



welcome to the wild

chamboree₂₆

Master Information Pack
for Leaders & Adult Volunteers

8th - 15th August 2026
The Royal Cheshire Showground



chamboree.org.uk

How to use this pack

The website (www.chamboree.org.uk) is the definitive source of published updates. If anything changes after this pack is issued, the website and daily leader briefings confirm the latest position.

This pack includes:

- Full adult handbook (leaders + IST)
- Key timings (tables + day-by-day schedule)
- Camping and hygiene guidance (good camping appendix)
- A-Z quick index (so nothing slips)
- Audience quick guides (participant one-pager, leader quick guide, IST guide) as appendices.

Detailed safety, operational and compliance expectations are defined in the Chamboree Policy Suite. This handbook summarises key expectations but does not replace or override those policies.



Your Map of the Kingdom (...the contents)

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Welcome to Chamboree 2026

1.1 Welcome from our Camp Chief

Hello and welcome to Chamboree 2026 - Cheshire's 10th Quadrennial Jamboree, and our wildest adventure yet!

This summer, more than 6,000 Scouts and Guides from every habitat will come together at the Cheshire county showground for a week of fun, friendship and unforgettable memories.

With our animal kingdom theme leading the way, we're celebrating adventure, curiosity and the incredible natural world we all share.

This year, Chamboree has officially gone wild - we've teamed up with Chester Zoo to give every participant a world-class conservation experience as part of their week.

Thank you for being part of this amazing milestone event. Together, we're creating something truly special for every young person who joins us.

See you on the showground - get ready for a wild week.



Dave H

Dave Hopley
Camp Chief, Chamboree 2026

1.2 The Campsite

Set in the heart of the cheshire countryside, the showground offers over 250 acres of greenfield space. It sits close to Manchester and Liverpool and has excellent transport links.

1.3 Site Address

Cheshire Agricultural Showground, Pickmere lane, Tabley, near Knutsford, Cheshire, UK.

Postcode: WA16 0JJ What3Words: **///** photos.speaking.princely

Follow directions to “Cheshire Scouts Chamboree”.

Please follow the traffic management instructions provided with your arrival information. Participants and day visitors must use the Main Entrance via Pickmere Lane. Due to local traffic management measures and road closures, satellite navigation may not provide the correct route. Please follow Chamboree signage and steward instructions on arrival.

1.4 Key Contacts

Contact form: www.chamboree.org.uk/contact

Bookings/admin: bookings@chamboree.org.uk

Transport/shuttles: transport@chamboree.org.uk

1.5 Emergency Telephone Number (leaders only)

Your home contact (in touch contact in UK) will require a phone number should they need to contact you in an emergency. The number to give them is: **01565 337878**. It is for emergency use only and not for passing routine messages. It is operational between Friday 7 August and Saturday 15 August 2026.

1.6 Who's Who (Your Chamboree Leadership Team)

Here are the people steering Chamboree 2026 - together, they support hundreds of volunteers working across all areas of camp delivery to ensure a safe, successful and memorable Chamboree for everyone involved.

Dave Hopley - Camp Chief

Overall leadership and strategic direction for Chamboree.

Huw Morgan - Project Manager

Coordinates event planning, governance and delivery across the wider event team.

Laura Livingstone - Camper Experience Lead

Subcamps, welfare, safeguarding and participant support.

Nick Hirst - Programme Lead

Programme, activities and participant experiences.

Nigel Flatman - Operations Lead

Site operations, infrastructure, logistics, transport and event services.

Sue Clough - Media Lead

Communications, media and marketing.

Richie Thornley - Retail Lead

Retail operations, trading and commercial services.

John Bennett - Safety Advisor

Provides safety advice, assurance and support across event planning and delivery.

Sam Davies - Administrative Support

Provides administration, coordination and organisational support across the Chamboree team.

2 Before You Arrive

2.1 Leader Essentials

Big camps run smoothly when the basics are done early. Use this section as your pre-departure checklist and briefing guide.

- ☒ Complete booking and check published deadlines.
- ☒ Appoint your in touch/home contact and brief them.
- ☒ Brief all adults on safeguarding, emergency routes, behaviour and welfare.
- ☒ Finalise travel plans and request shuttles at least 4 weeks prior if needed.
- ☒ Confirm ratios and adult vetting for the full duration.
- ☒ Plan catering, food storage, and waste/water management for a large camp.

2.2 What You Must Include in a Safety Briefing (Leaders)

Before you arrive, give a clear briefing to leaders/helpers and young people. This should include:

- Fire and safety precautions in your camp and cooking area.
- What to do in the event of an accident or emergency.
- The conclusions of your risk assessments.
- Avoidance of ill-health: handwashing, hydration, reporting illness early.
- Seatbelt use on coaches and buses (where fitted).
- They need to listen to safety briefings at activities.
- Out of bounds areas (ponds, downrange areas, generator zones) and site boundaries.
- Wristbands must be worn at all times; lost wristbands reported immediately, at the welcome tent, where replacement bands can be obtained
- Behaviour expectations (no bullying, no damage, respect facilities and others).

3 Getting Here

3.1 Arriving by Car

The route to Chamboree will be signposted from most major roads. Please ensure your car pass is hung from your rear-view mirror. Once on site, be ready to get into lane for your subcamp as directed by marshals.

Important notice: due to our proximity to the M6 and A556 it is essential that you follow marshal directions to avoid congestion on main roads.

3.2 Car Routes

The route to Chamboree 2026 will be signposted from major roads. Please follow the directions below and **display your pass** clearly on your rear-view mirror. For safety and to avoid congestion, **do not use any routes other than those described**.

Once on site, marshals will direct you to your subcamp lane. Due to proximity to the M6 and A556, it's essential to follow marshal instructions.

From the M6:

(cars only, unsuitable for large vehicles)

- Leave the M6 at Junction 19.
- Take the exit for the A556 towards Altrincham.
- Take the first exit signposted Mere (A50) / B5569.
- At the end of the slip road, take the first exit at the roundabout onto Old Hall Lane.
- Follow Old Hall Lane until reaching the junction with the triangular central verge and bear right onto Budworth Road.
- Follow Budworth Road for approximately 1.25 km (¾ mile).
- Turn left into Frog Lane (Pickmere Lane is closed).
- After approximately 340m, turn left into School Lane.

