoves and Grills	18
Miscellaneous Information & Rules	19
Worship Services.....	19
WashJam Packing List	20
WashJam 2022 Program Features	22
Frequently Asked Questions	24
Fees & Registration	24
Event Staff & Activity Stations:	26
Activity Stations & Vendor Midway	27
Fundraisers at WashJam	27
Commercial Vendors.....	27
Non-Profit Organizations / Information Booths	27
Facilities:	28
Logistics:.....	28
Directions:	31

Emergency Numbers:

Information: 253-678-3733

Medical Staff: 541-941-0150

Police/Fire: 911

Security: 650-769-9327 for non-life-threatening injury or questions.

Youth Protection Issues: 509-919-0363

Introduction

Welcome to WashJam 2022, The Ultimate Adventure!

This Unit Leader's Guide will help you prepare for a great WashJam experience. Please read it carefully, and refer to the [FAQ section](#) if you have questions before contacting us with questions.

WashJam 2022 Activities

The activities at WashJam are organized into fourteen different areas, each with a Scouting theme. Campers are encouraged to visit each of the program areas, experience the activities, and have fun.

Cub Adventure World

This program area is specifically designed for Cub Scouts and is all about Circus themed adventures and other exciting activities! Cub World features a variety of activities including stage shows, backyard games, monkey bridges, climbing walls, face painting, bounce houses, shooting galleries, Pinewood Derby, Raingutter Regatta and a Big Top Circus! And don't forget canoeing on 'Lake Disney', the man-made canoeing lake that is a WashJam signature feature since John Disney created the first one in 1997. Cub World is limited to Scouts 10 years and under.

The Land of Adventure

This is the place to be for lots of outdoor fun. Cross a 75' long monkey bridge or try your hand at a number skill-oriented activities including Human Foosball, Ga Ga Ball, athletic skills challenge area, outdoor hunter education, and a mini golf course. In the Pioneering yard, build a signal tower, try your skills at the 'Knot Gauntlet', athletic challenges and a host of other activities. Boating safety information will be provided by the Tacoma Maritime Institute. Scouts will have a great time trying out all of the activities in this program area.

Technology Challenge – STEM@WashJam

This program area includes technology related elements that make the Scouting program unique in the 21st century. Go on an orienteering course, watch robotics in action, talk to someone on a Ham Radio, visit science exhibits, emergency preparedness, build and launch a pop bottle rocket and more. Planetarium Shows will be available on Friday and Saturday mornings, [you may sign up for Planetarium show tickets here](#).

The Land of Advancement

Advancement skills and merit badges are the focus in the Advancement themed area. Work on a merit badge, take the Trail to First Class, show off the skills you have learned or come learn a skill that will help you get to First Class.

Leadership Challenge

New for WashJam 2022, the Leadership Challenge area will test your leadership skills, and teach you some new ones! Representatives from the [Travis Manion Foundation](#) will be on hand to guide you through leadership mentoring and skill building sessions and exercises.

Merit Badge Midway

Our merit badge midway will offer a wide variety of badges to choose from, including Environmental Science, Soil and Water Conservation, Nature, Forestry, Geology, Astronomy, Indian Lore, American Heritage, Wilderness Survival, Law, Genealogy, Scouting Heritage, Chess, Radio, Coin Collecting, Photography, Movie Making and more. Most merit badges offered at WashJam will give the Scouts an opportunity to get a partial completion but not complete the badge. Some require prerequisites to be completed at home before coming.

Scouts wishing to get credit for merit badges must bring their own blue cards.

Some classes are scheduled, others are informal walk-up stations, [you may sign up for scheduled classes here](#). Due to the limited number of class sessions available, please limit the number of classes to 2 per Scout, to allow everyone to participate. If space is still available on Wednesday, August 17th then you may add more classes to your Scout's schedules.

Trail To First Class

The following trail to First Class skills will be offered at WashJam. Actual workshops are subject to change without notice. Please bring your Scout handbooks to class.

Outdoor Skills

- Fire Building
- Use of Camp Stoves
- Dutch Oven Cooking
- Cooking and Food Safety
- Knife and Axe – Totin' Chip
- Hiking Rules & Buddy System
- Knot Tying
- Pioneering/lashings/camp gadgets
- Map and Compass
- Orienteering
- Outdoor Code/Leave No Trace
- Extreme Weather Prep
- Ten Essentials
- Clothing
- Boots and Footwear
- Survival Gear

Health & Safety

- Personal Safety Protection (3 R's)
- Drug & Alcohol Abuse Prevention
- First Aid
- Flag Handling
- Personal Fitness

Mountain Biking

The trails of Fort Steilacoom Park are ideal for mountain biking, and will provide an exciting off road bicycle experience. Bring your Mountain bikes or BMX bikes, and try out the trails.

Survival Challenge

Survival in the woods is the theme of this area. Learn essential skills to survive in the woods, find out about edible plants, learn to build a shelter, make a survival bracelet, find out about wilderness first aid, and earn the Wilderness Survival merit badge. If you get lost, we have a Search and Rescue activity area, where you can learn how to find people in the woods, and work on one of the newest merit badges that made its debut at WashJam 2012: the **Search and Rescue merit badge**.

Shooting Sports

A favorite among all Scouts, shooting sports teaches safety and responsibility. Teaching Scouts to use the bow and arrow and rifles has been an integral part of Scouting from the beginning of the movement. This program area is located 5 minutes away from the main venue (timed entry tickets required, available in the Land of Adventure), and will offer the following activities:

BB Gun Range: Open to all participants, Tiger & above.

Archery: Open to all participants.

Mountain Man Rendezvous Encampment

Go back to the mid 1800's at our Rendezvous Camp. This program area will give a glimpse into how life was in the not-so-distant past. Throwing a tomahawk, shooting an arrow, learning how to do flint napping, blacksmithing and see vintage mountain man artifacts at this program area.

OA Games Village

Visit with fellow members of the Order of the Arrow, explore our 'Human Foosball', GaGa Ball, hear stories and trade patches in the OA Indian Village.

Civil War Reenactors

Reenactors from the Civil War era will be on hand to demonstrate life during that period in history. Get some of your American Heritage merit badge requirements signed off, learn how to march like a Union Soldier and see how soldiers lived back then.

Flintknappers: Arrowhead Making

The Puget Sound Flintknappers club will host a hands-on workshop where Scouts can use real tools to make arrowheads.

Aquatics Adventure



WashJam will feature canoeing and kayaking on site, in Waughop Lake.

Swim Checks:

There is no swimming in the lake, however those who wish to use the canoes and kayaks must provide proof of their swimming ability from their unit leader before they can participate. [Download the Swim Classification Form](#)

Vendor Midway

The midway will have a variety of commercial and informational booths for the Scouts to visit. Places to get a bite to eat during the day and just hang out and relax.

Representatives from the National Jamboree at The Summit will be there, as well as the National Eagle Scout Association (NESA), the Scout Alumni project and more. The Midway will close Saturday night at 5:00 PM.

