

HISTORY OF THE DISABILITIES AWARENESS CHALLENGE AT JAMBOREE

First introduced as the Handicapped Awareness Trail at the 1977 Boy Scout Jamboree held at Moraine State Park, Pa. the basis for dAC was a program developed by Dr. Jack C. Dinger, a professor of Special Education at Slippery Rock State College in Slippery Rock, Pa. From his initial 6 trek event, dAC has grown to a 16+ station event at the Jamboree level. Credit for most of this program belongs to two gentlemen who, in 1989, introduced the re-designed *disAbilities Awareness Challenge* to the National Jamboree. Their staff of 12 attracted just over 4000 participants. Through the persistent efforts of David Davies (d. 2009) Professional Scouter of Virginia Beach, Va. and volunteer Fred "Chief" Hampton of Albuquerque, NM, the Challenge has grown to be one of the premier events of the National Jamboree. In 2005, the staff of 47 introduced the 16 station *disAbilities Awareness Challenge* to just over 14,000 participants. Jamboree 2010 had a signed staff of 50 but continued

to deliver dAC to Scouters from all over with an on-site staff of 39. More than 15,300 visits averaging 6-7 events yielded 99,450 scout events. An impressive number! Since 2010 the National BSA has made a firm commitment to dAC for the future. Chaired by Tony Mei, California, dAC has secured a prime piece of real estate in the heart of Action Alley surrounded by merit badge booths and other program venues. Staff allotment has increased to a maximum of 100. Shooting sports has been integrated with dAC to provide BSA approved supervision with Blind BB and Wheelchair Archery. A *disAbilities Awareness Service* is being introduced to address the needs of *disAbled* scouts and scouters. The event will be open to those visitors, scouts, scouters, and staff who dare to take the *Challenge*. BSA and the dAC team are preparing a permanent home for the many events so that everything needed to run the *Challenge* will always be on site for future national programs and Jamborees.

disAbilitiey Awareness Challenge Jamboree Staff 2013

SUMMIT BECHTEL RESERVE JAMBOREE 2013 dAC ADMINISTRATIVE TEAM

**Anthony Mei - CHAIRPERSON
DEPUTIES:**

Jim Africano - SITE LAYOUT, SCHEDULING

Charlie Mann - FIELD EVENTS COORDINATOR

Tim Birt - ACCESSIBILITY SERVICES

Frank Calfa, Jr. - POSSIBILITIES / INNOVATIONS

Fred "Chief" Hampton, Sonya Whitehead - ADVISORS

Oscar Santoyo - PROFESSIONAL ADVISOR

David Davies, d. - FOUNDING DIRECTOR

JIM AFRICANO

JAN ARNY

TIMOTHY BIRT

DEBBIE BOVSHOW

LAURA BUCKNER

LOIS CAIPEN

FRANK CALFA JR.

FRAN CREEL

SARA CROSBY

LESLIE CROWDER

DEREK J. DICKEY

KENTON DILLEY

AMANDO DIMITUI

MATTHEW FERTITTA

DARREN FERWERDA

ROBERT FLEISCHER

DAVID GAFFNEY

RICH GAMBRILL, JR

ROBERT GUILLEN

ARCHER HADLEY

RALPH HADLEY

BARBARA HILL

CYNTHIA HINES-SABOL

ANDREW RALPH HINKLE

BRAD HISE

CHARLES HULSE

WARNER P. ISEPPI

CRAIG LAUER

ONIS C. LENTZ

JASON LESLIE

JANET LINTALA

JENNIFER LOEHR

ANDREW MANN

CHARLIE MANN

DEBBIE MCBRIDE

ANTHONY MEI

STEVEN MITCHEM

LYNETTE M. MOORE

CATHY MUNDORF

WELDON NEAL

JEAN PALMER

MELISSA PORTZ

SEAN RUSSELL

OSCAR SANTOYO

ROBERT SARTIN

KEITH SCHOENTHAL

LINNET SCHOENTHAL

RICK SMITH

LEX SMITH

RONALD SPITZNAGEL

LOIS TERKHORN

MIKE TRAYNHAM

KEVIN TULL

CRAIG B. VAN STEENBERGEN

CRAIG S. VAN STEENBERGEN

JERRY WALTERS

JAMES WHEATON

RUSTY WILLIAMS

TED WILLIAMS

DEIDRE WINGATE

ASTRID WORKINGER

JFA - 4-9-13

Welcome to

Jamboree 2013

THE WORLD OF POSSIBILITIES



Left: Participants attempting the mirror tracing challenge at one of many scouting events around the country. This simple exercise using a mirror can replicate the difficulties that some people experience with brain interpretation in reading, writing and speaking. It also allows the participant to think of those less fortunate.

Right: One-armed volleyball bu placing one arm behind the back-the participant learns the lack of convience of what we always take for granted.



The objective of the Disability Awareness Challenge is to provide Boy Scouts and their leaders the opportunity to become aware of devices that have been developed for the disabled, give them the opportunity "to experience" being disabled and to demonstrate that those who have severe limitations can adapt and lead wholesome lives.

Using devices that have been developed by the Telephone Pioneers of America and others, scouts and their leaders will learn through discussion, demonstration, and hands-on activity that the needs of the visually, mentally, hearing, speech, and physically challenged have successfully been addressed by the dedication and inventiveness of many people.



Above: Neil Bookspan, Jambo dAC staff, 2010, demonstrating an electronic voice box assisting him to speak after he lost his vocal chords to illness. Neil was the inspiration for adding "The Voice" to all of our presentations. Staff and leadership address participants to set the tone for the event.