- Follow School Lane to the junction with Pickmere Lane.
- Proceed straight across into the Showground, following Chamboree directional signage.

From Knutsford, Macclesfield and Wilmslow:

- Leave Knutsford via the A5033 Northwich Road.
- Cross the M6.
- At the traffic lights, join the A556.
- **Large Vehicles:** Turn left and follow instructions **From Northwich - All Vehicles** below.
- **Cars:** Turn right and follow the route below.
- At M6 Junction 19 roundabout, continue straight ahead on the A556 towards
- Altrincham.
- Take the first exit signposted Mere (A50) / B5569.
- At the end of the slip road, take the first exit at the roundabout onto Old Hall Lane.
- Follow Old Hall Lane until reaching the junction with the triangular central verge and bear right onto Budworth Road.
- Follow Budworth Road for approximately 1.25 km ($\frac{3}{4}$ mile).
- Turn left into Frog Lane (Pickmere Lane is closed).
- After approximately 340 m, turn left into School Lane.
- Follow School Lane to the junction with Pickmere Lane.
- Proceed straight across into the Showground, following Chamboree directional signage.

From the M56 (Chester, Warrington and Mersey Weaver) - All Vehicles:

- Leave the M56 at Junction 10.
- From Chester, take the fourth exit onto the A559 towards Northwich.
- From Manchester, take the first exit onto the A559 towards Northwich.
- Follow the A559 for approximately 9.2 km (5.7 miles).
- At the traffic lights, turn left onto the B5391 towards Wincham.
- Continue through Wincham on Church Street, which becomes Pickmere Lane, for approximately 3.5 km (2.15 miles).
- Turn right into the Showground entrance, following Chamboree directional signage.

From Northwich - All Vehicles:

- Leave Northwich via the B5075 New Warrington Road.
- After approximately 1 km, turn right onto Chapel Street towards Wincham.
- Continue to the traffic lights at the junction with Marston Lane and Hall Lane.
- Proceed straight ahead onto the B5391 Church Street towards Wincham.
- Continue through Wincham and onto Pickmere Lane for approximately 3.5 km (2.15 miles).
- Turn right into the Showground entrance, following Chamboree directional signage.

IST Routes (Gate 2):

From Chester, Northwich and Holmes Chapel:

- Follow the A556 towards Manchester.
- After passing Northwich, continue through the junction with the A559.
- Continue on the A556 for approximately 2.4 km (1.5 miles).
- Turn left into Flittogate Lane.
- Indicate well in advance and slow down gradually so following traffic is aware.
- The IST entrance (Gate 2) is approximately 300m on the left.

From the M6, Knutsford and Wilmslow:

- From M6 Junction 19, follow the A556 towards Northwich.
- From Knutsford or Wilmslow, join the A556 towards Northwich.
- Continue for approximately 3.5 km (2.2 miles) to the Northwich roundabout.
- Travel all the way around the roundabout and return on the A556 towards the M6.
- Continue for approximately 2.4 km (1.5 miles).
- Turn left into Flittogate Lane.
- Indicate well in advance and slow down gradually so following traffic is aware.
- The IST entrance (Gate 2) is approximately 300m on the left.

From Warrington and Mersey Weaver:

- Leave the M56 at Junction 10.
- From Chester, take the fourth exit onto the A559 towards Northwich.
- From Manchester, take the first exit onto the A559 towards Northwich.
- Follow the A559 for approximately 9.2 km (5.7 miles).

- Continue through Wincham and along Pickmere Lane for approximately 3.5 km (2.15 miles).
 - Do not turn into the Main Entrance.
 - Continue past the Showground entrance and turn right into Flittogate Lane.
 - Follow Flittogate Lane to Gate 2, following event signage.
-

3.3 Leaving the Site

Participants:

- All participant vehicles must turn left when exiting the Showground towards Northwich.
- Continue through Wincham and follow local traffic management signs.

IST:

- Turn left when leaving Gate 2 and follow Flittogate Lane.
- At the end of Flittogate Lane, turn left towards Northwich.
- Continue through Wincham and follow local traffic management signs.

3.4 Arriving by Train (and Shuttles)

Tickets can be booked via national rail (www.nationalrail.co.uk) or thetrainline (www.thetrainline.com).

Train stations near to Chamboree:

Manchester-Chester railway: Plumley (2.7 miles, shuttle collection point - must be pre-booked), Knutsford (4 miles, shuttle collection point - must be pre-booked), Northwich (4 miles).

Liverpool-Crewe railway: Hartford (8 miles, shuttle collection point - must be pre-booked), Winsford (9 miles).

Shuttle: must be pre-booked.

Complete the form below, which must be completed at least 4 weeks before the event and provide arrival times and baggage size.

Complete Passenger Transport Booking Form



3.5 Arriving by Air

Manchester airport is only 13 miles from Chamboree. we recommend incoming flights arrive at Manchester. For help/advice, contact transport@chamboree.org.uk.

4 Subcamps

Chamboree is organised into five participant subcamps plus Everest for IST. Each subcamp has a distinct identity and a dedicated volunteer support team.

Each subcamp has a subcamp HQ where a friendly team can deal with questions and requests. subcamp bases are hubs where young people can hang out between activities, and leaders attend daily meetings for up-to-date information.

Arctic is our 14-17 subcamp.

Everest is our IST subcamp.

sahara

amazon

savannah

arctic

atlantic

everest

4.1 Caravans, Motorhomes, Campervans & Roof Tents

Adult leaders may request to bring a caravan, which can be parked within the area of your group camping area with approval from your subcamp leader. No extra space will be allocated for caravans, they must be positioned as directed, and vehicles cannot be parked next to caravans for any reason. There are no electric hook-up points on subcamps. Motorhomes, campervans and vehicle-mounted roof tents are not permitted on subcamps, instead, a dedicated parking area close to the IST subcamp and main car park will be available for these vehicles. This area does not have electric hook-up. Those wishing to bring Caravans on the IST subcamp or anyone wishing to bring motorhomes, campervans and vehicle-mounted roof tents must follow the link below.

Complete Booking Form



A very limited number of hook-ups (for a charge) will be available on the IST subcamp only. waste-water and disposal points will be provided.

