



Republic of the Philippines
Department of Education

REGION I
SCHOOLS DIVISION OF THE CITY OF BATAC

DIVISION MEMORANDUM

No. **826**, s. 2025

11 DEC 2025

**PARTICIPATION TO THE 33RD ASIA PACIFIC REGIONAL SCOUT JAMBOREE
(APRSJ)**

To: Assistant Schools Division Superintendent
Chief Education Supervisors
Unit and Section Heads
Public and Private Secondary School Heads
All Others Concerned

1. Pursuant to the letter from the BSP Ilocos Norte- Laoag City Council (INLC), with reference to National Memorandum No. 101, s. 2025, the Boy Scouts of the Philippines will host the 33rd Asia Pacific Regional Scout Jamboree (APRSJ) on December 14-21, 2025 in Botolan, Zambales with the theme "Be Prepared: Scouts for Peace and Sustainable Development".
2. Participation to the jamboree aims to:
 - a. promote global citizenship and cultural exchange;
 - b. enhance learner development beyond the classroom;
 - c. strengthen the scouting program in the division; and
 - d. provide capacity building to all senior scouts and adult leaders.
3. Participants to the said training could be found in Enclosure 1 hereinto attached.
4. Participants are advised to be at the Schools Division Office at 6:00 PM of Dec 13, 2025 to have enough time to prepare for the departure with the Ilocos Norte- Laoag City Council at 7:00 PM.
5. Medical examination of all participants shall be with the School Health Unit (SHU) of the Schools Division of the City of Batac.
6. This Memorandum serves as the Official Authority to Travel of the identified and registered participants.
7. Expenses in line with the participation in the activity may be charged against local and scouting funds subject to its availability and approval.
8. Service Credits and Compensatory Time-Off (CTO) shall be granted to teachers and non-teaching personnel who will participate in the activity subject to existing guidelines on the grant of service credits and Compensatory Time-off.
9. Attached herein is the letter from BSP-INLC and National Office Memorandum No. 101, s. 2025 for further reference.
10. For information and guidance.

ANSELMO R. ALUDINO

Schools Division Superintendent

Encl.: As stated
Reference: Council Office Memorandum No. 101, s. 2025
To be included in the Perpetual Index
Under the following subject:

ACTIVITIES

SCOUTING

TRAINING

CID/GBL/Attendance to the APRSJ
2519587/5202/ December 11, 2025

Enclosure 1. List of Participants

Name of School	No.	Name	Type of Participation
Batac National High School	1	CENTAINÉ MANUEL G. PERJES	Scout
	2	ASSEN LEW Q. LAGMAY	Scout
	3	PRINCESS ALYSSON G. GARCIA	Scout
	4	JOSHUA DANILLE R. MANUEL	Scout
	5	PRINCE JOHN J. LABRADOR	Scout
	6	KARL JOSHUA G. GALACGAC	Scout
	7	ADRIAN CLARK P. SOLIVEN	Scout
	8	KHRYSTIAN ANGELO A. ADINA	Scout
	9	MARC KERRY D. AMUDO	Scout
	10	MARVIN B. GUMAYAGAY	Scout
	11	AJ P. DEJUCOS	Scout
	12	GAB KIRBY C. CASTILLO	Scout
	13	CHRISTIAN DOMINIC B. LAGRAN	Scout
	14	RHAIZALYN VILLA	Scout
	15	PETER G. MANGLAL-LAN*	Scout Leader
City of Batac National High School Poblacion	16	ALDREDZ CLARENZ P. YATE	Scout
	17	ALEZANDRA CLARIZ P. YATE	Scout
	18	XYRENE ERICH CALACAL	Scout
	19	TRISHIA MAE BAYANGOS	Scout
	20	FRANCIS KEAN BABIA	Scout
	21	JAMES RUSSEL SINOBAGO	Scout
	22	JASMIR VELASCO	Scout
	23	RHEZEAN CATHE BIRGINIAS	Scout
	24	JOSHUA DULDULAO	Scout
	25	ADRIAN JAKE BUCALIG	Scout
	26	KEILVIN CHARLES VENTURA	Scout
	27	CARL JOHN MACADANGDANG	Scout
	28	MARCUZ CAEZAR GUTIERREZ	Scout
	29	ESTRELLIE VENIZE OAMERGA	Scout
	30	ARC VINCENT BALALIO	Scout
	31	RAFAELA MELBA RALLECA	Scout
	32	CLARENCE C. MANARPAAC*	Scout Leader
	33	RONALD T. VENTURA*	Scout Leader
	34	EDZENCION T. PACIS-YATE**	Scout Leader/ IST
Ferdinand E. Marcos Senior High School	35	JOSEPH CARLO M. RUBIO	Scout
	36	CHARLES ARLEI A. CANDAROMA	Scout
	37	CHRISTIAN LLOYD L. ARCANGEL	Scout
	38	FLORD CHRYSLER R. ALICANTE	Scout
	39	KONREID JACOV R. ACOSTA	Scout
	40	MYCA JANELLE D. CORPUZ*	Scout Leader
Gen. Artemio Ricarte Senior High School	41	JETHRO R. BANEZ	Scout
	42	ARCHIE V. BALAGTAS	Scout
	43	ZEUS KRISTOFFER M. GALIMBA	Scout
	44	HANRITZ JERICHO S. CAOILI	Scout

Crispina Marcos-Valdez National High School	45	ADRIAN V. QUIBIN	Scout
	46	GERWIN V. DE LA ROSA*	Scout leader
	47	JEROME DAVE G. BATUCAL	Scout
	48	ALDEN GERARD B. IMBAT	Scout
	49	ALDEN JAKE A. CASTRO	Scout
	50	DAVE ANGELO P. SAGSAGAT	Scout
	51	ZAIJAN FLOR B. SANGUIR	Scout
	52	ADRIAN S. DINGSIT	Scout
	53	JANZ REIVER A. GABBAC	Scout
	54	MARK ANGELO B. BALBER	Scout
	55	JOHN FREDERICK G. BATUCAL*	Scout Leader
Immaculate Conception Academy	56	ADAM JARRET G. BUTAY	Scout
Contingent Management Team	57	ANSELMO R. ALUDINO	Contingent Management Team Member
	58	ARNEL S. BANDIOLA	Contingent Management Team Member
	59	GLADYS B. LAMPITOC	Contingent Management Team Member
	60	JAYSON C. LAMPITOC	Contingent Management Team Member
	61	FLORANTE Z. BAGAOISAN	Driver
	62	FERNALD ARIBUABO	Driver



Boy Scout of the Philippines
Ilocos Region
ILOCOS NORTE-LAOAG CITY COUNCIL
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Email :bspinlc.scouts@gmail.com



1 December 2025

ANSELMO R. ALUDINO

Regional Commissioner Community Based Scouting
Schools Division Superintendent
Division of Batac City



Sir:

Greetings from the Scouting Movement!

In connection of the conduct of the **33rd ASIA –PACIFIC REGIONAL SCOUT JAMOREE** at **Kainomayan Scout Camp, Botolan, Zambales** on **14-21 December 2025** we please request permission of the following participants to be allowed on official time

Below is the breakdown of the official delegates. Attached also is the list of official delegates for your reference Sir.

LIST OF OFFICIAL DELEGATES

TYPE OF PARTICIPATION/SCHOOL	SCOUTS	SCOUTER	TOTAL
Contingent Management Team		5	5
International Service Team		1	1
BATAC NATIONAL HIGH SCHOOL	14	1	15
CITY OF BATAC NATIONAL HIGH SCHOL	16	3	20
CRISPINA MARCOS VALDEZ NHS	9	1	10
FERDINAND E. MARCOS SENIOR HS	6	1	7
GEN. ARTEMIO RICARTE SENIOR HS	5	1	6
IMMACULATE CONCEPTION ACADEMY	1		1
Total	51	13	69

Also, may we request that this will serve as the Official Authority to travel of the official Delegates.

Thank you for your unending support to the scouting movement.