WashJam Online Trading Post 2022



WashJam Trading Post – Branded merchandise

<http://www.washjam.org/washjam-gear.asp>

Food Vendors:

Kettle Corn - Old Red Barn Popping Co.
Coffee & Espresso - BeanWater Coffee
Chick-Fil-A Fried Chicken
Johnny's Ice cream
Foothills Foods Quesadillas
Hamhock Jones Soul Shack Soul Food
Happy Corn Roasted Corn
Kona Ice Shaved Ice

Fundraising:

Troop 2329 Hot Dogs

Daytime Program Area Stages



There will be two entertainment stages in the program areas, one in Cub Scout Adventure World, and one at the Main Arena. Daytime programs will run daily from 9:00 AM till 5:00 PM. Evening programs will begin at 7PM. See the next page for specific evening show times. Shows are tentative and subject to change.

Cub Scout World 'Big Top' Stage:

Thursday, August 18th:

4:30 PM Reptile Show
6:30 PM Reptile Show

Main Program Area:

Saturday, August 20th:

9:00 AM Search & Rescue Dogs
10:00 AM Search & Rescue Dogs
11:00 AM Search & Rescue Dogs
2:00 PM – **Seattle Knights** Jousting Tournament

Cub Scout World 'Big Top' Stage:

Friday, August 19th:

10:00 AM – Juggling Show - Adria the Juggler
10:30 AM – TBD
11:30 AM – How to Juggle - Matt Bachmann
1:00 PM – Charlie the Juggling Clown
1:30 PM – TBD
2:00 PM – Juggling Show - Adria the Juggler
2:30 PM – TBD
3:30 PM – How to Juggle - Matt Bachmann

Saturday, August 20th:

10:00 AM – Juggling Show - Adria the Juggler
10:30 AM – TBD
11:30 AM – How to Juggle - Matt Bachmann
1:00 PM – Charlie the Juggling Clown
1:30 PM – Juggling Show - Adria the Juggler
2:00 PM – Seattle Knights Jousting Show (parade field)
3:00 PM – Caroline Goodwin, Singer
4:00 PM – How to Juggle - Matt Bachmann

Arena Shows



The two big evening Arena shows is what WashJam is all about! This will get you as close to a National Jamboree experience as ever, without travelling to The Summit in West Virginia! Picture yourself with 3,000 of your fellow Scouts in one big field, and you get the idea. All entertainment and schedules are tentative as of this publish date and are subject to change as plans are confirmed.

Note: upon arriving at the arena on Friday night, be sure a patrol member from each patrol arrives at 6:30 p.m. on Friday night to practice the "Parade of Patrol Flags".

Friday Arena Show – August 19, 2022

6:30 Patrol flag and flag bearer gather at the entrance of the arena for the "Parade of Patrol Flags"

7:00 PM Gathering

- Parade of Patrol Flags
- Photo slideshow of day's activities

7:30 – 9:30 PM Main Show includes:

- Opening Ceremonies
- Lori Brown, President, Pacific Harbors Council
- A video presentation about the 2023 National Jamboree
- **Character Does Matter – Travis Manion Foundation**
- **Live Music: I-Corps Rock Band**
- Closing remarks

9:30 PM Zombie Invasion Night Hike

Saturday Arena Show – August 20, 2022

7:00 PM Gathering, and pre-show

- Live Music
- Photo slideshow of day's activities

7:30 – 10:30 PM Main Show includes:

- **Rick Anderson Magician**
- Awards & recognitions
- Closing Show:
- **Live Music: I-Corps Rock Band**

Friday Night Band Set List:

Rock and Roll - Led Zeppelin
Haushinka - Green Day
Get Back - Beatles
Be Kind - Zak Abel
Brandy - King Harvest
Look at Little Sister - Stevie Ray Vaughan
Superstition - Stevie Wonder
Dancing in the Moonlight - King Harvest
Freedom was a Highway - Jimmie Allen
Under the Bridge - Red Hot Chili Peppers
Voodoo Child - Jimi Hendrix

WashJam 2022 Event Pricing

Weekend Passes: (Thursday, Friday, Saturday, Sunday)

Fee Type	Until 2/1/20	Until 12/31/21	Until 3/31/22	Until 6/30/22	On 7/1/22
Scouts BSA, Venturers, Sea Scouts, Scouts Canada, other Girl's organizations					
Scouts BSA & Venturing, Scouts Canada, Girls Organizations, all other Youth Weekend Pass	\$42	\$47	\$52	\$57	\$65
Adult Weekend Pass	\$42	\$47	\$52	\$57	\$65
Youth Under 6 years old**	Free	Free	Free	Free	Free
Cub Scouts					
Cub Family Weekend Pass* (includes 1 Cub Scout & 2 parents)	\$63	\$68	\$73	\$78	\$85
Sibling Weekend Pass (Siblings of a Scout. Ages 6-21, male or female.)	\$42	\$47	\$52	\$57	\$65
Staff Fees					
Event Staff***	\$30	\$30	\$30	\$30	\$30
Commercial Vendor Booths in the Midway					
Commercial Vendors selling products	\$500	\$500	\$500	\$500	\$500
Scout Unit Fundraisers in the Midway					
Scout Units doing Fundraisers	\$100	\$100	\$100	\$100	\$100
Fundraiser Booth Staff	\$30	\$30	\$30	\$30	\$30

Fees revised on 11/5/21

Register online at <https://scoutingevent.com/612-WashJam2022>

Early bird pricing ended on February 1, 2020.

Discounted pricing ends on July 1, 2022.

WashJam online registration will close at midnight on Wednesday, August 17, 2022.

*The Cub Family Weekend Pass includes one Cub Scout (youth ages 6 - 10) and two parents (two parents attend for an additional \$20, **save \$70**). Siblings of Cubs or additional Cubs ages 6 - 21 are at the normal youth rate. The discount applies to the parents only.

** Lion Cubs of all ages must register with a parent, via the Cub Family Weekend Pass.

All participants who registered by February 1, 2020 received an additional 'WashJam Early Bird Patch'.

***Registered staff members [who pay the \\$30 fee by May 1, 2022](#) will receive staff recognition items (staff t-shirt and patch), all meals, and a 25% discount off the regular prices of WashJam branded gear.

Registered Staff members may purchase and receive the branded gear in July 2022, so they may proudly display them to help promote WashJam. To receive the 25% branded gear discount, staff must [register and pay](#) the \$30 fee no later than **July 1, 2022**.

Staff who register and pay after **July 1st** may be provided with meals and patches as long as supplies last, but no T-shirts.

If you don't want to pay the \$30 staff fee, please see the options in the [WashJam 2022 Staff Fee Policy](#) on the FAQ page of the WashJam.org website.

Scout Unit Fundraising Booths

If your Troop, Pack or Crew would like to put on fundraising booth to raise money for your Unit, please **contact us** and let us know what you have in mind. Units who want to do fundraising at WashJam will need to pay the **Unit Fundraiser registration fee of \$100.**

Fundraising Units register here, then **Download the Scout Unit Fundraiser Agreement**

Commercial Vendor Registration

Details for Vendor participation in WashJam 2022 may be found in the **Commercial Vendor Agreement.**

If your product or service is complimentary to the Scouting program or supports the aims and goals of the Boy Scouts of America, your request will be reviewed for suitability. Examples include camping/outdoor gear, food & beverage trucks, sports equipment, and more.

