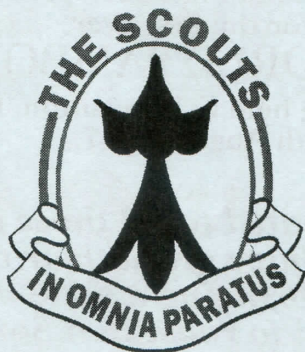




THE
2007 DISCWORLD JAMBOREE
JOLLY USEFUL LITTLE
BOOK OF
SCOUTING

THIS BOOK BELONGS
TO:

OF: TROOP

This little booklet has been produced exclusively for the first ever
DISCWORDL JAMBOREE
that is being held in Wincanton, from the 3rd to the 5th August 2007.

It is dedicated to all those good folk who have given their time & sanity to bringing a little bit of Discworld to roost in a Somerset field for a short while.

THANK YOU ALL

May your knees bronze, your badges shine, and your woggles never waiver.

Bernard & Isobel Pearson
Wincanton. 2007.

The creator of this humble offering would like to thank Mr TERRY PRATCHETT for all his help. Thank you Sir, I shan't do it again, promise. I'll go straight, really I will, honest.

The Ankh-Morpork & District Scouting Association



**I PROMISE TO OBEY
THE SCOUT LORE
AND DO MY DUTY
TO [insert name of deity or preferred alternative]
AND THE PATRICIAN/
LOW KING/
DIAMOND KING /
OTHER.**

↔
In proclaiming the OATH the Scout should stand erect, face the flag, and hold the salute.

During the opening ceremony of a meeting the troop, led by its leader (or designated Scout), will Affirm the OATH facing the flag. The leader (ditto) alone will salute, the rest of troop will be held *at the attention*.



Rules of the Ankh-Morpork & District Scouting Association (Not Affiliated)



1: A Scout must obey up to a point.

2: A scout must be honest & true even when an alternative presents itself.

3: A Scout must greet all creatures and species as friend, or if not exactly a friend, at least not as a target.

Regrettably this applies particularly to Trolls and Dwarves. There is no room for Koom Valley in the Scout Hut, and do remember that the Überwald Playgroup Association has the room after us.

4: A Scout must never swear or use profane language, signs, or gestures even if he is in a position to believe that the rest of the pack won't understand what he is saying.

5: A Scout must be clean and bathe or sandblast at least once a month.

Troll Scouts in particular should not adopt the fashion for body carvings and promiscuous growth of lichens.

Dwarf Scouts should wear clean under-leathers on all public occasions.

6: A Scout must never change shape in front of other Scouts unless instructed to do so by his or her patrol leader.

7: A Scout must abjure the Demon Drink and all other substances that degrade the intellect and befuddle the senses. viz Slab, Scrape, Sliver, and any other narcotics, potion, weeds, or recreational drug or drink.

Scouts of the Überwald pack will not need telling what they must abjure.

8: A Scout must be pure in mind and not succumb to urges, especially if brought on by any of the above.

9: A Scout must keep his/ her/ its hands visible at all times.

10: A Scout must be polite and never expectorate in a public place.

11: Scouts who have joined the Thieves' Guild Troop are allowed to practise their craft as part of normal Scouting activities, on the strict condition that everything is returned to its rightful owner after the flag has been lowered.

12: Scout Knives are an acceptable part of the Scouts dress, but should be of a length not greater than 30 inches. Battle Axes of a weight not greater than 8 pounds and clubs of a weight not greater than 10 pounds are also acceptable



SALUTING

SALUTING IS A COURTEOUS OBSERVATION BETWEEN SCOUTS AND A RESPECTFUL GREETING BETWEEN ANY SENIOR OR JUNIOR IN RANK.

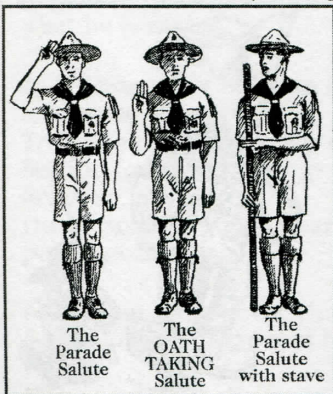
It shows that scouts have put aside any cultural or species differences and meet together in friendly harmony under the scouting banner.

The history of saluting is an old one amongst all species.

Warriors have always acknowledged the differences of rank with martial gestures. The raising of the right arm to bring the hand in line with the brow being the most common, it showed that the right hand was empty of any weapon or missile.

We in the Ankh-Morpork & Districts Scouts (unaffiliated) also salute.

We raise our right arm or appendage, like the warriors of old, not to show we are unarmed, for that is taken on sacred trust, but to prove we have laid aside any of the differences or conflicts that has bedeviled our society for ages past.