Very truly yours,

PRINCESS ALELOU C. LEAÑO

Council Scout Executive

Approved:

ANSELMO R. ALUDINO

Regional Commissioner Community Based Scouting
Schools Division Superintendent
Division of Batac City

Inlc: As stated

NAME OF DELEGATES		
SCHOOL/DISTRICT	NAME	TYPE OF PARTICIPATION
SDO BATAAC	ALUDINO, ANSELMO R.	Contingent Management Team
	BANDIOLA, ARNEL S.	Contingent Management Team
	LAMPITOC, GLADYS B.	Contingent Management Team
	MALUNAO, JOEL P.	Contingent Management Team
	MATSON, JUN PINIERA T.	Contingent Management Team
BATAAC NATIONAL HIGH SCHOOL	MANGLAL-LAN, PETER G.	Scout Leader
	GUMAYAGAY, MARVIN	Scout
	LABRADOR, PRINCE JOHN	Scout
	CASTILLO, GAB KIRBY CRISTOBAL	Scout
	ADINA, ANGELO	Scout
	AMUDO, MARC	Scout
	LARGAN, CHRISTIAN DOMINIC	Scout
	LAGMAY, ASSEN LEW Q.	Scout
	MANUEL, JOSHUA	Scout
	SOLIVEN, CLARK	Scout
	GALACGAC, KARL JOSHUA	Scout
	GARCIA, PRINCESS ALLYSON M.	Scout
	DEJUCOS, AJ	Scout
	PERJES, CENT G.	Scout
	VILLA, RHAIZALYN	Scout
CITY OF BATAAC NATIONAL HIGH SCHOOL	BAUTISTA, STEVE JOHN	Scout Leader
	MANALPAC, CLARENCE C.	Scout Leader
	VENTURA, ROLAND T.	Scout Leader
	YATE, ALDREDZ CLARENZ P.	Scout
	YATE, ALEZANDRA CLARIZ P.	Scout
	CALACAL, XYRENE ERICH	Scout
	BAYANGOS, TRISHIA MAE	Scout
	BABIA, FRANCIS KEAN	Scout
	SINOBAGO, JAMES RUSSEL	Scout
	VELASCO, JASMIR	Scout
	BIRGINIAS, RHEZEAN CATHE	Scout
	DULDULAO, JOSHUA	Scout
	BUCALIG, ADRIAN JAKE	Scout
	VENTURA, KEILVIN CHARLES	Scout
	MACADANGDANG, CARL JOHN	Scout
	GUTTIEREZ, MARCUZ CEASAR	Scout
	OAMERGA, ESTRELI VENIZE	Scout
	BALALIO, ARC VINCENT	Scout
	RALLECA, RAFAELA MELBA	Scout
CRISPINA MARCOS VALDEZ NHS	BATUCAL, JOHN FREDERICK G.	Scout Leader
	BATUCAL, JEROME DAVE G.	Scout
	AGUIBITIN, GIAN LEE P.	Scout
	GABBAC JANZ REIVER A.	Scout
	IMBAT ALDEN GERARD B.	Scout
	SAGSAGAT DAVE ANGELO P.	Scout
	SANGUIR ZAIJAN FLOR B.	Scout
	DINGSIT ADRIAN S.	Scout
	BALBER, MARK ANGELO B.	Scout
	TOLENTINO GHIAN LUCKY C.	Scout
FERDINAND E. MARCOS SENIOR HS	CORPUZ, MYCA JANELLE D	Scout Leader
	RUBIO, JOSEPH CARLO M	Scout
	BIRGINIAS DAN RHEYAN B	Scout
	ACOSTA KONREID JACOB R.	Scout
	CANDAROMA CHARLES ARLEIA.	Scout
	ARCANGEL CHRISTIAN LLOYD	Scout
	MARQUEZ ARVIN D.	Scout
GEN. ARTEMIO RICARTE SENIOR HS	DE LA ROSA, GERWIN V	Scout Leader
	BANEZ, JETRO R.	Scout
	BALAGTAS, ARCHIE V.	Scout
	GALIMBA, ZEUS KRISTOFFER M.	Scout
	CAOILI, HANRITZ JERICO S.	Scout
	QUIBIN, ADRIAN	Scout
IMMACULATE CONCEPTION ACADEMY	BUTAY, ADAM JARRET G.	Scout



BOY SCOUTS OF THE PHILIPPINES

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"Laging Handa"

26 November 2025

NATIONAL OFFICE MEMORANDUM

Number **101** series 2025



TO : Regional Youth Development Officers
Council Scout Executives and Officers-In-Charge
Local Council Contingent Management Team

SUBJECT : GENERAL PROGRAM OF THE 33rd ASIA-PACIFIC REGIONAL SCOUT JAMBOREE

1. This refers to the upcoming 33rd Asia-Pacific Regional Scout Jamboree (APRSJ) to be hosted by the Boy Scouts of the Philippines on 14-21 December 2025 in Botolan, Zambales. The theme of the Jamboree is: "Be Prepared: Scouts for Peace and Sustainable Development"
2. Kindly take note of the following important date related to the jamboree:

DATE	TIME	PARTICULAR
12 Dec (Fri)	Whole day	Arrival of International Service Team (IST)
13 Dec (Sat)	Whole day	Arrival of IST and Participants (Scouts, Unit Leaders, and Contingent Management Team)
13 Dec (Sat)	1400H-1800H	Opening Ceremonies and Orientation for IST
14 Dec (Sun)	Morning	Arrival of Participants (Scouts, Unit Leaders, and Contingent Management Team)
14 Dec (Sun)	1300H-1500H	Holy Mass & Unveiling of 33rd APRSJ Marker (venue: Camp Kainomayan)
14 Dec (Sun)	2000H-2200H	Sub-Camp Meeting (Delegation Heads, Program Officers, Administration Officers and Council Scout Executives/OICs)
15 Dec (Mon)	0700H-1000H	Jamboree Staff Meeting for the Grand Opening Ceremonies
15 Dec (Mon)	1000H-1200H	Contingent Head Meeting
15 Dec (Mon)	1600H-2000H	GRAND OPENING CEREMONIES & PARADE
15 Dec (Mon)	2000H-2200H	Camp Chief Night (for Contingent Head, 2 CMT Members, CSE/OIC and Jamboree Staff)

16 Dec (Tue) to 19 Dec (Fri)	0800H-1200H	Scout Activities and Event (Four Villages: Earth Keepers Village; Impact Village; Skills for Life Village; Heritage Village) Scout Special Activities (Rock Climbing and Rappeling, Global Development Village, World Scouting Village and Community Service Hiking)
16 Dec (Tue) to 19 Dec (Fri)	1200H-1300H	Fellowship Lunch
16 Dec (Tue) to 19 Dec (Fri)	1300H-1700H	Scout Activities and Event (Four Villages: Earth Keepers Village; Impact Village; Skills for Life Village; Heritage Village) Scout Special Activities (Rock Climbing and Rappeling, Global Development Village, World Scouting Village and Community Service Hiking)
16 Dec (Tue)	2000H-2200H	Sub-Camp Campfire (for Scouts)
16 Dec (Tue)	2000H-2200H	Wood Badge Reunion (for Adult Leaders)
17Dec (Wed)	2000H-2200H	Philippine Cultural Night (for Scouts)
17Dec (Wed)	2000H-2200H	ATAS Gathering (for Young Adults and Adult Leaders)
18 Dec (Thu)	2000H-2200H	International Cultural Night (for Scouts)
18 Dec (Thu)	2000H-2200H	Christmas Fellowship (for Delegation Heads, 2 CMT Members, CSEs/OICs and Jamboree Staff)
19 Dec (Fri)	2000H-2200H	Sub-Camp Christmas Fellowship (for Scouts)
19Dec (Fri)	2000H-2200H	Farewell Dinner (for Delegation Head, 2 CMT Members, CSEs/OICs and Jamboree Staff)
20 Dec (Sat)	0800H-1200H	Jamboree Festival and Native Games and Street Dancing
20 Dec (Sat)	1200H-1300H	Fellowship Lunch
20 Dec (Sat)	1300H-1600H	Arena Show (International/Local)
20 Dec (Sat)	1500H-1700H	National Court of Honor for Eagle Scout Rank

20 Dec (Sat)	1700H-2200H	GRAND CAMPFIRE and CLOSING CEREMONIES
21 Dec (Sun)	1000H	Home Sweet Home

3. Sub-Camp Organization

The APRSJ will be composed of a total of seven (7) sub-camps. Six (6) sub-camps are designated for youth participants, grouped by region to encourage regional identity, unity, and cooperation. The seventh (1) sub-camp is designated as the Adult Hub for key personnel, including the Contingent Management Team (CMT), International Service Team (IST), and Jamboree Staff.