- **Commercial vendors who advertise or sell products will pay a \$500 vendor fee.**
- **Approved Non-profit organizations who are not selling anything pay no booth fees.**

Vendors may register here, then **Download the Commercial Vendor Agreement**

Participants Register online at <https://scoutingevent.com/612-WashJam2022>

Pacific Harbors Council Event Refund Policy: To continue providing quality Scouting programs at affordable pricing, we have instituted the following refund policy for programs offered by the Pacific Harbors Council:

- All cancellations and/or refund requests for activities should be submitted in writing, by submitting your request via the WashJam Refund page: <http://washjam.org/refunds.asp>
- Refunds are based on the date the written request is received at the Creighton Scout Service Center.
- Requests received two weeks (10 business days, no later than August 3, 2022) or more prior to an event will receive a full refund, for registrations received after January 1, 2021.
- Requests received from 5 to 9 business days before the event (no later than August 11, 2022) will receive a 50% refund.
- No refunds are available 4 or fewer business days prior to an event (After August 11, 2022).
- No refunds after April 1, 2021 for registrations received before January 1, 2021.



WashJam 2022 Event Schedule

THURSDAY, AUGUST 18, 2022

1:00 PM – Event Arrival and Check-in
Units arrive, check-in and set-up camp in their assigned sub-camp
3:00 PM – Some midway vendors will open
4:30 PM, 6:30 PM Reptile Show – Cub World
8:00 PM – Merit Badge signups – Staff Dining Tent
8:00 PM – BB & Archery Range Signups
9:30 PM – Leader's Meeting – Staff Dining Tent
10:00 PM – Return to Campsites, Registration closed
10:00 PM – All-Staff Meeting – Staff Dining Tent
11:00 PM – Taps

FRIDAY, AUGUST 19, 2022

7:00 AM – Reveille
7:00 AM – 8:45 AM Breakfast
8:00 AM – Units Arrive and Check-in
8:45 AM – 9:00 AM Morning Flags at the main gateway
9:00 AM – BB & Archery Range Signups
9:00 AM – 5:00 PM Cub Activity Area Open
9:00 AM – 5:00 PM Scouts BSA Activities Area Open
5:00 PM – 7:00 PM Dinner
7:00 PM – Evening Flags
7:10 PM – 7:30 PM Gather at the Main Stage - Pre-Show
7:30 PM – 9:30 PM [Friday Evening Show](#)
9:30 PM – 10:30 PM Zombie Invasion Night Hike
11:00 PM – Taps

SATURDAY, AUGUST 20, 2022

7:00 AM – Reveille
7:00 AM – 8:50 AM Breakfast
8:00 AM – Units Arrive and Check-in
8:50 AM – 9:00 AM Morning Flags at the main gateway
9:00 AM – 5:00 PM Cub Activity Area Open
9:00 AM – 5:00 PM Scouts BSA Activities Area Open
9:00 AM – BB & Archery Range Signups
2:00 PM – Seattle Knights Jousting Show
5:00 PM – 7:00 PM Dinner
7:00 PM – Evening Flags
7:10 PM – 7:30 PM Gather at the Main Stage - Pre-Show
7:30 PM – 10:30 PM [Saturday Evening Show](#)
11:00 PM – Taps

SUNDAY, AUGUST 21, 2022

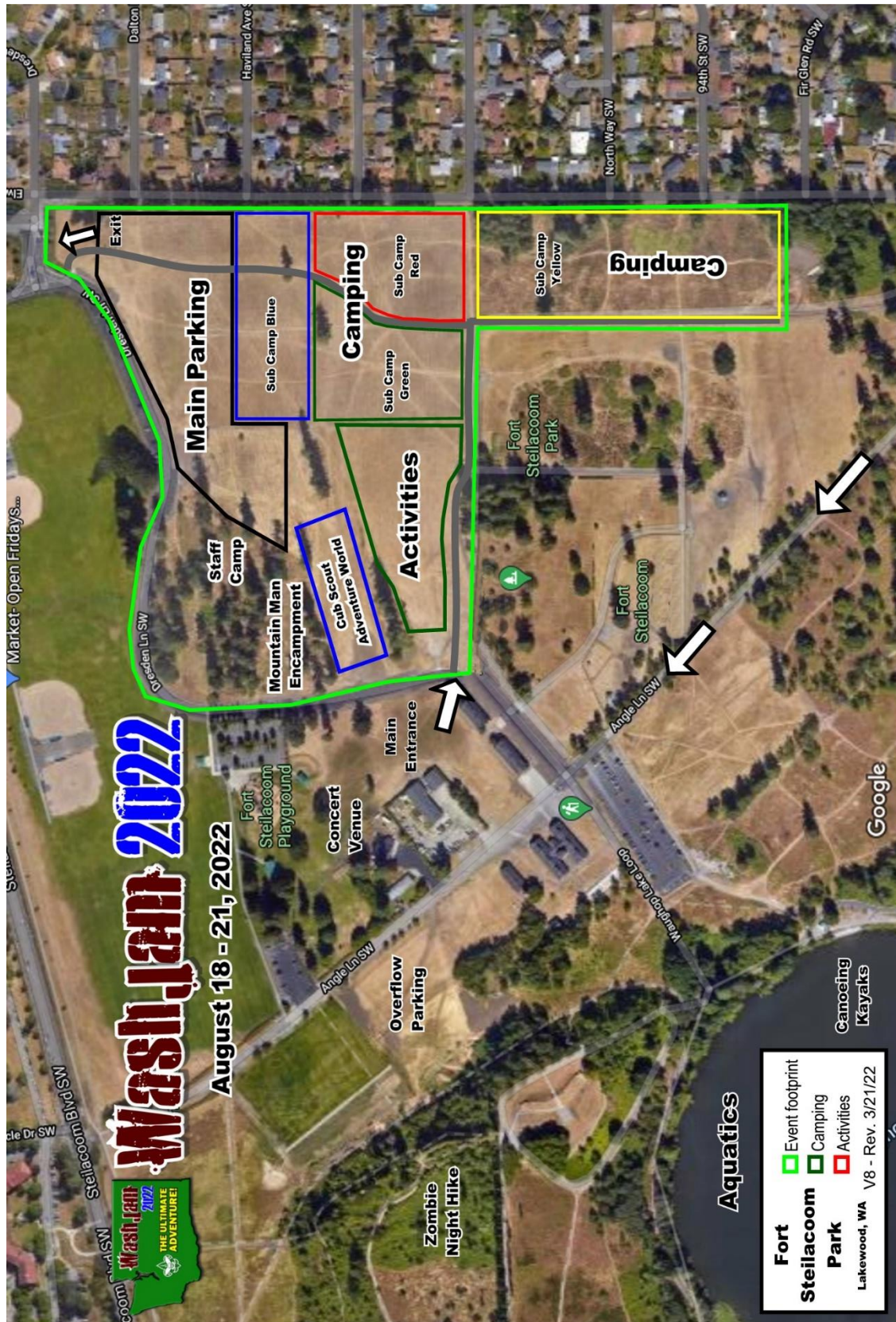
7:00 AM – Reveille
7:00 AM – 8:50 AM Breakfast
8:50 AM – 9:00 PM Morning Flags at the main gateway
9:00 AM – 11:00 AM Scout's Own Interfaith Service

A non-denominational Scout's Own service will be held on Sunday morning.