Our Salute is made with the palm, or widest part open and to the fore, three fingers extended denoting our sacred oath, To Obey, To do our Duty, and that which is the unwritten law, secret only to our movement, To be a friend to all other scouts regardless of race, colour, or specie.

We salute our flag, for under its benevolent canopy we strive to become better scouts.

We salute those whose station or rank is above ours, for our movement is egalitarian and just, and one day we might through due diligence and hard work achieve those heights ourselves.

We Salute each other, in the brotherhood of scouting, happy to meet, sad to part, but happy to meet again, and always mindful of our motto
'IN OMNIA PARATUS'
Ready for Anything,



ANSWERS TO THE TRACKING QUIZ. "P...S..."

1. Lemur 2. Rabbit 3. Vermin 4. Reversed Ptarmigan 5. Wombat 6. Grey Squirrel 7. Badger 8. Red Squirrel 9. Cat 10. Werewolf 11. Drunken Gnome 12. Skunk 13. Small drunken Gnome with a smaller Gnome doing handstands behind his back 14. Don't Know 15. Hominoid

Remember.

Rule 3 applies to us all.

A Scout must greet all creatures and species as friend, or if not exactly a friend, at least not as a target.



OUR SCOUT EMBLEM.

*Known to the 'chaps' as
The Old Flur-de Knees.*

I'm sure as good scouters you know your 'Lore of the wily Vermin', that creature of the cold and desolate Hublandish regions of the Ramtops.

Its fur being much prized has long been a symbol of wealth, high birth, and even royalty, as well as being jolly useful to the creature itself.

The markings on the fir have been taken into heraldry as denoting Royalty or High Station, and many a noble monarch has fought with his mighty shield thus adorned.

But there is no nobler calling than the SCOUT. Monarchs will lay aside the staff of office, and serfs the plough, to be as one under the banner of The SCOUT.

So in our NOBILITY OF PURPOSE, we too have adopted this symbol, and to make it our own we asked the Collage of Heralds to adapt this ancient mark to one that will encompass both this new age, and our new movement.

Three Peaks above,
we strive to obey our
Sacred Oath, the
three peaks below,
denoting the three
great races that form
the bedrock of our
city.



The wily Vermin

BADGE AWARDS

There are many useful and varied things a Scout can do to broaden their experience of being a 'Good Scout'. Some of these can earn badges (or patches) to adorn their uniform, by taking part in the 'Badge Activities' that make up an important part of the regular meetings.

A BADGE SHOWS THAT A SCOUT HAS ACHIEVED PROFICIENCY IN THAT SUBJECT, EITHER BY APPLICATION OR STUDY.

After having an examination, or demonstration, on the subject, the scout has his achievement card endorsed by the examiner. This is then ratified by a staff officer who is empowered to re-examine the scout to ascertain his/her/its prowess in the subject in question, and the relevant token of achievement is issued.

If the Staff Officer suspects that some pecuniary advantage has been given by the Scout concerned to the examiner, then that proficiency badge will be revoked, unless the badge in question was one for 'Commercial Competence' in which case such a bribe is part of the examination in the first place.

Badges are to be worn where ever possible on the right arm of the uniform, however where there is no uniform covering the upper body of the Scout, then they can be worn on a sash, girdle, or tattoo.



BADGE AWARDS



Jamboree 2007
ANIMAL LOVER



Jamboree 2007
ARTIST



Jamboree 2007
SEMAPHORE



Jamboree 2007
DIGIT MAKING



Jamboree 2007
ARTIFICER



BARBER SURGEON



Jamboree 2007
CORSET MAKING



Jamboree 2007
ENTERTAINER



Jamboree 2007
ARCHEOLOGIST



Jamboree 2007
CHAUFFEUR



Jamboree 2007
CRAFT



Jamboree 2007
FITNESS



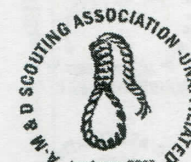
BADGE AWARDS



Jamboree 2007
GARDENING



Jamboree 2007
JUGGLING



Jamboree 2007
KNOTTING



Jamboree 2007
NEEDLECRAFT



Jamboree 2007
INSECT LOVERS



Jamboree 2007
K of H - HISTORY (Red)



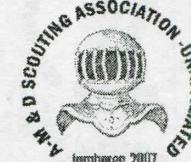
Jamboree 2007
LEECH WRANGLING



Jamboree 2007
ODE WRITING



Jamboree 2007
IGOR BANDAGING



Jamboree 2007
K of H - SQUIRES (Blue)