The sub-camps are organized as follows:

- a. Sub-Camp 1 (Camus) - Ilocos and Northeastern Luzon Regions
- b. Sub-Camp 2 (Lim) - Central Luzon Region
- c. Sub-Camp 3 (Romulo) - National Capital Region
- d. Sub-Camp 4 (Vargas) - Southern Tagalog and Bicol Regions
- e. Sub-Camp 5 (Luz) - Western and Eastern Visayas Regions
- f. Sub-Camp 6 (Daza) - Western, Eastern and Northeastern Mindanao Regions
- g. Sub-Camp 7 (Stevenot) - Adult Hub (Jamboree Staff, IST and CMT)

4. Jamboree Program Structure

The Jamboree Program is thoughtfully designed to provide a holistic and enriching experience for all participants. It is structured into three (3) main categories, each tailored to meet the unique interests and developmental needs of its target group:

- a. Special Ceremonies and Events
- b. Scouts' Activities and Events
- c. Adults' Activities and Events

For a comprehensive list and detailed description of the activities under each category, please refer to Annex "A" attached for your reference and perusal.

5. Day Visitors Program

The Jamboree Organizing Committee has approved the Day Visitor Program for Scouts and Scout Leaders who are unable to join the entire jamboree. This program offers them the opportunity to visit and witness the ongoing activities and spirit of the jamboree.

Below is the official schedule for Day Visitors:

DATE	TIME	
	Opening Time	Closing Time
Monday, 15 December 2025	0800H	1800H

Tuesday, 16 December 2025	0800H	1800H
Wednesday, 17 December 2025	0800H	1800H
Thursday, 18 December 2025	0800H	1800H
Friday, 19 December 2025	0800H	1800H
Saturday, 20 December 2025	0800H	1800H
Sunday, 21 December 2025	Closed	Closed

For more details and guidelines, please refer to National Office Memorandum No. 92 Series of 2025, dated 21 October 2025.

6. Should you have further queries, you may refer directly to the National Coordinators for APRSJ Program.

a. Assistant Project Officer for Program

MR. MANUEL G. ISIDORO III

Youth Development Officer V

mgisidoro@scouts.gov.ph

b. Ceremonies and Events

MR. ALVIN SAN JOAQUIN

Warehouseman 1

National Scout Shop Staff

apsanjoaquin@scouts.gov.ph

c. Scout Activities and Events

MR. ZEON VALDEZ

Youth Development Officer III

zeon.valdez@scouts.gov.ph

d. Adult Activities and Events

MR. MICHAEL O. PANTALEON

Youth Development Officer IV

mopantaleon@scouts.gov.ph

7. For your information and guidance.


CEDRICK G. TRAIN
Acting Secretary General

33rd ASIA-PACIFIC REGIONAL SCOUT JAMBOREE

14-21 December 2025

Botolan, Zambales, Philippines

GENERAL PROGRAM OF ACTIVITIES AND EVENTS

The Program of the Jamboree is composed of three (3) categories, as follows:

a. CEREMONIES AND EVENTS

1. Eucharistic Mass Celebration and the Unveiling of the 33rd APR Marker

There will be a Thanksgiving Mass, Sunday, **December 13, 2025** at **8:00 a.m.** to be hosted by the BSP Camarines Sur Council bringing the replica of the Our Lady of Penafrancia and this will be followed by the Unveiling of the 33rd APR marker at Camp Kainomayan, Botolan, Zambales.

2. Grand Opening Ceremonies

The Grand Opening Ceremonies will begin **at 3:30 PM on December 15, 2025**, with each contingent bringing their Council Flag and a 3 x 6 foot banner featuring the council name, sub-camp, and council logo on a white background, and leading the parade with their Management Team and Members.

3. Sub-Camp Campfire

Each sub-camp is required to hold a campfire on **Tuesday, December 16, 2025**. All councils are encouraged to participate, and those selected will represent their sub-camp during the Grand Campfire on December 20, 2025, at the Grand Arena.

Criteria for Campfire Presentation:

Skit

Relevance of the Theme	30%
Uniqueness & Originality	30%
Choreography & Synchronization	30%
Entertainment Factor	<u>10%</u>
	100%

Yell

Originality	15%
Relevance to the Theme	30%
Clarity of Voice	25%
Mastery and Timing	20%
Execution	<u>10%</u>
	100%

Song

Message of the Song	30%
Loudness & Clarity of voice	30%
Choreography & Synchronization	30%
Over-all Performance	<u>10%</u>
	100%

4. Philippine Cultural Night

This is to inform all Scouting regions that the Philippine Cultural Night will be held on **Wednesday, December 17, 2025**, as part of the official camp program. All regions are encouraged to participate in this cultural event, which aims to showcase the rich heritage and diversity of each region. Participation will be endorsed by the Regional Youth Development Officer V, who will nominate a representative for the event. Each region is entitled to nominate one (1) local council to represent them, and the performance should reflect the unique culture, traditions, and identity of the nominated region. Please be advised that the deadline for submission of entries is on or before December 01, 2025, to Mr. Alvin San Joaquin, National Coordinator, Special Ceremonies and Events.

5. International Cultural Night

The International Cultural Night is a key event in the Asia-Pacific Region Scout Jamboree that highlights the rich diversity and global unity of the Scouting movement. This special evening offers a platform for each participating country to proudly share and celebrate their own culture through creative presentations and interactive activities. It is designed to foster cross-cultural understanding, appreciation, and friendship among Scouts by giving everyone a chance to experience the customs, traditions, and identities of fellow participants from around the world. The event is both educational and festive, creating a vibrant atmosphere that reflects the Jamboree's theme of unity in diversity.

Each participating country is required to prepare one cultural performance that authentically represents their national or regional identity. This may include traditional dances, music, songs, or theatrical presentations that showcase their heritage and values. In addition to the performance, each delegation must also introduce at least one traditional food item or a traditional game that can be shared or demonstrated during the evening. These food and game exhibits should be simple, safe, and accessible, allowing other Scouts to engage, taste, or participate firsthand. Cultural booths or interactive spaces may be set up to encourage deeper exchanges and learning. Delegates are encouraged to wear their national costumes and decorate their areas with symbols and items that represent their country. The International Cultural Night is meant to be inclusive, respectful, and celebratory, offering all Scouts a meaningful experience of global friendship and cultural pride that lies at the heart of the Scouting movement.

6. National Court of Honor for Eagle Scouts

The National Court of Honor for Eagle Scouts is a solemn and prestigious ceremony that recognizes and confers the highest rank in the Boy Scouts of the Philippines—the Eagle Scout Rank. The event is designed not only to honor the achievement of the awardee but also to inspire younger Scouts to strive for excellence in leadership, service, and character.

Please be advised that the deadline for submission of awardees is on or before December 01, 2025, to Mr. Alvin San Joaquin, National Coordinator, Ceremonies and Events.

7. Sub-Camp Christmas Fellowship

The Sub-Camp Christmas Fellowship is a dynamic and entertaining evening program of the Asia-Pacific Region Scout Jamboree that aims to energize participants, celebrate youth culture, and provide a safe and enjoyable environment for Scouts to relax and connect through music and dance. This event serves as a well-deserved break from the day's activities and promotes positive social interaction, inclusivity, and fun in a lively setting. It is also an opportunity to highlight young talents, promote unity through shared experiences, and reinforce the Jamboree's joyful and festive spirit.

8. Grand Campfire

The Grand Campfire will be held on **Saturday, December 20, 2025**. All winners or selected participants from the Sub-Camp Campfires must have their entries submitted to the Program Headquarters by the Sub-Camp Program Officer on or before December 17, 2025.