11:00 AM – 2:00 PM Pack-up and check out of Sub-camp - A Scout is Clean – Please leave the area better than you found it.

Schedule times and activities are proposed at this time, and are subject to change without notice.

WashJam 2022 Program Area Map



Activities shown on this map are proposed, and subject to change without notice.

Camp Check-in Procedures

Everyone on site must check in at camp Headquarters (HQ).

Camper Check-in: 1:00 PM – 10:00 PM Thursday, August 18

Late Check in: 6:00 AM – 8:00 PM Friday & Saturday, August 19 – 20

Staff Check In: 9:00 AM Thursday, August 18

Check-in

1. Before departing from home, please complete the **BSA COVID Pre-Event Medical Screening checklist**, and bring a copy with you. Download a copy here:
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-102_PreEventChklist.pdf
2. All Scouts and adults must have a signed copy of the **BSA Annual Health and Medical Record Form Parts A&B** with them upon arrival. These forms will be maintained by the Unit Leaders (or parents, if applicable) during the event, and will not be submitted to WashJam staff. Download a copy here:
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf
3. Upon arrival at WashJam, check in at the Camp HQ Registration tent.
4. A WashJam packet will be given to the first representative from each unit who arrives on site. It will include useful information, wristbands and patches for all paid attendees in your unit, parking passes, and the unit sub-camp assignment. The rest of your party who arrives later will be directed to meet you at your assigned Subcamp.
5. Send only one adult representative from your pack/troop/team/crew to the registration/HQ tent. This unit representative must have the final count of attendees broken down by the following:

Cub Scouts & Siblings	Yellow wristbands
Cub Parents	Yellow wristbands
Scouts BSA Youth & Adults	Red wristbands
Staff Volunteers	Pink wristbands
6. Payment for individuals not previously registered for WashJam must be made at camp HQ's before entry into WashJam. Make sure that the unit representative is prepared to pay for these individuals via cash, check or credit/debit card. If you need to pay for more attendees before arrival, [register them online before Midnight August 17th](#).
7. Proceed to your Subcamp Headquarters, and temporarily park your vehicle(s) in your sub-camp's HQ parking area. Youth should remain at this location under adult supervision. If you have a Troop trailer for storing your gear, it may be left in your campsite.

8. Upon arrival to your sub-camp, the sub-camp staff leader & staff will direct you to your camping site. Please be considerate of your neighbors, and keep your tents pitched close to each other, so there is room for everyone. Each subcamp will hold between 400 and 600 campers, so space is at a premium. Troop campsites are approximately 30' wide by 50' long.
9. Late arrivers to WashJam may learn where their unit is located at the registration tent or HQ. Wristbands will be obtained from unit representatives who arrived first. Walk-ins (unregistered participants) must pay to receive their wristbands at the Registration tent.

Visitors

All visitors must check in at the camp HQ Registration tent to register and pay the appropriate fees.

Vehicles

Vehicles will not be allowed to stay in the camping areas. After unloading, all vehicles must be moved to the parking area. Vehicles should unload at campsites in 30 minutes or less. If there is a special needs situation, please clear that with the camp headquarters' personnel.

All vehicles that enter the WashJam site must have a parking permit completed and placed in a viewable location on their dashboard, with the driver's cell phone number visible. You will receive the permit when you enter the site. Enter your information, place it on your dash in plain sight. Vehicles without a parking permit will be subject to being towed at the owner's expense. If you have a Troop trailer for storing your gear, it may be left in your campsite.

Security

The WashJam site is a public park, and is accessible by neighboring residential areas.

DO NOT LEAVE VALUABLES in your vehicle, tent, or campsite. Criminal events will be under the City of Lakewood Police jurisdiction. Our parking lots will be patrolled by WashJam staff volunteers.

Check Out

Before your unit can check out you must:

- Remove all garbage and equipment from your assigned campsite.
- Have your campsite inspected by a member of the Sub-camp staff.
- Complete your "WashJam Good Turn" assignment (given by Sub-camp staff leader)
- AND, your unit must receive a "Good Turn Card" from a member of Staff.
- Upon completion of the above items, return to your sub-camp staff leader to get approval to leave the site.
- Check at your Sub Camp Headquarters for more information about the "Good Turn Cards" and checkout procedures.

Water

The WashJam site has no running water in the campsite areas. All water for the event will be hauled from the hydrant near the barns on Angle Lane. It would be very helpful if all units can bring as much water with them as possible. Please respect the water supply units by turning off all water spigots after drawing your water, and do not use drinking water for bathing.

Waste Water

All gray water (dirty dish water) must be strained of all food particles and collected in the collection tanks located in your subcamp. Do not pour gray water into the portable toilets.

Trash

Do not put trash in any container marked "RECYCLE".

Do not overfill any trashcans. Any trash left on the ground will have to be picked up by others. If you find a trashcan starting to overflow, please notify a staff member about it as soon as possible. Dumpsters are located near the staff dining tent.

Digging of Holes

Lakewood Parks does not allow any digging on this event site.

Campfires, Portable Fire Pits, Stoves and Grills

1. Campfires of any size or type are not authorized on WashJam grounds.
2. BBQ's, stoves, Dutch ovens, and commercial fire pits are the only allowable fire sources.
3. The only fuels allowed on site for cooking are BBQ Briquettes, propane, isobutene and white gas.
4. Clear an area 15 feet in diameter of all flammable material around your grill, commercial fire pit or stove. If you have any questions, contact your sub-camp headquarters.
5. All BBQs, stoves and commercial fire pits are prohibited in any tent, building, under any overhang or within 15 feet of any structure.
6. All BBQ's, stoves, Dutch ovens and commercial fire pits shall not be left unattended and be under the supervision of an adult at all times.
7. All BBQ's, stoves, Dutch ovens, and commercial fire pits shall use a nonflammable platform (concrete blocks, nonflammable stand, etc.) AND clear said area of not less than 15 feet in diameter of any/all flammable materials.
8. Any BBQ utilizing charcoal shall be completely quenched with water after use to ensure extinguishment.
9. All Washington State burn bans are observed.