5 Camp Facilities

5.1 Information Centre

All queries should be made to our team here. A postbox and information on local facilities such as banks are available here, and a lost and found desk operates.

5.2 Communications Centre

Open 24 hours a day to operate the camp telephone system and coordinate emergency response to any incident.

5.3 Retail Plaza

A range of Chamboree merchandise will be on sale including badges, t-shirts, polo shirts and hoodies, plus selected essentials including gas. We are only able to exchange Calor and Camping Gas on a like-for-like basis. If you order gas at the retail desk, the Operations team will deliver to your campsite.

5.4 Wild Eats (Food Court)

The food court will be open every day offering a tempting selection including:

- The Trunk and Beans Cafe - speciality coffees, hot drinks and fresh pastries
- The Lion's Slice - fast, stone baked pizzas with classic and rotating daily toppings
- The Polar Parlour - ice creams, milkshakes, crepes, candyfloss and frozen treats to cool you down after a busy day

- The dolphin chip shop - serving hot, fresh chips every evening.
- The safari sweet shop - sweets, chocolate, crisps and cold drinks - perfect for a mid-afternoon energy boost.

All outlets accept card/contactless and cash. Opening times for each are listed in the facilities section.

5.5 Listening Ear (*The Oasis*)

A quiet place where you can talk to someone or relax. A dedicated team will be available to listen and assist. It also provides multi-faith exploration activities.

5.6 Toilets and Showers

Toilets and shower blocks are situated around the site and are convenient to each subcamp. There are single sex and universally accessible options.

5.7 Supermarket Bus

Departs 10:30 daily. Seats must be pre-booked at the information centre. Visits Tesco and Sainsbury's in Northwich.

5.8 Food Essentials

In addition to the daily bus service, you can purchase fresh food essentials from the café, including milk and bread.

5.9 Mobile Phone Charging

There is a facility to charge **power-banks** for mobile phones available in each subcamp headquarters. For IST there are facilities in the IST food hall.

5.10 Pictures and Videos

Share your best photos/video using #chamboree2026, or bring devices to the media centre, along with your device's cable, to be downloaded for possible use on social media, display in the main arena and closing ceremony content.

5.11 Opening Times (Services)

- Information Centre: 09:00-12:30; 13:30-16:30; 18:00-22:00
 - Wild Eats (Food Court): 09:00-12:30; 13:30-17:00; 18:00-22:00
 - Retail Plaza: 09:00-12:30; 13:30-17:00; 18:00-21:00
-

5.12 Adult Training Programme

We'll be offering a selection of Scouts training and development modules during the day in the Sherpa Lounge. A simple programme with booking details will be shared 14 days before Chamboree.

5.13 IST Spaces on Everest

Everest base camp (all ages) is the main IST hub: catering, tea/coffee, and a quieter family-friendly space. It is alcohol-free.

The Sherpa Lounge (18+ only)

An adults-only space: training and development during the day, and evening socials 19:00-00:00 with bar service 19:00-23:00. it is the only place alcohol may be purchased or consumed on site. Please refer to the alcohol policy for your organisation, which will be displayed in the bar.

5.14 IST Staff Catering Package

Meal times:

- Breakfast 07:00-09:00
- Lunch 12:00-14:00
- Dinner 17:00-19:00

Included meals: First included meal is dinner on Friday 7 August; last included meal is breakfast on Saturday 15 August. Saturday includes a leftovers lunch. Those staying for the IST celebration Saturday evening will be provided pizza or similar. This event is for IST members only.

6 Key Timings (Detailed)

This section is intentionally detailed. Print it, keep it, and use it to plan duty cover, transport headcounts, meal timings and evening supervision.

6.1 Daily Rhythm (Typical Day)

Time	What Happens	Who Needs to Know
07:00	Camp rises	All
07:00 - 09:00	Staff catering breakfast (catered package)	IST (catered)
08:15	Chamboree TV "Wake up-Shake Up" Broadcast from the Arena	All
08:45	Conserve coaches call time (off-site day) - arrive approx 10:00	Leaders + programme
09:30 - 12:30	Morning on-site activities	Leaders + programme
12:00 - 14:00	Staff catering lunch (catered package)	IST (catered)
12:30	Lunch (groups)	Leaders
14:00 - 17:00	Afternoon on-site activities	Leaders + programme
16:00	Conserve return coaches depart - arrive approx 17:00	Leaders + programme
17:00	Dinner (groups)	Leaders
17:00 - 19:00	Staff catering dinner (catered package)	IST (catered)
18:30	Subcamp leaders' briefing (mandatory: 1 leader per group/unit)	Leaders

Time	What Happens	Who Needs to Know
19:00	Subcamp entertainment / downtime	Leaders + IST
19:30	Pulse: evening entertainment and Chamboree TV live broadcasting from the area begins (varies by night)	Leaders + programme
20:00 - 22:00	Pulse core window (typical)	All
23:00 - 07:00	Quiet hours (all young people on subcamps by 23:00)	Leaders

6.2 Day-By-Day Schedule

Below is the operational schedule from set-up to departure. Follow daily leader briefings for any final tweaks or weather-driven changes.

Day	Key Timings
Thu 6 August	16:00 Local leaders/IST from the local area may arrive to set up campsites (no camping permitted). 21:30 All group set-up teams off site (overnight camping prohibited under our licence).
Fri 7 August	16:00 IST, Cheshire Cubs and Brownies arrive (leaders must be present to meet their young people in the assembly area on the car park). 19:00 Cub & Brownie leaders briefing. 19:30 Cub & Brownie welcome and disco. IST catered package: first included meal is dinner (evening, 7 August).

Day	Key Timings
Sat 8 August	09:30 Cubs/Brownies - activity zones & circus visit. 12:30 Lunch. 14:00 Cubs/Brownies - activity zones & circus visit. Scouts, Guides, Explorers and Rangers arrive throughout the afternoon. 17:00 dinner. 18:30 Subcamp leaders briefing. 19:30 Opening ceremony.
Sun 9 August	08:45 Coaches depart for Conserve (arrive 10:00). 08:45-09:30 Peace ceremony / Scouts own in main arena (groups dismissed straight into activity zones). 09:30 Activity zones (morning). 12:30 Lunch. 14:00 Activity zones (afternoon). 14:30 Mini-Chamboree Farewell - muster in the arena for a final farewell from Chamboree X. 15:00 Cubs and Brownies depart. 16:00 Coaches depart from conserve returning (arrive 17:00). 17:00 Dinner. 18:30 Subcamp leaders briefing. 19:00 Subcamp entertainment. 19:30 Entertainment.