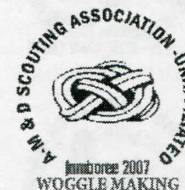
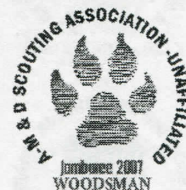


Jamboree 2007
MAGIC MILLINERY

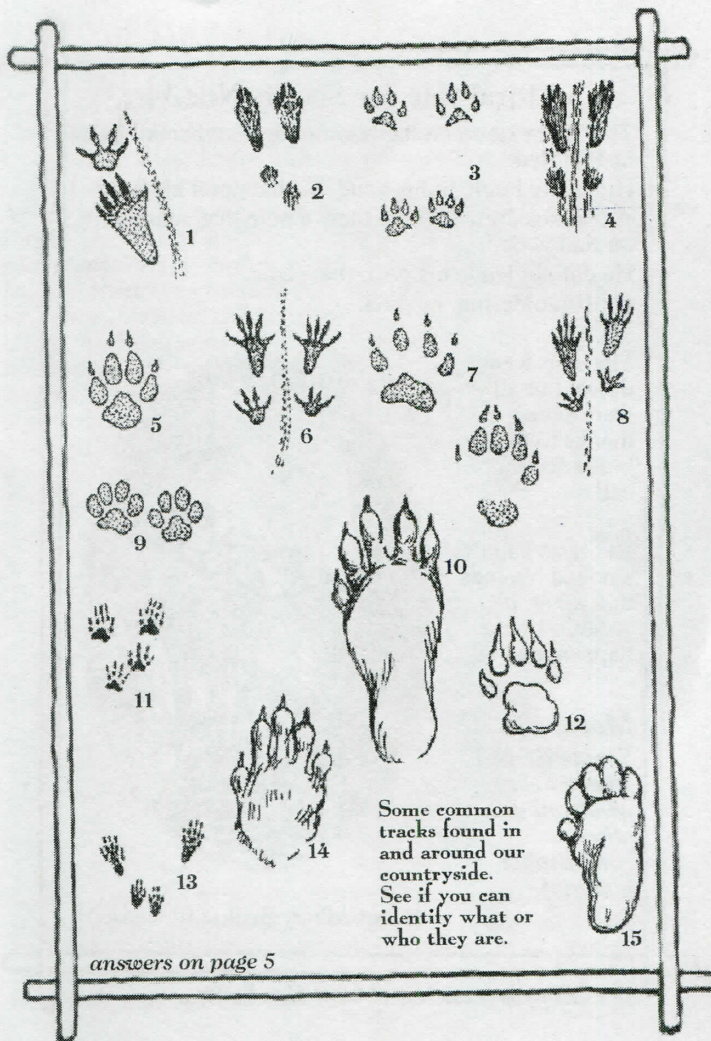
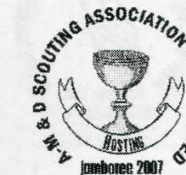


Jamboree 2007
ORIENTEERING

BADGE AWARDS



Achievement
Badges for specific
tasks for the 2007
Jamboree



Some common
tracks found in
and around our
countryside.
See if you can
identify what or
who they are.

answers on page 5

A Moral tale for Scouts No: 34

The Scout stood on the burning deck, when all but he had fled.

His trusty bugle in his hand, his hat upon his head.
As flames drew nigh he blew a note that sounded far and wide.

He did not leave his post, that scout,
until smoldering, he died.

The ship went down, but all were saved,
thanks to that brave scouts call.

But if he hadn't smoked his fags that night, it wouldn't have happened at all.



Moral
Scouts **DON'T** smoke near whale oil or other combustible material.

Scout Albert Brillloe (deceased)

Line illustrations courtesy of Scout Alan Batley

First Aid Tip No 68.

The Emergency Treatment for the effects of **EXTREME SNEEZING.**

The Effects of Extreme Sneezing can be a severe loosening of the scalp, and evacuation of the primary sinus tissue via the nasal passages.

Apply a stiff crepe bandage, and affix with a safety pin. Block the nostrils with cotton or other wadding, and place patient face down in a darkened room.

Insure that the patient has no access to snuff, pepper, or other granulated irritant.

Bind the hands to a convenient strong object, and restrain the torso.

Loosen clothing and call for expert Medical Help.



Scouts will have **SWORN ON OATH** not to indulge in any substance that degrades the temple that is our corporeal form. **EXTREME SNEEZING** is demeaning, dirty, & Dangerous. By taking recreational irritants a Scout can be led by the nose, from the path of Clean Living.

[illegible]

This image shows a single sheet of white paper with horizontal black ruling lines. The lines are evenly spaced and run across the width of the page. There is a vertical margin line on the left side, creating a narrow left margin. The paper appears to be from a notebook or a standard ruled sheet of paper.