Miscellaneous Information & Rules

- Class A or B uniforms will be worn at all times, unless directed by staff. Remember, this is a SCOUT activity. Class B uniforms are acceptable during program times. Class A uniforms are required at flags and the two Arena Shows.
- Please stay out of any area marked as closed or off limits as indicated by yellow or red caution tape.
- TWO DEEP ADULT LEADERSHIP AND BUDDY SYSTEMS must be used at all times.
- Leaders are responsible to monitor your Scout's actions while at WashJam. Respect the other participant's camping areas and properties.
- Absolutely NO horseplay or fighting will be tolerated. Scout safety is the Unit Leader's responsibility.
- All participants are to obey the Scout Oath and Law. Do your best to live up to these Scout standards.
- All accident, illness or injuries are to be reported immediately to the first aid personnel at the first aid station. They must be recorded in a incident ledger book no matter how small it may seem.
- Dishwashing is not permitted at common water source areas. Wash in your own campsite and dispose of your gray water properly.
- There will be NO SMOKING or VAPING in any Scout activity area or campsite. Smoking or Vaping will only be allowed in marked areas.
- As always, illegal drugs, alcoholic beverages and marijuana are NOT permitted.
- Please do not enter other unit's campsites without permission. Use the pathways or aisles for traffic concerns.
- Electronic equipment such as radios, iPods, cell phones, video games, CD players, etc. are the responsibility of the participant who brings it, and Pacific Harbors Council takes no responsibility for loss or theft of these devices.
- There will be no charging stations available for cell phones.
- Remember we are guests of Fort Steilacoom Park for the weekend and you will be representing the BSA so please be on your best behavior.

Worship Services

Worship services are planned for all interested Scouts and Scouters. A non-denominational Scout's Own service will be held on Sunday morning, August 21, which will feature a collective worship service planed and led by youth at WashJam.

This worship service will have a positive effect on diversity, equity, and inclusion. It will also add to a Scouts BSA youth's ability to fulfill requirements 10 and 11 of the new "Citizenship in Society" merit badge.

WashJam Packing List

WEAR IN TRANSIT

- ☐ Class A Uniform Shirt
- ☐ Neckerchief
- ☐ Clasp
- ☐ Hiking Boots
- ☐ Hiking Socks
- ☐ Pants/Shorts

CLOTHING

Base Layer

- ☐ Underwear
- ☐ Extra Socks
- ☐ Short Sleeve Shirt (Not Cotton)
- ☐ Long Sleeve Shirt (Not Cotton)
- ☐ Extra Pants/Shorts

Insulating Layer

- ☐ Jacket (Fleece)
- ☐ Sweat Shirt/Sweater
- ☐ Hat

Waterproof Layer

- ☐ Rain Gear: Hat, Coat, and Pants

SHELTER

- ☐ Sleeping Bag
- ☐ Foam Sleeping pad
- ☐ Tent

FOOD & WATER

- ☐ Trail Food/Snacks
- ☐ Food storage containers
(keeps it away from critters)
- ☐ 2 Water Bottles + Water
- ☐ Eating Utensils (fork, spoon)
- ☐ Mess Kit
(unbreakable plate, cup, bowl)

TOILETRIES

- ☐ Toothbrush
- ☐ Toothpaste
- ☐ Sun Screen
- ☐ Lip Balm (i.e. Lip sol or Blistex)
- ☐ Soap in Container
- ☐ Packet of Tissue & TP
- ☐ Towel/Hand Towel

OTHER GEAR

- ☐ 10 Essentials (See next page)
- ☐ Scout Book
- ☐ Flashlight
- ☐ Spare Batteries and Bulb
- ☐ Sun Glasses
- ☐ Note Pad & Pencil
- ☐ Personal First Aid Kit
- ☐ ID Card

10 Outdoor Essentials:

_ Pocket Knife	Folding blade knife, not sheath type.
_ First Aid Kit	Band-Aids, Moleskin & Neosporin (see list below)
_ Extra Clothing	A change of clothes; shirt, pants, socks, underwear, sweater
_ Rain Gear	Poncho – able to cover backpack: fabric type, no thin plastic and/or Rain Suit with waterproof hat, pants and jacket.
_ Water Bottle	Water for drinking & cooking
_ Flashlight	Extra batteries and bulb - recommend AA type or 'headlight' Avoid 'crank type' battery-free lights.
_ Trail Food	Trail mix, granola bars, etc. For emergency use only.
_ Matches	Store in watertight container, or get waterproof type.
_ Fire Starters	Small candle or wax dipped cardboard, egg crates, etc.
_ Sun Protection	Sunscreen & sun glasses
_ Map & Compass	Map of area & liquid filled compass with plastic bearing finder

WashJam 2022 Program Features

Technology Challenge

STEM@WashJam

Ham Radio Demo
Nuclear Science
Fire Sprinkler Demo trailer
PlayStation Gaming Trailer
2-liter Bottle Rockets
Foil Dinner Cooking

PlayStation Gaming Trailer

Scouts BSA / Venturers

Space Exploration Merit Badge/Rocket Science
Astronomy Merit Badge
Environmental Science Merit Badge
Photography Merit Badge
Digital Technology
Disaster Prep
Ham Radio/Radio Merit Badge
Chess merit badge
Ham Radio Demo
Geocaching Course

Survival Challenge

Search & Rescue Merit Badge

Wilderness Survival Merit Badge

Orienteering

Survival Challenge

Survival Skills Training
Survival Bracelets
Knots & more

Wilderness Survival Classes

Survival Outpost

Zombie Invasion Training Academy

Zombie Night Hike

OA Village

OA Lodge Displays
Ga Ga Ball
Patch Trading
Human Foosball

Leadership Challenge

Leadership skills workshops
Team Building

Mountain Man Encampment

Spear Throw
Tomahawk and Spear Trail Walk
Bowstring Fire Starting
Flint Napping (arrowheads)
Primitive Fire Starting

Land of Adventure

Shooting Sports –

BB Gun Range
Archery Range
Tomahawk Throwing

Pioneering

75 foot monkey bridge
Pioneering projects
Knot tying/Knot Gauntlet
Inter patrol competitions:

- Everyone on a tripod
- Scout stave launcher
- A frame chariot race
- Move the bucket
- Suspended flag pole
- Walking "A" Frame
- 10 minute Tower building
- Friction Bridge

Athletic Challenge

Obstacle Course
Basketball shoot
Football Toss - target
Soccer ball kick – target
Golf Chipping Challenge - target
Mini Golf – 18 holes

Fun and Adventure

Hunter Education
Fish & Wildlife Education
Scouting with Disabilities
Leave No Trace Training
Dutch Oven Cooking Demonstrations
Mountain Biking (bring your bikes)

Cub Scout Circus Adventure

Under the Big Top

Circus Themed Adventures:

Pinewood Derby

Tight Rope Walking: Monkey Bridge

Juggling

Horse shoes

Balancing Disc

Giant foosball court for Cubs

Gaga ball court

Giant checkers

Giant connect 4 game

Ball toss game

Canoeing Adventure on "Lake Disney"

Backyard Games

Stage shows

Zombie Invasion Night Hike

To participate, Scouts must complete the 'Zombie Defense Academy' training in the Survival Challenge area. Scouts will follow the 'Zombie Trail' after dark, looking for zombies along the route. Zombies may 'infect' Scouts at random along the trail. Survivors will be recognized when they complete the course... alive!

