



# *EuroCamp 2014*

## *ITALY*

### *InfoLetter N° 6*

### *WELCOME !!!*



*Dear Brother Scouts,*

*This Infoletter aims to give you a final view about the forthcoming EuroCamp 2014.*

*Every single person and group is asked to do their best to help us to have a good camp.*

*The countless efforts of many volunteers make this camp happen.*

*The participants – you – are the most important people at this camp.*

*I need your personal support, so we all will have a very exciting week.*

## What to do on arrival ?

The Leader of the Association / Group / Unit must come to the Camp Office located near the Camp Headquarter, (arriving from the camp secondary entrance, see map).

Hand in a list of all your participants and what section they belong to (Beaver, Cub, Scout, Rover, Leader, Helper).

You will receive information about your camp site.

Afterwards talk about details with your Subcamp Leaders.

Get the EuroCamp badges and neckerchiefs with the color of your Subcamp, for all your participants.

Make sure that all vehicles belonging to your group have a parking place at the designated areas (according to the parking guards instructions).

After that, unload your vehicles and start setting up your camp.

Access to the campsite with car (no coaches) is only allowed on the arrival and departure dates. It is not possible to leave the official field paths.

If you need the help of a van, please ask to the Camp Office

Put up your tents and camp constructions.

Please, also if B-P Park is a wide place, we are in a very great number, so think to your neighbours.

Wherever damage to the fields are possible, remove pieces of the grass and store them separately, so that they can be put back in their place of origin before departure.

(some water might help the grass pieces survive )

## During the camp

### Camp organisation

The camp will be organised in to five Subcamps, as on Infoletter N° 3. (We changed the color of Subcamp Gens FLAVIA from Red to Orange, and the color of Subcamp Gens DOMITIA – Rover – from Orange to Red )

Each Subcamp will have a Subcamp Leader and an Assistant Subcamp Leader.

The Leader will be your first address in case of queries and challenges, this will help to have things sorted more quickly.

All Scouts should be prepared to lend a helping hand before, during and after the camp for setting up, playing and dismantling.

### Daily General Camp Schedule

07:00	Wake Up
	Breakfast
09:00	Open Morning Activities
10:30	Staff Meeting
12:00	Close Morning Activities
12:30	Take Lunch ( L )
13:00	Lunch
16:00	Open Afternoon Activities
18:30	Close Afternoon Activities
18:30	Staff Meeting & Activities Staff Meeting
19:00	Take Dinner + Breakfast ( D+B )
19:30	Dinner
21:00	Activities / Games / Campfire
22:00	End Activities – Goodnight
23:00	Lights Out – Silence

## *Flag ceremony*

*Flag break and flag down of flags of all participating countries and WFIS, as well as the European flag, will be conducted only at Opening and Closing ceremonies.*

*Full uniform is expected for this.*

## *CAMP RULES* ( as on *Infoletter n° 2*)

*Some rules are inevitable with such a large number of people living together for one week. Here are some basic rules that everyone needs to follow.*

*Please have very clear in mind that all leaders of your Association (no matter whether Unit or Association) are responsible for your members!*

*With your registration you accept the following rules:*

- Camp night silence from 23:00 to 7:00.*
- No alcohol is allowed, except inside the main meeting tent for authorized people only.*
- Smoking only in the designated areas.*
- Absolute zero tolerance with any kind of illegal behaviour!*
- During summertime in the Lazio Region it is absolutely forbidden to have free wood fires, and it is not permitted to collect timber in the surrounding forest.*
- Each group and every person is responsible for good order and cleanliness in and around own camp and own tents.*
- Avoid accidents by using common sense.*
- No cars are permitted on the campsite except authorized vehicles.*
- Being polite and fair are self-evident qualities for Scouts.*
- Over all, always remember "to obey the Scout Law"-*

We hope that, with the help of these rules, both adults and minors will feel well. All Participants will accept the different cultures and living customs of other countries. Be tolerant: we will all feel better if we show mutual respect. Those who do not follow the rules will be expelled with no refund and sent home.

## PROGRAMMES HIGHLIGHTS

### Beaver

The JONES Family was very excited because this year they decided to meet a lot of friends who invited them and the Beavers to visit Italy, to know some very Old Families of the place, and play a lot of games with them.

Some of these games are played as ancient Romans, where Beavers make dresses by themselves, or play music with simple, self-made ancient musical instruments like sistrums, drums and the like, to show also at the Roman Market.



### Cubs



Cubs will play adventures and a lot of games based on Ancient Romans way of life. Every day a big game like two-horse chariot race or great slide from the Colosseum or visit to Roman old houses and so on.

Cubs will also participate in the Roman Market.