Day	Key Timings
Mon 10 August - Fri 14 August	08:45 Coaches depart for conserve (arrive 10:00). 09:30 Activity zones (morning). 12:30 Lunch. 14:00 Activity zones (afternoon). 16:00 Coaches depart from conserve returning (arrive 17:00). 17:00 Dinner. 18:30 Subcamp leaders briefing. 19:00 Subcamp entertainment. 19:30 Evening entertainment.
Tue 11 August	16:00 Cheshire Beavers (camping) arrive on site (leaders must be present on assembly area on the carpark to meet them).
Wed 12 August	09:00 Cheshire Beavers, Rainbows and Squirrels (day visitors) arrive on site (leaders must be present on assembly area on carpark to meet them). 09:30 Welcome and activities on the discover base including circus visit. 12:30 Lunch. 14:00 Scoutchella - festival programme. Beavers, Rainbows and Squirrels farewell. 16:00 Mini-Chamboree farewell and preparation for departure. 16:30 Squirrels, Beavers, and Rainbows depart. 17:00 Scoutchella packed tea in the arena. Scoutchella continues until 22:00.

Day	Key Timings
Thu 13 August	VIP Visitors Day
Sat 15 August (departure)	No vehicle movements on site before 10:00. 10:00 groups break camp and begin departures. All groups off site by 14:00 after inspection. IST catered package: last included meal is breakfast (15 August). Saturday leftovers lunch provided for catered staff. IST celebration Saturday evening: pizza (or similar) provided for those staying.

7 Daytime Programme

During the week participants can visit 8 programme zones with activities that are adventurous, creative and unique. The programme is designed to help young people challenge themselves, try new things and make new friends.

7.1 Programme Zones

Below is a synopsis for each zone. A detailed briefing sheet per zone including programme badges covered, special adjustments for each section and other important information will be made available via the website links shared below.

7.1.1 Conquer (Adventure)

The Conquer Zone is a physically active adventure area where participants can take on a range of challenges designed to test confidence, coordination, and resilience. The zone focuses on adventurous activity, with a mix of height-based, balance, and navigation challenges. It is suitable for a wide range of ability levels, allowing participants to engage at their own pace.

Activities

Activities on this zone include Quad Bikes, Climbing & Abseil, Crate Stacking, Prussiking, Land Yachts, Slacklines, Zipline, Segways, Caving, Inflatable Zorbs Kris Kross, Bouldering, Orienteering, Mobile High Ropes, and Tree Tents. The range of activities provides a balance between structured and free-flow experiences, with options available throughout the session.

Participants should wear suitable clothing for physical activity and trainers or closed-toe footwear. A refillable water bottle is recommended. Some activities involve height, balance, or coordination, so participants should be prepared for a physically active session.

[Download Conquer Participant Briefing Sheet](#)



7.1.2 Discover (Natural Skills)

The Discover Zone focuses on traditional crafts and natural skills, offering participants the opportunity to engage in hands-on activities using a range of materials and techniques. The zone provides a more creative and practical experience, allowing participants to develop skills, explore new methods, and produce tangible outcomes.

Activities

Activities on this zone include Circus, Nettle Rope Cordage Bracelets, Basket Weaving, Rope Making, Mini Pioneering, Theatrical Storytelling (Plant Dramas), Pottery & Kiln, Branding (Pyrography), Circus Skills, Craft Activities, Geodesic Dome Climbing Frame, Log Saw Horse Challenge, and Japanese Sashiko (Clothing Repairs & Upcycling).

Additional Info

Participants should wear suitable clothing for hands-on activities, including items that may get messy, along with closed-toe footwear. A refillable water bottle is recommended. Activities may involve tools, materials, and longer engagement periods, so participants should be prepared for a more focused and practical session.

Those particularly interested in Japanese Sashiko (Clothing Repairs & Upcycling) should bring some old clothes that already need prepare or could be adapted. Old t-shirts, denim or similar work.

Download Discover Participant Briefing Sheet



7.1.3 Excel (Active Sport)

The Excel Zone is a high-energy sports area where participants can take part in a wide range of activities, from traditional sports to more unusual and interactive challenges. It is designed to keep young people active and engaged, with a mix of individual and team-based activities that allow them to take part at their own level. The zone works well for both confident, competitive participants and those who simply want to try something new.

Activities

Activities on this zone include BMXs, Fencing, Bike Scaletrix, Baseball, Wheelchair Rugby, Rugby Union, Boccia, Football Target Practice, and Street Gold. There are also a number of interactive and team-based activities such as Inflatable Hungry Hippos, Inflatable 4-Person Basketball, Inflatable Giant Noughts & Crosses, and Human Table Football.

Additional activities include Curling, Mop Hockey, Virtual Rowing, Sack Racing, Line Dancing, Padel / Pickleball, and Grass Skis. The mix of activities means there is always something available, even during busier periods.

Additional Info

Participants should wear suitable clothing for physical activity and trainers or closed-toe footwear. It is recommended that all participants bring a refillable water bottle and are prepared to remain active throughout their session.

Download Excel Participant Briefing Sheet



7.1.4 Explore (STEM)

Step into Explore, where curiosity leads the way and ideas come to life. Inspired by the orangutan, intelligent, resourceful, and always experimenting, this zone challenges participants to think differently and discover how the world works.

From building and testing to coding and communication, Explore is all about problem-solving, creativity, and hands-on discovery. Whether it's engineering, science, or technology, this is a space to ask questions, try things out, and see what happens.

Activities

Participants will explore a wide range of interactive activities including JOTA Style Amateur Radio, Construction Simulator (Virtual digger/crane), Equans - Construction Straws, and Balfour Beatty - Construction Activities, offering hands-on insight into building and engineering.