Land of Advancement

Merit Badge Workshops*

Soil & Water Conservation

Forestry

Geology

Nature

American Heritage

Coin Collecting

Digital Technology

Chess

Indian Lore

First Aid

Scouting Heritage

Astronomy

Environmental Science

Wilderness Survival

Trail to First Class

Camping gear

- Leave no trace
- 10 Essentials
- Clothing
- Boots & footwear
- Survival gear
- First Aid

Knot Gauntlet

Lashings

Dutch Oven Cooking

First Aid

Land Navigation/Orienteering

[You may sign up for scheduled merit badge classes here](https://scoutingevent.com/612-WashJamClass2022)

<https://scoutingevent.com/612-WashJamClass2022>

Note: All activities listed in this guidebook are proposed at this time and are subject to change.

*Merit badge 'classes' held at WashJam are intended to provide an introduction to the subject matter, and potentially result in partial completion of requirements, but most merit badges will require follow up with a Counselor after WashJam ends to complete the requirements.

Frequently Asked Questions

Fees & Registration

Q: I already registered for WashJam 2020, and now that it is rescheduled, what should I do?

A: You should have been contacted by the Council by now to discuss your refund options. For disposition of your registration fees, we are giving you two options:

1. A full refund of your registration fees.* Requests received by April 1, 2022 using [the refund form](#) will receive a full refund.
2. Donate all or a portion of your registration fees using the refund form to Pacific Harbors Council to assist us in recovering costs and keeping Scouting strong in the Pacific Northwest.

New fee payments made for WashJam 2022 **after January 1, 2021** are subject to the normal Council Refund Policy.

No refunds after April 1, 2021 for registrations received before January 1, 2021.

If you would like to receive a refund or have your registration costs donated, please submit your request on the website: <http://washjam.org/refunds.asp> and let us know which option you choose along with the name and registration ID# number(s) you received on your confirmation email if possible.

Q: No longer a Cub Scout? I had been told by some other Scout families that even though they had rolled over their payment within the last two years, that now because their child is a Scouts BSA Scout and not a Cub Scout from when they originally registered, that they have to pay additional fees? Just wondering if that's true or not?

The passes you purchased in 2020 and 2021 are still good, regardless of which program your child is in right now. If you purchased a Cub family pass for one of the 2020 or 2021 canceled events, and "rolled over" your tickets; and your Cub has since crossed over to Scouts BSA, you do have the option of retaining that Cub Family pass and receiving a WashJam Cub Scout patch.

You may also decide to purchase a individual youth pass for your former Cub, and they would receive the green Scouts BSA version of the WashJam patch, and the holder of the Cub Family Pass would receive the yellow Cub Scout patch.

There is no requirement to upgrade your tickets, we are honoring the original tickets purchased prior to the two cancellations, regardless of their current membership; however, the type of pass you hold will determine which patch you receive.

Q: I am a Scoutmaster/Cubmaster, and some members of my unit have already registered individually. How do I know if someone has already registered from my unit?

A: Unit Leaders are encouraged to consolidate WashJam registrations as a single unit, however many individual Scouts have already registered. Check with the Council office to see how many people from your unit have registered so far. Even if you don't have payments from every member of your unit, we encourage you to [pre-register your unit](#), with an estimated number of youth and adults, to save money on registration fees.

Q: Do you want Adult Leaders to attend this event with their Scouts and if so, how much do the adults pay?

A: Yes, two deep leadership is required when Scouts attend without their parents, so adult leaders are expected to camp with their units, as they would on normal campouts or Camporees. There should be an adequate adult leadership ratio for the number of youth attendees. Adult leaders pay the same as the youth for the weekend pass, unless you are a parent of a Cub Scout. Cub Scouts should not camp overnight without their parents.

Q: I'm the Cubmaster and we will have a big group of Cub Scouts coming. Is it better to register by family, or as a pack? Trying to decide if the pack should collect the money or let the families do it themselves?

A: Cub Scouts can sign up as individuals with their parents ([Cub Family Weekend Pass](#)), or the leader can sign families up with your Pack Registration. Pricing information is on the next page. With the Cub Family Pass, parents attend at a reduced fee, saving \$63 per family! See page 11 for fee information.

Regarding group registrations, you can either have the Pack organize the registrations, so they are all grouped under one name, or let families register individually. Some families will want to sign up early and get the early bird prices, while others may sign up later and [pay the higher fees](#). The longer they wait, the more they pay. Only Scouts and leaders who registered by February 1, 2020 got an Early Bird patch.

Q: I am a parent of a Cub Scout, but I am also a Cub Scout Leader. Do I have to register and pay separately, or am I included in my 'Family Pass'?

A: Cub Scout parents who are also Adult Pack/Den Leaders are encouraged to register as a participant. Those adults not registered as Adult Leaders at WashJam will not receive a participant patch. Cub Scout families who purchase a [Cub Scout Family Weekend pass](#) will receive only one patch per family.

Q: Is it an overnight event for Cub Scouts or is it a day camp for them?

A: Both. WashJam is a council-organized family camping event. Cub Scouts and their parents & siblings are encouraged to spend the weekend camping with their parents in the Cub Scout Family Subcamp, but everyone is free to go home at night, if they wish. There are no 'day passes'. **Cub Scouts and siblings of all ages are allowed to camp overnight at WashJam, with their parents.**

Q: Are Cub Scout parents and siblings OK for overnight?

A: Yes. 2 Parents are included in the Cub Scout Family Weekend Pass, and Siblings 6 years old & up and youth guests pay the regular youth rate. They may spend the entire weekend camping as a family in the Cub Scout Family Subcamp. **Cub Scouts should not camp overnight without their parents.**

Q: Do Scouts BSA youth and Venturers spend the entire weekend camping?

A: Yes, the Scouts BSA weekend pass covers Thursday night through Sunday morning.

Q: Are Masks required at WashJam?

A: No, Masks are not required to attend WashJam, however all attendees must complete a [COVID screening questionnaire](#) and bring the completed form with them when they arrive at WashJam.

Q: Are BSA Medical Forms required for participation at WashJam?

A: The BSA Medical Form Parts AB are required, however the collection and management of medical forms is the responsibility of the individual Scout Units attending WashJam. WashJam medical staff will not be collecting or reviewing medical forms during the event.

The following COVID/Health Screening procedures must be followed:

1. Before departing from home, please complete the [BSA COVID Pre-Event Medical Screening checklist](#), and bring a copy with you.
2. All Scouts and adults must have a signed copy of the [BSA Annual Health and Medical Record Form Parts A&B](#) with them upon arrival. These forms will be maintained by the Unit Leaders (or parents, if applicable) during the event, and will not be submitted to WashJam staff.
3. Upon arrival at WashJam, check in at the Camp HQ Registration tent, and present your completed forms.

Q: What is the appropriate age limit for siblings to participate and can siblings be female?

A: 'Participant' siblings should be of Scouting age (6 - 21), and female siblings are OK.

Q: Do children who will be camping with their family but not otherwise participating in activities have to pay the sibling fee?