9. Grand Closing Ceremonies

The Grand Closing Ceremonies will begin immediately after the Grand Campfire, with each contingent bringing their Council Flag and a 3 x 6 foot banner featuring the council name, sub-camp, and council logo on a white background.

10. Simbang Gabi Masses and the Morning Exercises

As part of the Filipino tradition the Simbang Gabi or Misa De Gallo, there will be a Eucharistic Mass celebration starting on **December 16, 2025 until December 21, 2025 4:00 a.m.** at the Grand Arena. Each Sub-camp is assigned to be the in-charge of the liturgical assignment like Commentator, Lector, Altar Servers, Choirs, Eucharistic Minister and Ushers/Usherettes.

Every morning before the start of activities in the jamboree, a 20- to 30-minute dance exercise should be conducted to energize the Scouts and set a positive mood for the day. The routine begins with a five-minute warm-up dance consisting of simple steps like marching, clapping, and arm swings to upbeat music. This is followed by the main dance session featuring a different style each day to keep the Scouts engaged and excited. For variety, the first day may

feature a Zumba dance, the second day a hip-hop routine, the third day an easy K-pop choreography, the fourth day a Filipino folk dance fusion, the fifth day an aerobic dance mix, the sixth day a popular TikTok dance craze, and the seventh day a unity dance where all Scouts perform a simple choreographed routine together. Each session should conclude with a five-minute cool-down dance using slower movements and stretches.

b. SCOUT ACTIVITIES AND EVENTS

The Scout Module is organized into four thematic Villages, each dedicated to a key pillar of development. These Villages are subdivided into eight specialized sub-modules, designed to translate vision into actionable learning.

Every sub-module is composed of a robust curriculum featuring a minimum of six core activities and seven special activities. This structured approach ensures the effective achievement of defined learning objectives.

The very names of the Villages and their sub-modules draw direct inspiration from the United Nations Sustainable Development Goals (SDGs), the Philippine Development Plan (PDP), and the framework for 10 Youth Participation. This alignment underscores our core objective: to empower young people as active and essential contributors to national growth.

The following villages with modules and activities, as follows:

1. **ONE PLANET (SANLIBUTAN)** - Where nature isn't just a place we visit—it's a home we actively protect! This activity is an immersive, hands-on learning experience designed to transform Scouts into dedicated environmental stewards and practitioners of sustainable living.

1.1. Earth Guardians (Tagapagkalinga ng Daigdig) Module

Is a critical, high-stakes training program designed to transform Scouts into competent, calm, and quick-thinking First Responders and community protectors. This module focuses intensely on the practical application of core Scouting skills—First Aid, Rescue, Safety, and Emergency Preparedness—to ensure every Scout is equipped to act effectively when someone's well-being is at risk.

This is where the Scout Motto, "Be Prepared," moves from a principle to a practiced reaction.

1.1.1 AGOS (WATER FILTRATION)

Scouts will gain an understanding of the critical role clean water plays in our daily lives. Through this activity, they will learn and demonstrate the

necessary stages of water filtration required to render contaminated water potable (safe for drinking).

1.1.2 LIKHA (GLOBAL UPCYCLE)

Scouts will explore the ecological consequences of single-use plastic waste. The activity emphasizes the importance of plastic recycling and the creative methods used to repurpose plastic into art, figurines, and other useful daily products.

1.1.3 BAKAS (LEAVE NO TRACE)

In this activity, Scouts will understand and learn the importance of minimizing human impact on the environment. They will focus specifically on preserving the quality of nature and protecting wildlife in the area while responsibly enjoying the outdoors.

1.1.4 SIKLAB (SOLAR REVOLUTION)

These fun games and activities are a core component of the global Scouts Go Solar Challenge program, which is one of the key initiatives under the WOSM Earth Tribe umbrella.

1.1.5 SIKMIN (TURN THE PLASTICS)

This activity is a fast-paced, hands-on challenge designed to teach Scouts the practical skill of reducing plastic waste volume for efficient storage and recycling, reinforcing the "Pack it In, Pack it Out" principle of Leave No Trace. It is often structured as a competitive demonstration where patrols race to maximize the number of empty PET plastic bottles they can fit into a fixed space.

1.1.6 SINAG (SOLAR PARABOLIC)

Is an educational and practical activity designed to teach Scouts about solar energy, specifically focusing on the principles of parabolic reflection to concentrate sunlight and generate heat. It combines basic physics with hands-on construction.

1.2. Climate Actors (Tagapagtanggol ng Kalikasan) Module

A dynamic, high-impact program designed to move Scouts beyond learning about climate change toward taking immediate, measurable action in their homes, schools, and communities.

This module is built on the philosophy that every Scout, regardless of age, can be a powerful agent of change—a true Climate Actor.

1.2.1 PAWIKAN (MEMORY MAPPING)

Scouts will use their memory and research skills to recall critically endangered wildlife found in their respective countries. The challenge is to identify those species and determine if they are still frequently seen in the

wild today. This task heightens awareness of the urgency in protecting our most vulnerable habitats and creatures.

1.2.2 PILANDOK (BIODIVERSITY TRACKER)

This activity will transform Scouts from passive observers into active guardians of their environment. By putting a name to the trees that provide them shade and the birds that sing in the morning, they forge a personal connection to the wild. This 12 connection is the first and most important step in building a generation of environmentally responsible citizens, true to the Scout Oath and Law.

1.2.3 WALING-WALING (FLORA BINGO)

The goal of this activity is for Scouts to find and identify the items listed on the bingo card, marking off each item as they find it.

1.2.4 TAMARAW (WATER FOOTPRINT)

The Water Footprint Calculator Scout Activity is an educational and interactive program designed to teach Scouts about water conservation by estimating the total amount of water they consume, both directly and indirectly.

1.2.5 BIYA (OCEAN PLASTIC IMAGING)

This activity is a powerful, hands-on demonstration designed to help Scouts grasp the immense scale of ocean plastic pollution and, crucially, visualize the impact of their individual actions. Scouts will first use real-world data and simple math to convert an abstract statistic (like daily plastic bottle consumption) into a tangible physical space on the ground.

1.2.6 HARING IBON (ENVIRONMENTAL PLEDGE)

This activity allows Scouts to formalize their commitment to environmental stewardship. Following the visualization activity, each Scout will formulate a specific, measurable, and personal pledge to reduce their ecological footprint.

2. ONE PEOPLE (SANGKATAUHAN)

The capstone experience is designed to consolidate all your practical skills—from survival to social advocacy—into meaningful, measurable action. This isn't just another Jamboree; it's a dynamic, concentrated workshop where Scouts transform from training to real-world application.

The Impact Village challenges Scouts to utilize the Patrol Method to analyze a complex problem and then design, execute, and measure a high-impact solution within a compressed timeframe

2.1. Social Advocates (Tagapagtaguyod ng Lipunan) Module

A dynamic, high-impact program designed to move Scouts beyond learning about climate change toward taking immediate, measurable action in their homes, schools, and communities.

This module is built on the philosophy that every Scout, regardless of age, can be a powerful agent of change—a true Climate Actor.

2.1.1 PAYAPA (UNITY DANCE)

Scouts The Scout Jamboree Unity Dance is a powerful and symbolic mass dance performed by thousands of Scouts from different countries during a World Scout Jamboree. It is not just a performance, but a celebrated tradition that embodies the core spirit of the event. Its main purpose is to visually and physically demonstrate the unity, friendship, and global brotherhood of the Scouting movement. Despite coming from diverse cultures, backgrounds, and languages, all participants move together in synchrony to the same music and choreography.

2.1.2 TIWALA (TRUST FALL)

Is a classic initiative game used in Scouting and other team-building programs to promote trust, teamwork, and communication among participants. It is often introduced at different levels of complexity to suit the age and maturity of the group.

2.1.3 SAGIP (SAVE THE PLANET)

Is a creative team-building or physical activity that has been given an environmental theme to align with Scouting's major global initiatives like the Earth Tribe and the Sustainable Development Goals (SDGs).