Science and experimentation come to life through Catalyst Museum - UV Bracelets, Animal Keyrings, Plant Pots & Seeds, Acidic Oceans, Nottingham University - Lego Laser Infrometers, and Printellect Labs - 3D Printing, Marble Mazes, Circuits, alongside immersive experiences in the Planetarium.

Industry and innovation are explored through Amentum - Nuclear Industry Activities, Women in Nuclear - Engineering Activities, Daresbury Labs - Escape Room, and Bentley - Automotive Activities, while YouthFed - Employability Activities provide a different perspective.

Participants can also take part in practical challenges such as Battleships, Marble Maze, Bottle Rockets, and communication-based activities including Radio Station, Radio Maze (Blindfold navigation challenge), Morse Code, and Semaphore. Mechanical skills are tested in the Pitstop Challenge (Vehicle maintenance), with additional activities being confirmed from United Utilities.

Additional Info

The Explore Zone is a varied and interactive environment, with a mix of structured activities, demonstrations, and free-flow challenges. Participants may move between activities or spend longer engaging with specific providers.

Leaders should expect a mix of engagement styles, from quick challenges to more in-depth, guided experiences.

Take Note - Not all industry visitors will be present every day. Below is a rough timetable. Participants are welcome to visit the Explore zone away from their allocated slots if one of the visitors is particularly appealing.

Timetable of Visitors

- Sunday 9th - Balfour Beatty
- Monday 10th - Balfour Beatty, Women in Nuclear, Amentum
- Tuesday 11th - Bentley, Balfour Beatty, Amentum, Women in Nuclear,
- Thursday 13th - Bentley, Balfour Beatty, Amentum, Women in Nuclear, Nottingham Uni
- Friday 14th - Bentley, Balfour Beatty, Amentum, Women in Nuclear, Nottingham Uni

Download Explore Participant Briefing Sheet



7.1.5 Leap (Inflatables)

The Leap Zone is a high-energy inflatables area designed to keep participants active through a range of fast-paced and physical challenges. Activities are generally short in duration, allowing participants to experience multiple elements within their session. The zone focuses on movement, coordination, and participation.

Activities

Activities on this zone include Reaction Table Game, Gladiator Duel, Last One Standing, Dunk Tank, Rodeo Bull, Bungee Run, Spider Mountain, Human Demolition Ball, Space Hoppers Grand National, Pillow Bash, Walking Tubes, and Bootcamp 220ft Obstacle Course.

Additional Info

Participants should wear loose clothing and slip on shoes for getting on and off the inflatables. A refillable water bottle is recommended. Activities are short and high-energy, with frequent movement between challenges expected.

Participants that want to use the Dunk tank should consider wearing or bringing a change of swimwear and a towel.

Download Leap Participant Briefing Sheet

7.1.6 Strike (Targets)

The Strike Zone is a target sports area focused on precision and control, offering participants the opportunity to take part in a range of structured activities. The zone includes both traditional and interactive target-based experiences, with a strong emphasis on safety and technique.

Activities

Activities on this zone include Hovercrafts, Laser Tag, Paintball Tomb, Air Rifles, Archery, Catapults, Crossbows, Axe Throwing, and Inflatable Axe Throwing.

Additional Info

Participants should wear suitable clothing for outdoor activity along with sturdy trainers or closed-toe footwear. A refillable water bottle is recommended. Many activities are instructor-led and require participants to follow safety guidance throughout.

Notes

Participants will be checked to ensure they have the appropriate permissions to take part in shooting activities.

Hovercrafts is a popular activity - participants and leaders might want to consider planning their visit and keeping a watchful eye on queues!

[Download Strike Participant Briefing Sheet](#)



7.1.7 Thrive (Our World)

The Thrive Zone focuses on culture, wellbeing, and global awareness, providing participants with a wide range of experiences that encourage reflection, discussion, and engagement. The zone offers a varied pace, with a combination of active, creative, and more reflective activities.

Activities

Activities on this zone include African Drum Circles & Experimental Sound Experience, Escape Rooms, Oasis (Faith & Beliefs), Yoga, Fire Pit, , Protein Café (Insect Chocolate Fountain & Pizza Ovens), Sustainability Activities, NSPCC, LGBTQ+ Inclusive Activities, B Tales, Rage Room, Upcycled Art Projects, Sound Baths & Meditation, Pyrography (Affirmation Keyrings), Body Art & Henna, Mindfulness Space & Mental Health Activities, Chester Zoo - Hedgerow Study, Meal Swap Hub, and Plant Singing.

Additional Info

Participants should wear suitable clothing for a range of activities along with closed-toe footwear. A refillable water bottle is recommended. Activities vary in style and duration, with some requiring longer engagement and participation in group discussion or reflective experiences.

Not all charity and religious groups will be present every day. Check the website for a timetable of visitors. Participants are welcome to visit the Thrive zone away from their allocated slots if one of the visitors is particularly appealing.

Notes

The Escape Rooms and Rage Rooms are expected to be popular. Leaders and participants should consider planning their day and keeping an eye on the queues!

Download Thrive Participant Briefing Sheet



7.1.8 Conserve (Off-Site Conservation Adventure)

Conserve is our off-site conservation adventure. for the first time in Chamboree history, every young person will take part in a dedicated conservation day delivered in partnership with Chester Zoo. activities include a conservation trail, using the iNaturalist app (details linked below) to log native species, and practical conservation actions such as updating bee and bug hotels. The conservation focus continues throughout camp through citizen science and local legacy actions.

Leader Ratios & Travel Arrangements

This is the most important point for the day.

- All participants will be allocated a ticket and coach place
- Leaders will be allocated seats based on a ratio of **1:12, plus 1**
 - Up to 12 participants = 2 leaders
 - 13-24 participants = 3 leaders
 - 25-36 participants = 4 leaders, and so on

This ensures appropriate supervision throughout the visit.

Additional tickets can be booked on:

- Additional leader - £19
- Leaders children (not already paying participants) - £13
- Carers (meeting definition of Chester Zoo's free entry for carers) - £6, for transport only



If you're unsure of how many tickets you are allocated by default, follow these principles:

1. Booking reference is KING (or QUEEN!).
2. For each booking reference, check the sub-camp allocation to inform the day you go off-site.
3. Whatever the headcount is under that booking reference you can work out your 1:12 (+1) leader allocation from there.