Below: Attitude board seen at Jamboree to remind scouts that an awareness, healing and a positive outcome almost always begins with a positive attitude.



•AWARENESS•

CLIMBING SQUIRREL: To encourage children suffering from severe physical handicaps, especially cerebral palsy, as well as speech and hearing defects, to use and strengthen their voices.

ALPHABET/NUMBER SEQUENCE BOARDS: The alphabet board teaches capital letter recognition, matching letters and reinforces the concept of alphabetical order. The number board teaches number recognition, numerical order and counting.

MOBILITY AIDS: Allows a child unable to walk to become mobile.

STATIC ARM SUPPORTS: To support and prevent uncontrollable movement of arm while eating.

SWITCHES: Used to permit children with limited physical skills to participate in cognitive, communication, motor, self-help and social development activities.

TIC-TAC-TOE: To improve eye-hand coordination skills and to permit children with impaired motor skills to play a game.

BEAN BAG TEACHING AID: For teaching visual perception, manual dexterity and color awareness to slow learners and multiple handicapped children.

MONEY BLOCK: To teach retarded or blind children to count, add, make change and learn the feel of money.

TALKING DOGS: Teaching aid for children with speech problems.

TEN POSITION ELECTRONIC SCANNER: To provide communication for a nonverbal child. Communicator lights scan horizontally and are stopped and started by a pressure switch. The scanning rate is controlled by a knob.

AUDIO BALL: A sponge-rubber, sound-equipped ball with which visually impaired and other handicapped children can play various ball type games indoors or outdoors.

AUDIO BASKETBALL: Similar in construction to audio ball this will help a visually-impaired person shoot baskets.

LIGHT SOURCE INDICATOR: Operation of key telephone systems and various PBX's by blind persons, finding direction by overhead light, determine floor arrival in lighted button-controlled elevators, tuning stereo radios and the mode of tape recorders, dark rooms to splice films, X-rays, etc.

LIQUID LEVEL INDICATOR: To enable a totally blind person to fill a glass, cup or saucepan with liquid without causing a flood or scalding themselves.

BEEPING EGGS: Allows blind children to participate in Easter Egg Hunt.

BRAILLE TAGS: When sewn into clothing, identifies the color of the material to be worn to assure proper mix of colored clothing.

ELECTRONIC DART BOARD: Emanates a beep tone for the blind to play darts and changes tone when "bull's-eye" is achieved.

MODIFIED SILVERWARE: Allows an individual who has limited use of "grasp" to feed himself/herself.

HUG-A-BEARS: Brings comfort to a child who has been traumatized. Used by police, fire departments, and ambulances, emergency squads, etc. Some are modified with an arm or leg missing so a child who is physically limited can better relate to bear since both bear and child are the same.

BEEP SOFTBALL: Allows blind people and those with limited sight to play softball.

HORSESHOES: Electronic tone on post allows blind and limited sighted people to enjoy the game of horseshoes.

"HOT TRIKE": Modified tricycle allows youngsters who cannot use their legs to ride a trike by "peddling" it using their arms with eccentric handle bars.

BRAILLE DECLARATION OF INDEPENDENCE: Allows a blind person or limited sighted person to read and understand the cornerstone document of our country.

BINGO: Raised letters/numbers allows both blind and limited sighted people to enjoy a good game of Bingo.

BASKETBALL "SCORE" INDICATOR: Permits limited sighted person to play basketball and know when a basket is made.

PUPPET FOR NONVERBAL: Encourages those with limited or no speech to try and talk to the puppet.

CHECKERS: Modified to allow those with limited grasp to enjoy a game of checkers.

GUIDE DOGS: Trained dogs permit blind and limited sighted people to lead more productive and mobile lives.

"CRICKET": Electronic devices emanating a beep tone so the blind and limited sighted can swim, play horseshoes, golf, etc.

ADAPTIVE TOYS: Toys whose on/off switch and control device have been modified to allow limited individuals the joys of playing with toys.

SQUARE FOOT GARDENING: Raised garden area to allow a person in wheelchair to enjoy gardening. Also good for the aged who find it difficult or impossible to get down on their hands and knees.

REVERSE MIRROR TEST: Allows participant to appreciate what it means to have dyslexia.

"SOUND" HOCKEY: Electronic device emanating a tone to allow blind or limited sighted person to play hockey.

STROBE POOL: Light emitting device attached to pockets of pool table to enable severely limited sighted person to "shoot" a game of pool.

YOUNG EARS: Using a "muppet" encourages children who are hard of hearing to attempt to speak to their favorite "friend".

ELECTRONICS OF BEEP BALL: Demonstrates the electronic components within the beep ball and how it is constructed.

LARGE DOMINOS: Dominos that have been enlarged to enable both the visually and physically impaired to participate in the game.

STROBE SMOKE DETECTOR: Allows the hard of hearing to be warned in the event of a fire by seeing a strobe light activated when detecting smoke.

BRAILLE PLAYING CARDS: Enables the blind to participate in a variety of card games.

BEEP GOLF CUP: Electronic device that allows visually impaired to putt a golf ball into a cup. The constant tone changes when ball goes in.

NOTE: In every instance listed here further development could enhance the day to day lives of many challenged people. *Eagle projects can be born here.* Some examples:

- Page turning device for bedridden patient;
- Shoelace tying assistance for severely arthritic;
- Increased field of vision for those with back or neck injury disallowing neck movement;
- Toilet facility device for those with cast on broken leg;
- Gizmo to reach boxes in upper kitchen cabinets for the elderly not capable of balance on stool;

The possibilities are endless. You need imagination, commitment, and a will to engineer a solution to the problem to be successful. Good luck. Welcome to the world of the challenged!