2.1.4 GALANG (ADVOCACY CRAFT)

Is a hands-on project that connects the craft of making a bracelet with learning about and promoting a specific cause or issue. While the exact project details can vary by Scout organization and the specific cause, a common example is the "Make Suffragette bead bracelets" activity from Scouts (UK). It has often participated in advocacy projects, such as the Messengers of Peace initiative, which encourages Scouts to lead service initiatives that promote peace, social justice, and environmental action. The bracelet activity is one tangible, creative way to introduce the concept of advocacy and allow Scouts to visibly support an issue they care about.

2.1.5 KAISA (UNITY BINGO)

This activity is designed to break down social barriers, encourage interaction among diverse groups (such as different National Scout Organizations at a

jamboree), and highlight the similarities and shared human experiences that unite us, regardless of background or culture.

2.1.6 WAGAYWAY (FLAG SNATCHING)

Is a classic outdoor pursuit game played by two teams, each attempting to capture the opposing team's flag (or other agreed-upon object) from their base and safely return it to their own territory. It's a game of strategy, teamwork, speed, and defense.

2.2. Change Movers (Tagapagtaguyod ng Pagbabago) Module

Is an advanced program designed to develop visionary leadership and the skills necessary to initiate and manage long-term community transformation. This module goes beyond simply identifying needs or executing a single project; it focuses on teaching Scouts how to become systemic agents of change within their schools, neighborhoods, and broader communities.

This experience challenges Scouts to think strategically, overcome resistance, and sustain momentum to achieve lasting positive impact.

2.2.1 KALAKAL (GLOBAL MARKETPLACE)

The activity is a practical lesson in global interdependence, demonstrating how effective communication and collaborative problem-solving are essential for achieving objectives that no single group can accomplish alone.

2.2.2 BAGTING (INTERCONNECTION)

This is a powerful, low-energy activity that creates a visual and physical representation of a community's interconnectedness. As Scouts share their individual strengths, they collectively weave a web with string, demonstrating how each person's unique qualities contribute to the strength and resilience of the entire group.

2.2.3 PATAS (EQUITY CIRCLE)

This is a powerful, silent, and experiential activity that uses physical movement to visualize the spectrum of privilege and challenge within a group. This activity is designed not as a game, but as a reflective exercise to build empathy, reduce prejudice, and reveal shared human experiences in a safe and controlled environment.

2.2.4 BAYANIHAN (HOME FOR ALL)

A time-sensitive, practical challenge where patrol/crew must collaborate to design and construct a weather-resistant shelter using limited materials and simulating disabilities to powerfully teach empathy, adaptability, and the critical importance of mutual support to overcome challenges as a single unit. This activity simulates real-world emergency scenarios while

emphasizing the importance of every member's contribution to community resilience.human experiences in a safe and controlled environment.

2.2.5 TULAAN (POETRY CHALLENGE)

A collaborative creative writing and performance activity where Scouts collectively create and perform a spoken word poem on the theme of "Unity." This activity transforms public speaking from an individual fear into a collective empowerment tool, using artistic expression to build confidence and communal bonds.

2.2.6 TANGAN (TREE OF HOPE)

This activity moves abstract concepts of "change" and "commitment" into the physical realm. It allows every individual to see their role in the larger picture, creating a powerful and hopeful symbol that can inspire action long after the event is over. The "Tree of Hope" stands as a lasting witness to their promises.

3. ONE POWER (SANLAKAS)

An activity designed to equip every Scout with the personal and practical skills needed for success in their adult lives. This village shifts the focus from outdoor survival to real-world self-reliance, teaching Scouts how to plan their future, manage resources, and make ethical, informed decisions.

The Life Navigator Village challenges the Scouts to face and master the essential responsibilities of independent living, ensuring they are prepared for life's journey long after they leave the campsite.

3.1. Life Crafters (Tagapagtaguyod ng Buhay) Module

Is a high-energy, immersive program designed to strip away modern conveniences and sharpen the fundamental outdoor competencies essential to every successful Scout. This module focuses exclusively on the core skills that guarantee self-reliance, resilience, and mastery of the wilderness.

You won't find any complex gadgets here—just your wits, your training, and the essential tools of a true Outdoorsman. This is where the legends of Scouting are made.

3.1.1 LINGAP (HUMANITARIAN ADVOCACY)

A dedicated movement mobilizing the skills, energy, and commitment of young people to serve vulnerable communities during times of crisis. We train Scouts in disaster risk reduction, emergency response, and post-disaster recovery, putting the core value of service into tangible action.

3.1.2 TAGISAN (CHARIOT RACE)

It is a fun and competitive way to apply practical outdoor skills (pioneering) in a fast-paced, team building environment.

3.1.3 BUHOL (KNOT CHALLENGE)

A popular and effective activity, particularly in Scouting, that combines physical movement and teamwork with the practical skill of knot mastery. The goal is often speed, but accuracy is paramount, as an incorrect knot can result in a penalty or failure.

3.1.4 SIGA (FIRE LAY)

A tactical and highly efficient type of campfire built underground. It is named after the Dakota people, who historically used this method on the open Great Plains to protect their fires from strong winds and to conceal their location while hunting.

3.1.5 LUNAS (EMERGENCY RESPONSE)

Is often called a First Aid Relay or Survival Relay) is a team-based activity designed to teach and test participants' knowledge of first aid, emergency preparedness, or disaster response skills in a fun, competitive environment.

3.1.6 DAPOG (SURVIVAL COOKING)

Is the practice of preparing edible, nutritious, and safe food in adverse or emergency conditions where conventional resources (electricity, gas, modern appliances, grocery stores) are severely limited or non-existent.

3.2. Trail Blazers (Tagapagpanguna) Module

It is an intensive, high-adventure obstacle course designed to test a Scout's physical endurance, mental agility, leadership, and teamwork in a controlled, safe environment. It's the ultimate proving ground for applying the skills learned in the Scouting program.

This module typically involves a series of natural and constructed obstacles that Scouts must overcome as a cohesive unit. The objective is not merely to finish, but to finish safely, efficiently, and with every member participating and contributing to the group's success.

3.2.1 GAPANG (COMMANDO CRAWL)

This is a classic test of endurance and stealth. Scouts must crawl low to the ground on their hands and knees, navigating under a series of ropes. It challenges their core strength, determination, and ability to push through a demanding physical task.

3.2.2 TULAY (HANGING BRIDGE)

This activity is a thrilling test of balance and nerve. Scouts must carefully cross a bridge made of wooden poles and ropes that sways with every step. It builds confidence and concentration as they focus on maintaining their footing from one end to the other.

3.2.3 PADULAS (MUDSLIDE)

It's a fun and messy challenge that encourages scouts to let loose. Participants slide down a slick, sandy slope, conquering any hesitation and embracing the adventure. It's a high-energy, unforgettable moment that creates lasting memories and shared laughter.

3.2.4 BITIN (MONKEY BARS)

This is a classic test of upper body strength and grip endurance. Scouts must traverse a set of overhead bars using only their hands, moving from one rung to the next. It challenges their physical power and determination to reach the other side.

3.2.5 LAKTAW (TIRE OBSTACLE)

This activity is a fast-paced challenge of agility and coordination. Scouts must quickly and carefully step or jump through a series of fixed tires. It tests their footwork, balance, and rhythm as they navigate the course with speed and precision.

3.2.6 SAPOT (SPIDER WEB)

It's a classic team puzzle that tests communication and strategy. Scouts must pass each other through the openings of a large rope web without touching the strands. This activity requires careful planning and cooperation, making it an unforgettable lesson in teamwork.

3.2.7 TIBANG (UNEVEN POST)

This is a focused challenge of balance and coordination. Scouts must walk across a series of posts or logs set at uneven heights. It tests their concentration and poise with every step, building confidence in their own body control.

3.2.8 LIBAN (WALL HURDLE)

It's a demanding test of strength and teamwork. Scouts must work together to get every member over a tall, vertical wall. This obstacle requires collaboration, boosting, and pulling, making it a powerful exercise in mutual support and collective effort.