Explorers and Rangers will also get a hands on practical conservation action, such as a drop-in community restoration project of the Bug Hotels in the zoo.

Details for the Conserve (Chester Zoo) off-site experience are more complex than other zones and may be subject to change as planning develops. Leaders are advised to refer to the live webpage for the most up-to-date information: [Conserve Zone Page](#).

Download Conserve Participant Briefing Sheet



**Chester
Zoo**

7.2 Activity Zone Rotation (Full-Week Participants)

Sub-camp	Sun (9/8)		Mon (10/8)		Tues (11/8)		Wed (12/8)		Thurs (13/8)		Fri (14/8)	
	AM	PM	AM	PM	AM	PM	AM	PM	AM	PM	AM	PM
Atlantic A	Conserve (Off-Site)		Excel (Active)	Thrive (World)	Leap (Inflatables)	Explore (S.T.E.M)	Sub-camp challenge	Scoutchella	Conquer (Adventure)		Strike (Targets)	Discover (Skills)
Atlantic B			Thrive (World)	Excel (Active)	Explore (S.T.E.M)	Leap (Inflatables)					Discover (Skills)	Strike (Targets)
Sahara A	Strike (Targets)	Discover (Skills)	Conserve (Off-Site)		Excel (Active)	Thrive (World)			Leap (Inflatables)	Explore (S.T.E.M)	Conquer (Adventure)	
Sahara B	Discover (Skills)	Strike (Targets)			Thrive (World)	Excel (Active)			Explore (S.T.E.M)	Leap (Inflatables)		
Arctic (14-17) A	Conquer (Adventure)		Strike (Targets)	Discover (Skills)	Conserve (Off-Site)				Excel (Active)	Thrive (World)	Leap (Inflatables)	Explore (S.T.E.M)
Arctic (14-17) B			Discover (Skills)	Strike (Targets)					Thrive (World)	Excel (Active)	Explore (S.T.E.M)	Leap (Inflatables)
Savana A	Leap (Inflatables)	Explore (S.T.E.M)	Conquer (Adventure)		Strike (Targets)	Discover (Skills)			Conserve (Off-Site)		Excel (Active)	Thrive (World)
Savana B	Explore (S.T.E.M)	Leap (Inflatables)			Discover (Skills)	Strike (Targets)					Thrive (World)	Excel (Active)
Amazon A	Excel (Active)	Thrive (World)	Leap (Inflatables)	Explore (S.T.E.M)	Conquer (Adventure)				Strike (Targets)	Discover (Skills)	Conserve (Off-Site)	
Amazon B	Thrive (World)	Excel (Active)	Explore (S.T.E.M)	Leap (Inflatables)					Discover (Skills)	Strike (Targets)		

7.3 Explorer Scouts and Ranger Guides

14-18 Year olds are kept together in activity groups and have a unique programme, with every programme zone tailoring delivery for the age group. When Explorers/Rangers visit activity zones, adult support is preferred. Conserve requires at least one leader per unit.

7.4 'Minis' (Cheshire Squirrels, Beavers, Rainbows, Cubs & Brownies)

Mini-Chamboree is the Chamboree experience for Cheshire Squirrels, Beavers and Rainbows (midweek) and Cheshire Cubs and Brownies (opening weekend). As plans continue to be refined, leaders should refer to the Mini-Chamboree webpage as the primary source of information for the latest schedules, event updates and key information.

Leaders may also find it helpful to explore the Programme Zone pages for a broader understanding of the activities and experiences available across site. Mini-Chamboree participants will experience age-appropriate and tailored versions of these zones, so not all activities featured within each zone will be available to younger sections.

7.5 Leader Responsibility on Activities

We expect at least one leader (preferably two) to be with your group members throughout the day when they are on activity zones. With groups over 12 we would expect at least two leaders (preferably three) to accompany your members so individual young people can be supported back to subcamp if required. Call for help!

We recognise that there will be busy periods where your focus is fully on supervising and supporting your young people. Equally, there will be times when they are fully engaged in activities, giving you a chance to step in, get involved, and support the zone delivery.

To ensure all activities can run at full capacity throughout the event, leaders are asked to support delivery within zones. This is a great chance to get involved, have fun, and help create a fantastic experience for all participants. Please use the link below to sign up and support the zone of your choice.

Request for help...

We recognise that there will be busy periods where your focus is fully on supervising and supporting your young people. Equally, there will be times when they are fully engaged in activities, giving you a chance to step in, get involved, and support the zone delivery.

To ensure all activities can run at full capacity throughout the event, leaders are asked to support delivery within zones. This is a great chance to get involved, have fun, and help create a fantastic experience for all participants. Please use the link below to sign up and support the zone of your choice.

Complete Zone Support Sign-Up Form



Pulse - Evening Entertainment

Pulse is the central entertainment hub for Chamboree 2026 and home of Chamboree X. Set within the Animal Kingdom theme, Pulse brings together live entertainment, music, performances, gameshows, festivals, and camp-wide celebration throughout the week.

Alongside the main arena programme, entertainment will also appear across site through roaming performers, themed interactions, and daily broadcasts from Chamboree TV. The Talent Tent also returns during the daytime programme, giving participants the opportunity to perform and potentially earn a place in Chamboree's Got Talent later in the week.

Evening entertainment typically runs from 7:00pm to 10:00pm, with the arena opening from 7:00pm and the live Chamboree TV broadcast taking place from 7:30pm to 8:00pm ahead of the main show.

Day	Event	Details	Dress Code
Saturday	Opening Ceremony	Official opening of Chamboree 2026 including the Subcamp parade and Part One of <i>Story of Chambo</i> - The Clone Rangers	Waist-up uniform with Animal Kingdom / Subcamp accessories encouraged
Sunday	Band-E-Okie	Live participant performances with the resident band	Band-themed outfits encouraged, think band t-shirts and bandanas
Monday	Game-shows & Party	Interactive gameshows, challenges and audience participation	Bright colours and Subcamp-inspired outfits encouraged

Day	Event	Details	Dress Code
Tuesday	Film Night	Relaxed Animal Kingdom-themed cinema evening	Comfy clothing and blankets encouraged
Wednesday	Scout-chella	Full-day festival experience with live entertainment and Part Two of <i>Story of Chambo</i>	Festival clothing strongly encouraged
Thursday	Chamboree's Got Talent	Final performances and evening party	Party clothing and performer vibes encouraged
Friday	Closing Ceremony	Final celebration featuring Part Three of <i>Story of Chambo</i> and headline entertainment	Waist-up uniform with Animal Kingdom accessories encouraged

Chamboree's Ultimate Festival Day

Scoutchella is the biggest entertainment experience of the week, transforming the Pulse Arena into a festival-style celebration running from 2:00pm until 10:00pm.

