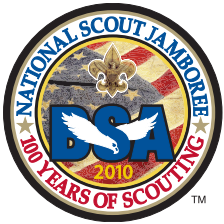
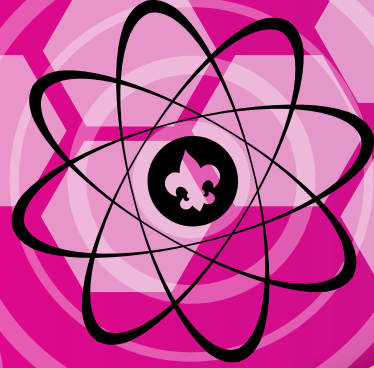


TECHNOLOGY QUEST

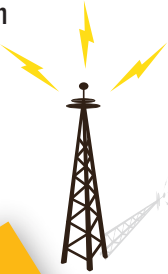


Technology Quest Premiers at the Jamboree!

Technology Quest is an exciting hands-on adventure! Come visit our world famous Partners, eager to share their expertise and latest innovations with you. Interactive events are the key to excitement and Technology Quest will deliver!

Explore how to take the best cell phone photos with famous photographers from National Geographic's digital workshop. Tour space and meet the astronauts from NASA. Learn to design and program your own robot with LEGO Mindstorms. Experience the wonders of chemistry courtesy of The Franklin Institute, physics with the team from Michigan Tech and make your own DNA to take home. Sit in a flight simulator and study modern aviation with Rockwell Collins and explore Revolution Through Competition with the X PRIZE Foundation... all of this and much more at Technology Quest!

All participants will be assigned a time to visit so that every Scout gets a chance to explore our activities at least once. **The Technology Quest complex is located by the bus turnaround near Trading Post A.**

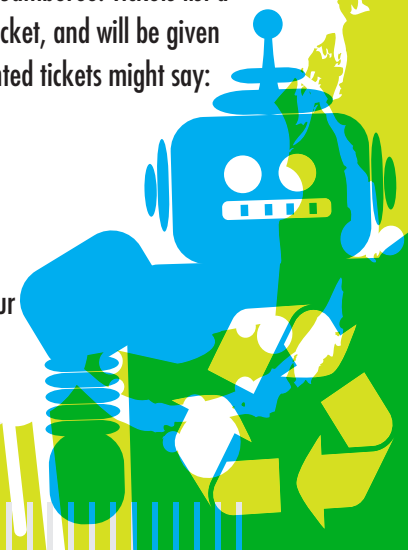
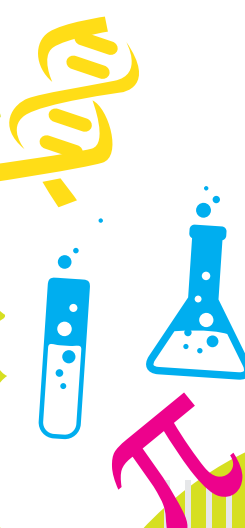


Your Ticket to a High Tech Adventure!

Your Troop's tickets to Technology Quest have been given to each Scoutmaster upon arrival at the Jamboree. Tickets list a specific date and time for your Troop's admission to Technology Quest. Each person must have a ticket, and will be given preferential admission ONLY at the date and time on this ticket. For example, your packet of printed tickets might say:

Your Admission time to TQ is
Wednesday July 28 1-4 PM

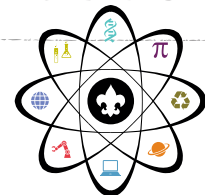
Each Scout will have 3 hours to explore Technology Quest so be on time. You cannot exchange your ticket block for a different date or time.



EXCITING PARTNERS



TECHNOLOGY QUEST



National Geographic

LEGO Mindstorms and more

The X Prize Foundation

Michigan Tech

The Franklin Institute

The International Spy Museum

Geocaching.com

Rockwell Collins

NASA

FutureLabs

FilmSolar

The American Petroleum Institute

DeVry University

ShopRat and the Society of Mechanical Engineering

Roxio Photoshow

East Carolina University (virtual reality)

Each Troop is Pre-assigned a half day visit to Technology Quest

Whatever time is printed on your Troops Admission Ticket to Technology Quest is your Troop's designated adventure slot. Be sure to be at the gate on time, as there is so much to see in your 3 hour block.

Details on your Troop's tickets can be obtained on site at the Jamboree through your sub camp program staff. Pre-assigned tickets are only available to official Jamboree Troops. Technology Quest is NOT open to the public.

If you have any special needs scouts, please let us know at least 24 hours in advance.

1. Plan to arrive at the Technology Quest gates on time, at either 9 AM or 1 PM (whatever your ticketed time says).
2. You may enter and leave the TQ area but may re-enter ONLY during your ticketed time. Keep your ticket as it will be needed for re-entry.
3. Tickets are only for registered Jamboree Troops.
4. Adult leaders may accompany their Troop, although we ask that you reserve any prizes for the registered youth participants.
5. A stand-by line may be available for unticketed Scouts under 18 as space and materials permit.
6. Bring your digital cameras and cell phones as you may want to use some of our photo resources