3.2.9 PAANOD (WATER TUBING)

This activity is a refreshing and exciting team adventure. Scouts drift along a water channel on inflatable tubes, navigating the current together. It's a fun,

cooperative experience that combines relaxation with a shared sense of exploration.

3.2.10 SLIDE FOR LIFE

The "Slide for Life" is often the highlight of a Challenge Valley course. Unlike a recreational zip line where the participant sits passively in a harness, a traditional Challenge Valley Slide for Life requires the Scout to hang from a T-bar or handle (sometimes with a safety harness backup) and slide down an inclined cable or rope, usually over a ravine, creek, or mud pit. It tests grip strength, core stability, and the ability to commit to a decision.

4. ONE PRIDE (SANGDANGAL)

The Scouts Heritage Village is an immersive, interactive experience designed to transport Scouts and visitors through the rich history, traditions, and core values of the Scouting Movement in the Philippines and worldwide.

More than just an exhibit, this module is a living classroom dedicated to preserving and celebrating the movement's enduring legacy.

4.1. Resilient Builders (Matatag na Tagapagbuo) Module

This module challenges Scouts to actively participate in strengthening their community's ability to withstand, adapt, and recover from challenges, whether they are natural disasters, social crises, or economic hardships.

By blending the core principles of Scoutcraft with modern concepts of resilience and sustainability, Scouts move beyond simple community service to become proactive agents of preparedness and long-term stability

4.1.1 AMIHAN (WIND RELAY)

Patrols/crews work together to transport a pinwheel along a string course using only controlled breathing, testing coordination, patience, and gentle force application in a cultural context of air/wind traditions.

4.1.2 LAYAG (DRUM FERRY)

Patrols must safely transport all team members across water using only a half-drum ferry and a fixed rope system. This challenge emphasizes teamwork, coordination, strategic planning, and safe load distribution.

4.1.3 KUBLIAN (IMPROVISED SHELTER)

A core outdoor skill in Scouting that involves constructing a temporary protective dwelling using only the materials readily available in the natural environment and whatever minimal gear a Scout carries. It moves beyond a simple lean-to; it is an exercise in applied resourcefulness under duress.

4.1.4 LAKBAY (ORIENTEERING)

Is an exciting and challenging outdoor adventure that teaches Scouts essential navigation and problem-solving skills, promotes teamwork, and provides physical exercise. It's often called the "thinking sport."

4.1.5 TAYÓ (PIONEERING)

It is the art of constructing structures, bridges, and camp gadgets using natural materials (spars/poles, rope, etc.) and specialized techniques called lashings. It is a fundamental activity in Scouting that is deeply connected to developing resiliency in youth.

4.1.6 HILAHAN (TUG OF WAR)

It is a classic team challenge that tests strength, coordination, and teamwork. Two teams grab opposite ends of a long, sturdy rope and pull with all their might to drag the opposing side across a center line. It's a high-energy, unforgettable activity that encourages scouts to work together and apply maximum effort.

4.2. Culture Weavers (Tagapag-ugnay ng Kultura) Module

Empowers Scouts to act as cultural stewards, interpreters, and advocates within their communities and beyond. It moves beyond simply learning about culture to actively involving Scouts in the preservation, promotion, and sharing of their local heritage and traditions.

The activities are designed to cultivate in the Scout a deep appreciation for the diversity, emphasizing their role of Scouts bridging generational and regional divides to strengthen national identity.

4.2.1 SANDIWA (CULTURAL HIKE)

A dynamic, station-based hike where the journey itself is the destination. Scouts hike a loop trail, stopping at "Cultural Camps" representing different Asia-Pacific countries to engage in a quick, hands-on activity.

4.2.2 PAMANA (CHAMPIONING THE MASSES)

An interactive session on the life and works of President Ramon Magsaysay, focusing on his leadership style, humility, and commitment to the common man. The activity connects his values to the ideals of Scouting and modern social leadership.

4.2.3 HULMA (VOLCANIC ASH ART)

Scouts hand-mold traditional, unglazed clay pots ("Paso"). This connects them to ancient craftsmanship and teaches about sustainable gardening. They learn how these pots are ideal for plants due to their porosity and then plant a native or herb seedling in their creation.

4.2.4 HABI (WEAVING)

Scouts learn basic weaving techniques using traditional looms and are challenged to incorporate modern recycled materials (like plastic strips or old t-shirts) into their designs, creating a fusion of tradition and sustainability.

4.2.5 INDAK (CULTURAL DANCE)

Scouts learn simple, iconic dance steps from 3-4 different Asia-Pacific cultures (e.g., Tinikling from the Philippines, Haka from New Zealand, a simple Bollywood sequence, a Korean pop dance move). The focus is on understanding the cultural context and enjoying collective movement.

4.2.6 BAYBAY (INDIGENOUS WRITING)

This activity connects Scouts to pre-colonial Philippine heritage through Baybayin (ancient Filipino script) and the 19th-century "Letras Y Figuras" art form. Scouts learn to read/write basic Baybayin and use it to create personal art, applied as temporary tattoos or on cloth.

The Scout Activity Loading Matrix for the four (4) villages includes eight (8) modules per group, scheduled over four (4) days of activities, as follows:

GROUP	SCOUTING REGIONS	NO. OF SCOUTS	16-Dec-25		17-Dec-25		18-Dec-25		19-Dec-25	
			AM	PM	AM	PM	AM	PM	AM	PM
1	A. WESTERN VISAYAS REGION B. EASTERN VISAYAS REGION	2327	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6	Module 7	Module 8
2	A. WESTERN MINDANAO REGION B. EASTERN MINDANAO REGION C. NORTH EASTERN MINDANAO REGION D. BICOL REGION	2444	Module 2	Module 3	Module 4	Module 5	Module 6	Module 7	Module 8	Module 1
3	A. SOUTHERN TAGALOG REGION	1935	Module 3	Module 4	Module 5	Module 6	Module 7	Module 8	Module 1	Module 2
4	A. CENTRAL LUZON REGION Ramon Magsaysay-Zambales, Pampanga, James L. Gordon, Aurora, Angeles City	2488	Module 4	Module 5	Module 6	Module 7	Module 8	Module 1	Module 2	Module 3
5	A. CENTRAL LUZON REGION Nueva Ecija, Tarlac, Bulacan, Bataan, Cabanatuan City	2510	Module 5	Module 6	Module 7	Module 8	Module 1	Module 2	Module 3	Module 4
6	A. NATIONAL CAPITAL REGION Taguig City B. NORTH EASTERN LUZON REGION Cagayan North-Tuguegarao City, Kalinga-Apayao, Mountain Province	2051	Module 6	Module 7	Module 8	Module 1	Module 2	Module 3	Module 4	Module 5
7	A. ILOCOS REGION B. NATIONAL CAPITAL REGION Quezon City, Manila, Pasig City	2087	Module 7	Module 8	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
8	A. NORTH EASTERN LUZON REGION Alcala, Baguio City, Batanes, Benguet, Cauayan City Associate, Ilugao, Isabela, Nueva Vizcaya, Quirino, Santiago City B. NATIONAL CAPITAL REGION City of Mandaluyong, Caloocan City, Las Pinas City Associate, Makati City, Malabon City, Marikina City, Muntinlupa City, Navotas City, Parañaque City, Pasay City, San Juan City Associate, Valenzuela City	2097	Module 8	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6	Module 7

Legend:

- M1 - Earth Guardians
- M2 - Climate Actors
- M3 - Social Advocates
- M4 - Change Movers
- M5 - Life Crafters
- M6 - Trail Blazers
- M7 - Resilient Builders
- M8 - Culture Weavers

Scouts Participants Things to Bring:

SANLIBUTAN – One Planet Village

Module 1. Earth Guardians

LIKHA

5pcs of used plastic pet bottles 500ml

Scissor or cutter

Other materials that can be used for Art project

SIKMIN

10 used Pet Bottles

Module 2. Climate Actors

Personal Pen and Pentel Pen

SANDANGAL – One Pride Village

Module 2. Culture Weavers

Cultural Hike - Each region of the Boy Scouts of the Philippines, as well as participating National Scout Organizations, must prepare a cultural presentation. Groups are tasked with showcasing their region's unique way of life, highlighting local traditions, norms, beliefs, and customs (e.g., Traditions of the Ilocos Region).