Across the afternoon and evening, participants can expect a packed programme of live music, festival performers, interactive entertainment, and roaming acts across the arena. The daytime programme builds into a high-energy evening event, bringing the whole camp together for one of the standout moments of Chamboree 2026.

To help the atmosphere build throughout the day and carry into the evening celebrations, leaders are strongly encouraged to plan for a packed tea or picnic-style meal at the arena where possible. Staying within the Pulse area helps everyone make the most of the festival experience, keeps the energy high, and means participants won't miss the spontaneous entertainment and shared camp atmosphere that make Scoutchella such a memorable part of the week.

Participants are encouraged to embrace the festival atmosphere, get involved throughout the day, and come prepared in festival clothing to make the most of the experience.

Additional Info

Participants should come prepared with a water bottle, suitable clothing for the weather, and any themed clothing or Subcamp accessories they may wish to wear.

Pulse includes music, lighting, and special effects throughout the week and remains a central gathering point across the Chamboree programme. Evening entertainment typically concludes at 10:00pm, although timings may vary slightly and some experiences may be weather dependent.

Participants should follow guidance from event staff and Chamboree X throughout the week, remain respectful of performers and fellow participants, and help keep walkways and arena areas clear.

Health, Safety, Welfare and Safeguarding (Must Read)

Safety precautions at Chamboree are in principle no different from any summer camp, except that it's a larger scale event and therefore additional measures are necessary. Leaders remain responsible for their young people at all times.

9.1 Key Hazards & What You Need to do

Fire

- Ensure tents are sufficiently separated to reduce fire spread.
- Have appropriate fire extinguishing media available (especially in cooking areas).
- No petrol generators are permitted in camping areas.
- No naked lights in tents; no naked flames in sleeping tents.
- Smoking/vaping only in designated areas.
- Cookers should be at least one metre away from tent walls and you should not have to pass a cooker to escape from a tent.
- A dedicated BBQ area is situated on each subcamp.
- Never use cooking or heating equipment inside tents or enclosed spaces due to the risk of fire and carbon monoxide poisoning.

Food Poisoning / Ill Health

- Follow good food hygiene and store perishables safely.
- Wash hands after toilets, before meals, and after leaving programme zones.
- If the weather is hot, ensure everyone drinks lots of water.
- Do not bring anyone to site who has an infectious disease; if participants feel unwell they must report it to a leader without delay.

Vehicles

- Cars are not permitted on the campsite and must stay in car parks.
- Service and delivery vehicles are restricted to 10mph and must use hazard lights.

Ponds and Boundaries

- Ponds on site are fenced off and out of bounds.
- Do not cross into neighbouring fields and keep out of roped off areas.

Electricity

- All fixed supplies/generators are inspected and protected by appropriate electrical safety devices.
- Portable electrical equipment must be PAT tested; on-site PAT testing may be available (delays possible).

9.2 Alcohol and Conduct Expectations

Adults responsible for young people must not drink alcohol. Adults may attend the Sherpa Lounge for social activities without drinking (quiz/bingo/music), but only off-duty adults may purchase or consume alcohol. Alcohol may only be purchased and consumed inside the Sherpa Lounge during bar service hours (19:00-23:00). Alcohol must not be taken elsewhere on site. If drinking off duty affects your ability to carry out duties the next day, you are not fit for duty.

9.3 First Aid

Minor accidents should be dealt with by group leaders. If you require further assistance, contact your subcamp HQ. Each subcamp and activity area has a first response facility, supported by a central first aid point with qualified first aiders available 24 hours per day. If a young person has to go to a minor injury unit or hospital, they must be accompanied by a group leader/helper.

9.4 Emergencies (How to get help)

The first point of call should always be your subcamp HQ, programme zone, or any site facility such as the food court/information centre. These are equipped to contact the communications centre (occupied 24 hours/day) who will initiate the emergency plan and contact emergency services if required. You should not normally call emergency services directly by mobile as site control can usually offer faster aid and ensure emergency services are escorted to the correct location.

In life-threatening situations you may call 999, but you must then immediately contact site control.

9.5 Reporting Incidents and Near Misses

If an incident occurs in an area where Chamboree has responsibility (activities, main arena, subcamp HQ etc.), report it to the nearest Chamboree staff member who will manage the incident and reporting. If an incident occurs on your campsite, it remains the group leadership team's responsibility to manage and report as required, but you should still notify the subcamp leader and share actions taken. Staff will assist where required.

9.6 What Time is Lights Out?

All participants must be in their own subcamp before 23:00. Quiet time is 23:00-07:00.

9.7 Photography and Videography

The Media Team will be taking photographs and videos throughout the event. Please make the Media Team aware of any participant who does not have permission to be photographed and support them in avoiding photography where practicable. The Media Team can be identified by their lanyard with a name badge on it, plus a brightly coloured neckerchief. You can approach them and point out a person who cannot be included. Leaders can also visit the Media Team's base and speak to a team member if necessary.

9.8 Safeguarding

If you see, hear or suspect a safeguarding concern, report it immediately to the Chamboree Safeguarding Team. Do not investigate, ask leading questions, promise confidentiality or try to deal with the matter yourself. Listen, reassure and report.

IO Frequently Asked Questions (Adult Quick Reference)

How should first aid be dealt with?

Minor accidents should be dealt with by a group leader. For further assistance contact subcamp HQ. Do not use personal mobiles to call an ambulance unless life-threatening; use site routes so the medical team can respond quickly and coordinate. Report accidents to your subcamp leader.

Can we dig wet pits?

No. Use the waste water points at each toilet block.

Will rubbish be collected?