A: Yes. If they are aged 6 - 21, and on the WashJam site, it is assumed they will 'tag along' with the Cub or Scout and their parents and will participate in the activities. The siblings must pay the youth event fee, but the parents are included in the Cub Scout's Family Weekend Pass. Each paid participant (except Cub parents registered under a Family Pass) will receive a WashJam participant patch.

Q: Can Webelos and Cub Scouts participate in the Boy Scout events?

A: Cub Scouts may participate in Scouts BSA activities as appropriate to their age and program level. Certain activities are restricted to older Scouts, such as merit badges, the Leadership Challenge area and other activities as directed by the [Guide to Safe Scouting](#).

Q: What are the WashJam patches going to look like?

A: The WashJam 2022 patches will be revealed shortly. There will be different variations for Early Bird registrants, Participants, Event Staff, and more.

Q: Are other girl's scouting organizations, Campfire and American Heritage Girls Invited to WashJam?

A: Yes, all other girl's scouting organization members are encouraged to participate in WashJam.

Q: Is there a minimum and max number of Scouts that can sign-up for a unit?

A: There is no minimum or maximum number of scouts you can sign up at once. Individual Scouts can register separately, or they can register with their unit. There are no limitations for Scout Unit sizes. If your group is over 100 people, please [contact us](#) to make camping arrangements.

Q: Can we bring pets to WashJam?

A: No. Dogs, Cats or other pets are not allowed, please leave them home. Service animals with proper documentation are allowed upon approval.

Event Staff & Activity Stations:

Q: Do you need volunteers to help out on Staff?

A: Yes, volunteers are needed to help run [activity stations](#), and other things. [Sign up online as a volunteer staff member for \\$30](#) before August 1st*, and you will receive staff recognition items (staff t-shirt and patch**), all meals, and a 25% discount off the regular prices of WashJam branded gear.

Q: Why do I need to pay to be a staffer at WashJam?"

A: The answer is that we must collect a small fee, to help offset the cost of the benefits the event will provide for paid staffers. The value of the benefits outweighs the actual fee price, so we feel this is a fair deal, which will help make your staffing experience at WashJam more enjoyable. If you don't want to pay the \$30 staff fee, please see the options in the [WashJam 2022 Staff Fee Policy](#) (rev. 7/28/22).

[Find a list of staff opportunities here.](#)

To receive the 25% branded gear discount, staff must **register and pay the \$30 fee no later than **August 1, 2022.***

***Staff who register and pay past the August 1st deadline may be provided with meals and patches as long as supplies last, but no T-shirts. The \$30 staff fee is not subject to periodic increases, like the participant fees.*

Activity Stations & Vendor Midway

Q: Our Troop or Pack would like to run an **activity station in one of the program areas. How do we do that?**

A: WashJam is a combination of activities, food, and fun things to do that is provided primarily by you, the volunteer. Please email us and **let us know what you have in mind**. [Find a list of activity station opportunities here](#). Units who host an activity station will pay the \$30 Staff registration fee** for all youth and adults who will be participating in the activity station. Scouts, unit leaders or parents who are not participating in the activity booth will need to register as a 'regular' participant.

Fundraisers at WashJam

Q: Our Troop or Pack would like to run a Fundraising booth in the Vendor Midway. Is that OK?

A: If your Troop, Pack or Crew would like to put on fundraising booth to raise money for your Unit, please email us and **let us know what you have in mind**.

- Your fundraising idea must be approved by the WashJam Committee, and there may be restrictions involved with your idea.
- Approved Scout units who want to do fundraising at WashJam will need to pay the Unit Fundraiser registration fee of \$100.
- All staff at your fundraiser booth must be either registered as a participant or pay the \$30 staff fee.

[Fundraising Units register here](#), then [Download the Scout Unit Fundraiser Agreement](#)

Commercial Vendors

Q: What if I am a Commercial Vendor? How do I register?

A: Details for Vendor participation in WashJam 2022 may be found in the **Commercial Vendor Agreement**. If your product or service is complimentary to the Scouting program or supports the aims and goals of the Boy Scouts of America, your request will be reviewed for suitability.

- Examples include camping/outdoor gear, food & beverage trucks, sports equipment, and more.
- **Commercial vendors who advertise or sell products will pay a \$500 vendor fee.**
- Commercial booth **staff** pay no additional fees.

[Vendors may register here](#), then [Download the Commercial Vendor Agreement](#)

Non-Profit Organizations / Information Booths

Q: What if I am a Non-Profit Organization? How do I register?

A: If you are seeking to promote your non-profit or government organization at WashJam, and its mission is complimentary to the Scouting program or supports the aims and goals of the Boy Scouts of America, your request will be reviewed for suitability.

- Examples include the National & State Parks, National Wildlife Foundation, Trout Unlimited, Hands Across the Border, etc.
- Approved Non-profit organizations who are not selling anything pay no booth fees.

Non-Profits may register here, then **Download the WashJam Info Provider Agreement**

There are no booth fees for approved non-profit organizations or information providers.

Facilities:**Q: Will there be running water?**

A: No, there is no running water at WashJam. There will be water available for drinking and dishwashing.

Q: Will there be showers?

A: No, no showers will be available at WashJam.

Q: Can you have campfires?

A: Open wood campfires on the grounds are prohibited. Commercial, propane fueled fire pits and BBQ's are allowed, provided a nonflammable platform is used (concrete blocks, nonflammable stand, etc.) AND clear said area of not less than 15 feet in diameter of any/all flammable materials.

Q: Can we bring our own firewood?

A: No, open fires are not permitted, so do not bring your own firewood.

Q: Can we bring a BBQ Grill?

A: Yes, as long as the hot part of the grill does not come in contact with the ground. See the section on Campfires and Stoves for details.

Q: Will meals be provided for the Units?

A: No, all participants are responsible for their own meals and preparation.

Logistics:**Q: Are RV's or other recreational vehicles allowed in the Sub Camps?**

A: No. We are not set up to accommodate RV's at WashJam. If you must bring one due to health reasons or for any other reason, it will be restricted to the off-site overflow parking area, with no hookups. Your unit must be self-contained. RV generators may not be operated after Taps.

Q: If we don't want to camp, are there hotels nearby?

A: Yes, many hotels are available in nearby towns, such as [Lakewood](#), [Tacoma](#), [Dupont](#) and [Lacey](#).

Q: Are we going to need a Military guest pass to get into the area where WASHJAM is being held?

A: No, the event is held at Fort Steilacoom Park, a public park in Lakewood, WA, outside of JBLM.

Q: What about BSA Medical Forms? Do we need to bring them, and turn them in to WashJam staff?

A: Yes the standard BSA Medical Forms Part AB are required, but NO, WashJam staff will not be collecting them from you. Collection and storage of medical forms are the responsibility of the individual unit leaders.

Q: What about medications? My Scouts take various medications; who will store and administer them?

A: Individual unit leaders are responsible for storing and administering medications brought to WashJam. The WashJam medical team will not be taking possession of any medications.

Q: Do we need a Tour Permit?

A: No, tour permits are no longer required.

Q: Will all cooking be done in our subcamp or will there be food for purchase?