Special Activities:

GLOBAL TASTE BUDS – Each region of the Boy Scouts of the Philippines, along with participating National Scout Organizations (NSOs), is required to prepare local delicacies. This activity aims to showcase how their cuisine reflects and influences their rich cultural heritage.

WORLD SCOUTING DISPLAY – All participants, including visiting National Scout Organizations (NSOs), are invited to display their Scouting memorabilia. Collections may include items such as vintage uniforms, activity patches, and commemorative neckerchiefs. This exhibit aims to highlight the importance of Scouting's rich heritage to a new generation of Scouts.

LARONG LAHI

Tumbang Preso – All Scouts must bring flip on sandals (Tsinelas) for this activity.

SCOUT SPECIAL ACTIVITIES

The 33rd Asia-Pacific Regional Scout Jamboree "Jambo Festival" is one of the Scout activity highlight events focused on celebrating the diversity and unity of the global Scouting movement. It's a joyful, energetic day where tens of thousands of Scouts from around the world share their national and local cultures.

The 33rd Asia-Pacific Regional Scout Jamboree "SPECIAL ACTIVITIES" is one of the Scout Module activity highlight events focused on celebrating the diversity and unity of the global Scouting movement. It's a joyful, energetic day where tens of thousands of Scouts from the Asia-Pacific share their national and local cultures

1. Fire Fighting Challenge
2. Human Sling Shot
3. Jamboree Patch Trading
4. Scout Human Snake And Ladder
5. Blind Bucket Challenge
6. Global Taste Buds
7. World Scouting Museum

Arena Show (Scout Rally)

Is a thrilling time-bound race across the camp or activity area, where Patrols or Crews navigate a course composed of multiple stations. At each station, teams must successfully complete a unique challenge—ranging from classic Scouting skills (knot tying, fire building, first aid scenarios) to mental puzzles and physical feats. Success at one station unlocks the next clue, ensuring that teamwork and efficient division of labor are essential to winning the race.

The Rally tests the Patrol Method under pressure and culminates in a final challenge for all competing teams. These combine physical endurance, intellectual problem-solving, and Patrol/Crew teamwork in a high-energy, competitive circuit.

Scout Rally Competition Mechanics

A Scout Rally is a gathering that celebrates and expresses the Scouting community, featuring activities, competitions, and an exchange of ideas. This event is designed to build enthusiasm, promote skill development and advancement, and foster unity among participants. In this activity, Scouts from different Regional Coordination Offices (RCOs) will compete in various Scout Skills. Each RCO will select its best Scout Unit, with a minimum of 24 and a maximum of 32 Scouts from their respective Local Councils, to participate.

Overall Winner Determination

The prepared games are conducted under time pressure, and there will be three winners for each game. The Scout team that secures the most 1st place finishes will be declared the overall winner of the Scout Rally and will receive the Trophy.

Verification of Overall Winner:

The final consolidated score will determine the overall winner and will be calculated as follows:

- 50% from the scores of the 8 Sub-Activities (excluding the Fancy Drill).
- 50% from the score of the Fancy Drill Competition.

The Region that achieves the highest consolidated score will be the overall winner of the APR Scout Rally Competition.

Trophies and Awards:

- 1 Overall Champion
- 1st Place
- 2nd Place
- 3rd Place
- 7 Plaque of Participation (Non-winning Regions will also receive a Plaque of Participation).

Activity Mechanics

1. Signaling (Semaphore)

- Team Size: 8 Scouts (1 signaler, 7 decoders).
- Task: The signaler performs a message using semaphore flags while the rest of the team decodes it.
- Time Limit: 3 minutes.
- Winner: The first team to correctly decode the message wins 1st place.

2. Scout Law Relay

- Team Size: 12 Scouts.
- Task: The first Scout draws a piece of paper with a part of the Scout Law, places it in its correct sequence, and then tags the next participant. This continues until the entire Scout Law sequence is correctly arranged.
- Time Limit: 3 minutes.
- Winner: The first team to correctly arrange the complete sequence of the Scout Law wins 1st place.

3. Pyramid Building

- Team Size: 21 Scouts.
- Task: Upon the signal, the Scouts must form a sturdy Human Pyramid. The Scout at the tip of the pyramid will hoist the unit's flag to signal completion.
- Time Limit: 3 minutes.
- Winner: The first group to finish building a sturdy pyramid within the time limit will be declared the winner.

4. Coconut Transfer Relay

- Team Size: 8 members.
- Task: Using a double carrick bend sling, the team must transfer 5 coconuts to the finish point. If a coconut falls, the team must return to the starting point to restart the transfer.
- Time Limit: 3 minutes.
- Winner: The team that first successfully transfers all five coconuts to the other point wins.

5. Tent Pitching

- Team Size: 8 members.
- Task: Using the provided materials, the team must build a sturdy tent. All pegs and poles must be secured using the standard knots required for tent pitching.
- Time Limit: 5 minutes.
- Winner: The team that finishes first with the most sturdy tent and the most correctly used knots will be declared the winner.

6. Verbal Message Relay

- Team Size: 20 Scouts.
- Task: The facilitator provides a job card with a message to the first Scout, who reads and memorizes it. At the signal, the message is passed verbally down the line until it reaches the last Scout, who must deliver the message aloud.
- Time Limit: 5 minutes.
- Winner: The team that finishes the task within the time limit wins the game.

7. Knot Tying Relay

- Team Size: 8 Scouts.
- Task: The first Scout draws a Knot to tie, completes the knot, and then tags the next participant. This continues until the entire task (presumably a sequence of different knots) is completed.
- Time Limit: 5 minutes.
- Winner: The team that correctly completes all assigned knots within the time limit will be declared the winner.

8. Emergency Relay

- Team Size: 9 Scouts (1 victim, 8 rescuers).
- Task: The 8 Scouts must perform bandaging on the victim using their own neckerchiefs, based on a provided job card. They must then construct an improvised stretcher using a blanket and two poles to transport the victim to the other end of the activity area.
- Winner: The team that finishes the task with the correct application of bandages and transport procedure will be declared the winner.

9. Fancy Drill Competition

- Team Size: 1 troupe (minimum 24, maximum 32 Scouts).
- Task: The unit performs a choreographed fancy drill routine.
- Time Limit: Maximum performance time is 10 minutes.

Criteria	Weight
Synchronization and Precision	30%
Choreography, Complexity, & Variety	30%
Showmanship and Bearing	20%
Uniform and Appearance	10%
Commands and Transitions	10%
TOTAL	100%

COMPOSITION OF THE JUDGES (Fancy Drill Competition)

1. National President
2. Acting Secretary General
3. Member of the PNP
4. Member of the AFP
5. Member of the PCG

Street Dancing Competition Mechanics

I. Participation and Eligibility

- Participants: The Regional Coordination Office must 1 entry other NSO is also invited to join.
- Team Size: Each participating troupe must consist of a minimum of 20 members and a maximum of 30 members, including the choreographer/trainer, dancers, and props crew (if any)
- Registration: All teams must submit a complete list of participants and their music track by the specified deadline.

II. Performance Rules

- Dance Style: The performance must predominantly feature elements of Street Dance (e.g., Hip-Hop, Breaking, Locking, Popping, Krump, House, Waacking). Fusion with other modern or cultural dance styles is permitted but should not exceed 30% of the total routine.
- Performance Area: Teams must utilize the entire designated performance area.
- Time Limit:
 - Minimum: 4 minutes.
 - Maximum: 6 minutes.
 - Penalty: Teams exceeding or falling short of the time limit will incur a deduction of 5 points from their total score.
- Music: All music must be pre-recorded. The content must be free from explicit, offensive, or derogatory language.
- Costumes and Props:

- Costumes should reflect the street dance culture and be appropriate for the performance.
- Props are allowed but must be easily carried on and off the stage. Teams are responsible for the immediate cleanup of any prop debris.