Yes. Full sacks should be tied and taken to collection points. Black bags are for general waste; coloured bags are for recycling. Sharps must be wrapped; aerosols/gas refills/ broken glass go to the central disposal point. Medical waste uses special bags from subcamp HQ.

Can generators be used?

Yes, diesel or gas only. Run between 08:00 and 20:00 only. Appliances must be plugged through an RCD.

Will open fires be allowed?

No open fires on subcamps. Gas BBQS are allowed provided they are supervised and not left unattended when lit.

Will we get ID?

Yes. ID wristbands must be worn at all times. Lost wristbands must be reported to the information centre without delay.

Is uniform required?

Uniform should be worn for arrival and departure. Top half uniform is worn for opening and closing ceremonies.

II Appendices

11.1 Good Camping Guide

This is the “how to camp well at scale” guidance. It is intentionally practical.

- Layout: keep clear routes out of your site; avoid trip hazards; keep guy lines visible.
- Kitchens: separate cooking areas from sleeping tents; keep hot surfaces controlled; always have water buckets in cooking areas.
- Hand hygiene: set up a simple handwashing station on your camp; remind young people often.
- Food: buy chilled food little-and-often; use cool boxes; freeze ice blocks where permitted (no food in shared freezers).
- Water: bring carriers; dispose of wastewater only at designated points; do not spill around taps.
- Noise: remember you are camping close to others; quiet hours apply.

11.2 Deliveries and Online Shopping

We will confirm the delivery process and collection windows on the website closer to the event. Where delivery is permitted: label clearly (group, subcamp, named contact, time). You must meet deliveries; we cannot refrigerate items; delivery vehicles are escorted into camping areas.

11.3 Dependent Children (Leaders and IST)

Dependent children remain the responsibility of their parent/carer at all times and must not be left unsupported whilst adults are on shift/duty. Dependent children must not enter adults-only areas, including the Sherpa Lounge.

11.4 A-Z Quick Index

- Arrivals: follow marshal instructions; wristbands issued on arrival.
- Bar: the Sherpa Lounge only (18+, bar 19:00-23:00).
- Deliveries: meet deliveries; no refrigeration; follow website process.
- Emergencies: use staffed points to reach communications centre.
- First aid: group leaders → subcamp HQ → central support.
- Gas: safe storage and use; diesel/gas generators only (08:00-20:00).
- Lost property: information centre.
- Quiet hours: 23:00-07:00.

Appendix - Participant One-pager

Welcome to the Wild!

Your quick guide to having a brilliant, safe and unforgettable Chamboree.

Chamboree is your chance to explore, try something new, meet new people and make memories with your group. To help everyone enjoy the adventure, please follow these simple rules throughout the week.

Wear your wristband at all times: It helps us know who is on site and keeps Chamboree safe for everyone.

Listen carefully at activities: The activity teams are there to help you have fun safely. Always follow their instructions and safety briefings.

Stick with your group: Stay within the site boundaries, check in with your leaders and don't wander off on your own.

Look after yourself: Drink water regularly, wear sun cream when needed, wash your hands and tell a leader straight away if you feel unwell, worried or unsure.

Respect the kingdom: Be kind to others, look after the site and leave toilets, showers, tents and shared spaces as you'd want to find them.

No bullying. No damage. No messing around in toilets or showers.
Chamboree should feel safe and welcoming for everyone.

Quiet Time is 23:00 to 07:00. After a big day of adventure, everyone needs rest. Please keep noise down, stay on your subcamp and respect other campers.

Need Help?

Speak to your leader, subcamp team or a member of Chamboree staff.

Appendix - Leader Quick Guide

A quick reference for key times, contacts and responsibilities during Chamboree.

Emergency hotline, leaders only: 01565 337878

For on-site emergencies, contact your Subcamp HQ or the Information Centre so the Communications Centre can be activated.

Daily Timings

- Activities: 09:30 to 12:30, 14:00 to 17:00
- Leader briefing: 18:30 daily. At least one leader per group/unit must attend each briefing. This is where key updates, safety notices, programme changes and site information will be shared.
- Quiet hours: 23:00 to 07:00. Please help your young people settle, stay on your subcamp and keep noise to a minimum so everyone can rest.

Leader Responsibilities

- Please make sure your group knows where to be, what they need for activities and who to speak to if they need help.
- Keep a regular check on your young people, especially during activity sessions, mealtimes, evenings and quiet hours.
- Encourage everyone to drink water, use sun cream when needed, wash hands regularly and report illness or injury early.

Safeguarding

If you see, hear or suspect a safeguarding concern, report it immediately to the Chamboree Safeguarding Team. Do not investigate it yourself, ask leading questions or try to resolve it within your group. Your role is to listen, reassure and pass the concern on quickly to the appropriate team.

Need Help?

Speak to your Subcamp Team, visit the Information Centre or contact the relevant Chamboree team through the proper site channels.

Appendix - IST Staff Guide (Everest)

A quick reference for arrival, food, downtime and key staff facilities during Chamboree.

Arrival Location: WA16 0HJ or **///** soup.equity.wider

Please use the service entrance unless you have been told otherwise. Follow site signage and staff directions when you arrive.

Everest basecamp is open to all ages, alcohol-free, 07:00 to 23:00. It is the main staff space for relaxing, catching up and taking a break between shifts. Please help keep it welcoming, tidy and suitable for all members of the team.

The Sherpa Lounge is for adult staff and IST only. During the day it will be used for training and briefings, before opening as a social space in the evening.

- Training: 10:00 to 16:00
- Social: 19:00 to 00:00
- Bar: 19:00 to 23:00

For those on the catered package

- First meal: Dinner, Friday 7 August
- Last meal: Breakfast, Saturday 15 August
- There will also be a leftovers lunch on Saturday and an IST celebration pizza on Saturday evening for those staying on site.
- Please check mealtimes locally and help the catering team by arriving within the agreed serving windows.

Alcohol is only permitted in The Sherpa Lounge. You must only drink alcohol when you are off duty, and you must be fit and ready for your next duty period. Please look after yourself, respect the site and support a safe environment for everyone.

Thank You

Chamboree simply would not happen without the time, energy and commitment of the IST and staff team. Thank you for helping create a safe, welcoming and unforgettable week for thousands of young people.



chamboree

welcome to the wild