A: Yes, cooking is done at the Troop and Pack campsites, but no 'unit meals' will be provided for participants. Some 'fast food' will be available for purchase but should not be relied upon to feed your unit.

Q: Will there be food, propane and camping supplies available for sale at WashJam?

A: No. However, WashJam is located near several big cities such as Olympia, Lakewood and Tacoma, so you can purchase groceries and propane most anywhere along the I-5 corridor. No camping supplies will be available for sale on the WashJam site, except for souvenirs. There is a Cabelas, Bass Pro, REI and Sportsman's Warehouse nearby.

Q: Can Webelos and Cub Scouts participate in the Boy Scout events?

A: Cub Scouts may participate in Scouts BSA activities as appropriate to their age and program level. Certain activities are restricted to older Scouts, such as merit badges, rocketry, the Leadership Challenge area and other activities as directed by the [Guide to Safe Scouting](#).

Q: How do we sign up for activities?

A: There is no formal sign up for most activities, everything will be open to all participants. Sign up for some structured classes, such as certain merit badges, and other workshops will be offered online and on-site.

Q: Are unit programs scheduled, or are activities first come, first served?

A: First come, first served. Certain merit badges and activities will have scheduled classes. There will be an Arena Show on Friday and Saturday nights, plus a Zombie Invasion night hike on Friday night after the show. There will be no formal scheduling of programs for individual units.

Q: What will be happening at WashJam?

A: Lots of things! Nearly 200 different activity stations, vendor booths and advancement opportunities exist at WashJam. Review the Scouts BSA and Venturing activity list, or the Cub Scout World activity list, found on the WashJam.org website.

Q: Will there be religious services at WashJam?

A: Worship services are planned for all interested Scouts and Scouters. A non-denominational Scouts Own Interfaith Service will be held on Sunday morning. Service times and locations will be posted at WashJam.

"A Scout is Reverent" – please respect your fellow Scouts.

Other Questions? [Contact us](#)

Q: Where is WashJam Located?

A: The WashJam site is located at Fort Steilacoom Park, located at **8714 87th Ave SW, Lakewood, WA 98498.**

GPS Coordinates: 47.1378668,-122.5260098

Detailed directions and a map may be found on the next page.



Directions:

The WashJam site is located at **Fort Steilacoom Park**.

Street Address: **8714 87th Ave SW, Lakewood, WA 98498**

GPS Coordinates: 47.1743862,-122.558479

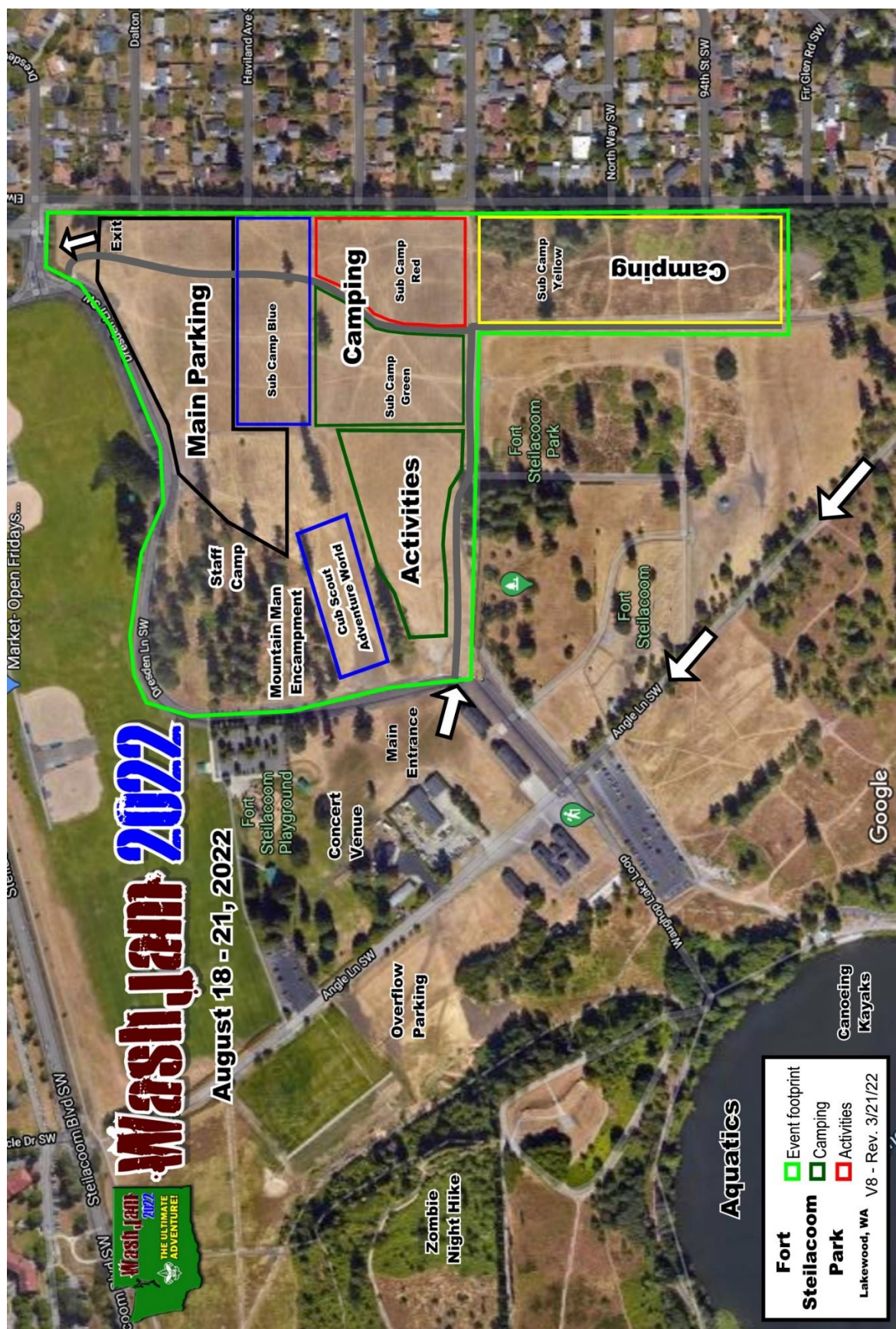
- From I-5, take Exit 124 to Gravelly Lake Drive.
- Follow Gravelly Lake Drive to the left
- Turn left at Washington Blvd. SW
- In one block, turn right on Interlaaken Dr SW and go 1 mile.
- Turn Left on 104th St SW
- Turn Right on Hipkins Rd. SW
- Turn Left on Angle Lane SW
- Veer Right on 87th Ave SW
- Turn Left on Dresden Lane SW, and enter the Park
- **Follow the Google Map directions to Fort Steilacoom Park**

[View an interactive map on WashJam.org](#)

Details may be found on the event website: **<http://www.WashJam.org>**

Other Questions? [Contact us](#)

This map shows the layout of the WashJam site, at Fort Steilacoom Park in Lakewood, WA.



Download a copy here: <http://washjam.org/Documents/WashJamMap2022.jpg>