III. Criteria for Judging

A panel of qualified judges will evaluate the teams based on the following criteria, totaling 100%:

Criteria	Percentage Weight	Description / Key Focus Areas
Choreography & Originality	40%	Creativity, complexity of routines, effective use
Execution & Synchronization	30%	Precision of movements, timing, energy, technique, and synchronization among all members
Stage Presence & Showmanship	20%	Audience appeal, facial expression, confidence
Costume, Props, and Visual Impact	10%	Relevance, originality of attire, aesthetic and the seamless integration of props (if used)

IV. Declaration of Winners

- Scoring: The judges' scores will be tallied, and the highest and lowest scores will generally be dropped to ensure fairness
- Decision: The decision of the Board of Judges is final and irrevocable.
- Awards: The top three teams with the highest cumulative scores will be declared the winners:
 - Champion
 - 1st Runner-Up
 - 2nd Runner-Up

V. PANEL OF JUDGES

1. Representative from the APR Support Centre
2. Representative from the National Executive Board of the BSP
3. Representative from the invited NSO
4. Representative from Nayong Filipino
5. Representative from National Historical Commission

Native Games and Street Dancing Competition

Philippine Native Games and Street Dancing in a Scout Jamboree is a vital part of promoting Filipino culture, national identity, and the Scouting principle of developing a strong sense of national heritage.

The Philippine Native Games (Laro ng Lahi) module is designed to promote physical fitness, teamwork, and cultural preservation by engaging Scouts in traditional Filipino street and outdoor games adapted for competitive play. In contrast, the Street Dancing activity serves as a showcase for the Scouts' creativity, synchronization, and enthusiasm through choreographed routines, frequently blending modern and traditional elements.

1. Patintero
2. Tumbang Preso
3. Luksong Tinik
4. Lukson Baka
5. Agawang Base
6. Piko
7. Turumpo
8. Palasebo
9. Sangkayaw (Kadang-Kadang)
10. Sungka
11. Indakan sa Lansangan

Rappelling and Wall Climbing

Rappelling and Wall Climbing are exciting vertical adventure activities that teach technical skills, promote physical and mental resilience, and build confidence in Scouts.

They are conducted using specialized safety equipment under the supervision of qualified instructors.

Community Service Hike

Community Service Hike is an immersive program where Scouts trek through challenging terrain (often involving river crossings and lahar fields) to reach a remote Aeta community in the Botolan mountains (such as areas near Poonbato, Nacolcol, or Villar).

This project embodies the Scouting spirit by combining adventure with cultural appreciation and a commitment to social development for a marginalized community

a. ADULT ACTIVITIES AND EVENTS

1. Camp Chief Night (Governor's Night)

The Camp Chief Night will be held after the Grand Opening Ceremony on Monday, 15 December 2025, at the Adult Hub Event Place in Camp Kainomayan. It will be hosted by the Governor of Zambales in his capacity as Camp Chief of the 33rd APRSJ. Each local council or NSO is invited to send four Contingent Management Team (CMT) members, specifically the Delegation Head, ACMT for Administration, ACMT for Program, and CSE/OIC. Jamboree Staff are also invited to attend.

2. Gilwell Reunion

The Gilwell Reunion will be held on Tuesday, December 16, 2025, at the Adult Hub Event Place in Camp Kainomayan, organized by the National Training Commission. All Wood Badge holders participating in the APRSJ are invited to attend. Interested participants must register by November 15, 2025. A personal registration fee of Php 1,000.00 will be collected to cover meals, souvenirs, and administrative expenses. For registration, please coordinate with Mr. Michael O. Pantaleon, Youth Development Officer IV of the Adults in Scouting Section, Field Operations.

3. ATAS Gathering

The ATAS Gathering will be held on Wednesday, 17 December 2025, at the Adult Hub Event Place in Camp Kainomayan. Hosted by ATAS Philippines, the event is open to all ATAS members who are official jamboree participants, in compliance with camp safety and security regulations.

Interested participants are invited to register via the appropriate link below:

- For local participants: <https://bit.ly/ATASPHGatheringNatl>
- For international participants: <https://bit.ly/ATASPHGatheringIntl>

The gathering is free of charge and includes souvenirs and snacks. Please note that attendance is restricted to registered participants with an official participation ticket. These tickets will be sent to the email address provided during registration. On-site registration will not be available. The registration period closes on 30 November 2025.

4. Christmas Fellowship (Mayor's Night)

The Christmas Fellowship will be held on Thursday, 18 December 2025, at the Adult Hub Event Place in Camp Kainomayan. The event will be hosted by the Mayor of Botolan, Zambales.

Attendance is by invitation for specific members of each delegation. Each local council or NSO is invited to send a delegation of four (4) Council Management Team (CMT) members, specifically the Delegation Head, ACMT for Administration, ACMT for Program, and Chief Scout Executive (CSE) or Officer-in-Charge (OIC). All Jamboree Staff are also cordially invited to attend.

5. Farewell Dinner (Congresswoman's Night)

The Farewell Dinner will be held on Friday, 19 December 202, at the Adult Hub Event Place in Camp Kainomayan. The event will be hosted by the Congresswoman of the 2nd District of Zambales.

This is an invitation-only event for delegation leadership and staff. Each local council or NSO is invited to send four (4) Council Management Team (CMT) members, specifically the Delegation Head, ACMT for Administration, ACMT for Program, and Chief Scout Executive (CSE) or Officer-in-Charge (OIC). All Jamboree Staff are also cordially invited to attend.

6. Adult Leader Development Programs (Micro-Learning Session and Scout Skills Certification Course)

The 33rd APR Jamboree is proud to offer two flagship development programs for Adult Leaders: the **Micro-Learning Initiative** and the **Scout Skills Certification Course**. These short, focused, and high-impact 60-minute sessions for Adult Leaders sessions will be held daily from December 16 to 19, 2025, at 5:30 to 6:30 PM at the Adult Hub. Each session is specifically designed to equip them with actionable skills and official certification, empowering them to deliver the same training within their home units, institutions, and councils. There are 12 specialized sessions. Each session is a standalone 60-minute module that includes content mastery, facilitation tips, and participant engagement strategies.

Session 1	-	Updated BSP Senior Scout Advancement Scheme
Session 2	-	Risk Assessment and Management System (RAMS)
Session 3	-	Spiritual Training
Session 4	-	Gender and Development
Session 5	-	Leading from within: Understanding your Outfit and Overcoming
Session 6	-	The Art of Baybayin
Session 7	-	Basic Sign Language
Session 8	-	Unit Annual Program Plan
Session 9	-	Scout Meeting (Unit, Troop/Outfit, Patrol/Crew)
Session 10	-	Event Management
Session 11	-	Stress and Mental Health Management

Complementing this, the Scout Skills Certification Course provides a hands-on opportunity for leaders to validate, refine, and be certified in core practical Scouting abilities. Participants can demonstrate proficiency in a range of essential skills, including:

- Semaphore & Wigwag (Signalling)
- Advanced Knots & Ropework/Pioneering
- Ham Radio Operation
- Arts and Crafts
- Bougainvillea Grafting
- Campcraft (Traps and Snares)

This course ensures that our adult volunteers maintain the highest standards of proficiency, serving as expert role models for the youth.

Participating in these initiatives offers significant benefits, including efficiency, as attendees can gain a certified competency in the **Scout Skills Certification Course** for practical abilities or a **Micro-Learning session** in just 60 minutes; actionable learning, by walking away with either a certified skill or a ready-to-use training module; official recognition, through a **"Skills Certificate"** or a **"Facilitator Certificate"** for each completed course; a multiplication effect, as completers are officially authorized and equipped to train others in their home council; and

valuable networking with motivated leaders from across the region. Your role involves a commitment to actively engage, master the core competencies and facilitation methods, and pledge to replicate this training and skills locally. To join, simply check the detailed program schedule for both the Scout Skills Certification Course and the Micro-Learning sessions at the Adult Leaders' Hub or in the daily bulletin, sign up for your chosen courses on a first-come, first-served basis, and come prepared to fully engage and learn.