## Scouts



*Of course the main programme is the one for Scouts.  
As explained on Infoletter n° 3.*

**PIONEERING**

**PATROL TWINNING**

**HIKES**

**THEME ACTIVITIES**

**WORKSHOPS**

*are some of programme items.*

*For the Scout Section some activities, either technical or games, will be carried out by pairs of twinned Patrols from different countries.*

*So, many "patrol activities" are to be understood as "an activity carried out by a team made up of two twinned patrols."*

*The workshops are a part of the Scout Section programme quite every day.*

*The Workshops are all different and will be organized inside each Subcamp.*

*We will give the necessary materials, and they will be managed by a member of the Activity Team with the Leaders and Troop Leaders of the Subcamp, so all of them are involved with the activities.*

## **Rovers**



The Themes for the Rover Section will be Service to Others, Great Adventures Outside the Camp and play games and have fun !

Service to Others at the EuroCamp will include helping the local community to build up a little playhouse for children. Great Adventure Outside the Camp will also include reaching strange places in the surroundings.

Also Rovers will take part in the Roman Market.

## **GENERAL INFORMATIONS**

### **Camp Materials**

Please don't forget to carry with you all necessary material for a scout camp as rope, saw, compass, etc., etc.

**DON'T FORGET SUN PROTECTION !**

### **Costumes**

For some activities we would like you to be dressed in Ancient Roman style.

The more authentic the more exciting the games will be.

### **Pioneering poles**

There will be sufficient pioneering poles. You will receive 18 poles (of about cm 7 x 220 each) every Patrol of at least 6 Scouts.

You have to carry with you pioneering materials.

### **Catering**

A personal catering will be offered at this camp. This means we

need less resources for cooking and have more time to care about the children. Of course you will have food only for registered people. (Infoletter n°2)

### **Water**

All water is drinking water.

### **Electricity**

A steady electrical power supply is not available. May be that it will be possible, at fixed times, to recharge electronic equipment only at the Headquarter.

If possible, carry with you solar recharging equipment.

### **CAMP FIRES**

The Camp staff will show you where it is possible to do campfires, and **MUST** approve it. Each approved campfire must have pails of water and/or fire extinguisher nearby.

Firewood will be supplied by the Staff.

**NO free fires allowed.**

### **Sanitary facilities**

There will be a sufficient number of toilets, washing places and showers, but all with cold water. If you want hot showers, carry with you solar shower bags.

Of course, if all peoples in the Camp open all taps and showers at the same time, may be that we will have some water problems, so, please, use water carefully.

### **Waste/Recycling**

Apart from night silence, waste can be carried to the central waste disposal. Ask for the location at the Camp Office.



All waste can be collected in one waste container for eco-friendly waste processing.

### **Main tent**

The main tent serves as Office and Staff Meetings in daytime and as a meeting hall at night.

Fresh drinks will be available from 22:00.

The Italian youth protection law applies.

Access allowed only to Leaders.

### **Information board**

Next to the main tent and in each Subcamp you will find an information board.

All important informations will be published there. Please check for any kind of news or for any changes to the programme.

### **Meeting point**

The meeting point for all activities is the information board in each Subcamp.

If you want to meet somebody, meet him there !

### **Camp shop**

Souvenirs, post cards, badges, useful things will be available at the camp shop. More details on the site.

### **Lost and found**

Please bring found items to the Camp office. Please check regularly if you lose something.

### **Postmark**

We will have a special postmark with the official emblem of the EuroCamp. For one day (we will inform you) we will have a Post Office

in the Camp that will stamp your letters and postcards with this special postmark. (not only for philatelists !!)

### **Night guard**

Times for night guard are from 22:30 to 7.00 the following day. More information about guard duties will be given in camp.

### **Duties**

Several toilets and washing places are on the campsite. Please check via the daily programme information, as to which dates your Subcamp is on duty for cleaning. More information, as well as the cleaning equipment will be available at the Camp Office at specific times. Please help us to keep the camp tidy and safe – do this duty thoroughly and on time.

### **What to do on departure?**

#### **To all**

- Remove all tents and camp constructions
- All material should be brought back and stored at the place you got them from, or according with the instructions of the Subcamp Leader
- Load all your equipment in your vehicles
- Fill all holes in the ground and put the grass pieces back in their original place
- Clean your campsite.

#### **To the Leaders**

- The Subcamp Leader will check your campsite – follow his instructions to secure a harmonic procedure
- Report your departure to the Camp Office.

### ***Tourist informations***

The most interesting Places in the surrounding of the Camp are Sutri, Bassano Romano, Barbarano Romano, Capranica, more far (30 km) Viterbo. At about 50 km, Rome.

Ask also to the Camp Office.

For information about places of interest, historic sites, shopping and travelling, we suggest to contact the local tourist informations via internet

### ***Cash/Valuables***

As we are not responsible for lost or stolen valuables or cash, please be careful.

The nearest ATM (cash machine) is in Bassano Romano.

ALL PREVIOUS INFOLETTERS, ENGLISH VERSION, ON THE WEBSITE :  
[www.eurocamp14.org](http://www.eurocamp14.org)

***Looking forward to meet you all !!***

***Ruggero***

***EuroCamp 2014 Coordinator***

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