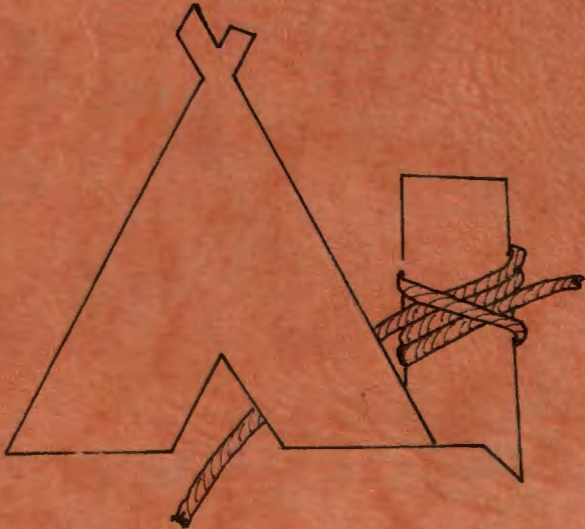


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SCOUT VILLAGE, KARAOUN

EPsn
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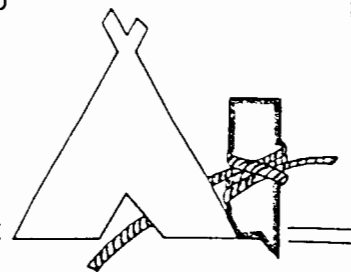
“SCOUTING IS...

THE EDUCATION OF THE BOY BY THE BOY”

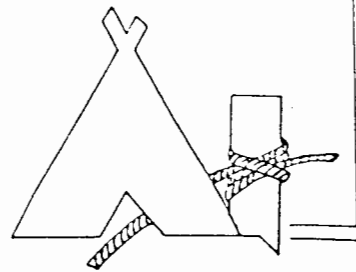
B.P.

EPsn
301

AMERICAN UNIVERSITY OF BEIRUT
FACULTY OF ENGINEERING AND ARCHITECTURE
DEPARTMENT OF ARCHITECTURE
FINAL PROJECT PROGRAM AND REFERENCES, COURSE A130
FARID JURAYDINI, CLASS OF 1984
FEBRUARY, 1984
SCOUT VILLAGE, KARAOUN



INTRODUCTION



Scouting, being an organization whose program is designed to develop character, citizenship, physical fitness, ... In boys and girls from 8 to 18 (and above), needs an adequate environment specially nowadays when urban rules and regulations for outdoor activities are restricted.

The movement found itself obliged to control its members in their activities as well as to provide them with specific places where they could camp without having anybody arguing about it. This gave the creation of scout camping sites. These later developed to reach what is now known to be a scout village.

The place being conceived for a special movement should automatically take into consideration its members.

Scouting is very simple because it is natural and educating at the same time. "It is a big game full of spirit" as Baden-Powell its founder said at the early start of the century.

The activities proposed to the young are adapted and manouvered, at each age, as they would normaly be manouvered at that age by the young itself.

The scouting movement program is composed of three groups:

1- Cub scouts and Brownies from 8 to 10/11 years.

They take part in activities mostly centered around the home. They are grouped in packs of about 30 cubs, in which they are devided into smaller groups of six (sixtet).

2- Boy scouts and Girl gides from 11 to 16 years.

Their activities include outdoors nature study, camping, first aid, handicrafts, sports, signaling, life saving, drama, ...

They are grouped in patrols of 6 to 8 scouts. And every 4 to 5 patrols will form a troupe. The patrol has its own animal name and context, it can go out on independant activities.

3- Venture scouts and gides (Explorers/Rovers) from 16 and above.

Their activities consist of six phases: outdoor, citizenship, personal fitness, social services, specialization and vocation. Camping and hiking play a major part in this program.

They are divided into units of 8, mostly independant of each other but they can be grouped together to form a Clan.

The movement has its own set of laws, rules, and regulations.

Its moto: "Be Prepared".

And its slogan: "Do a good turn daily".

But all in the context of 5 goals which everything aims to:

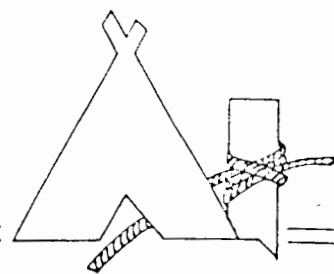
- 1- The character; or the development of personality.
- 2- Health; or the development of phisical fitness.
- 3- Creativity; or the development of manual crafts.
- 4- The feeling of others; or the social development.
- 5- The feeling of God; or the spiritual development (the surch for God).

From its first camp on Brownsea island, England in 1907, of 20 scouts devided into 4 patrols, it has reached now a number of 12 million boys and 6 million girls destrebuted in 148 countries. (Dec. 1982)

The scouting movement is a hymn for hope, for joy, for trust in men and for trust in oneself.

"Try to leave this world a little better than how you found it..."

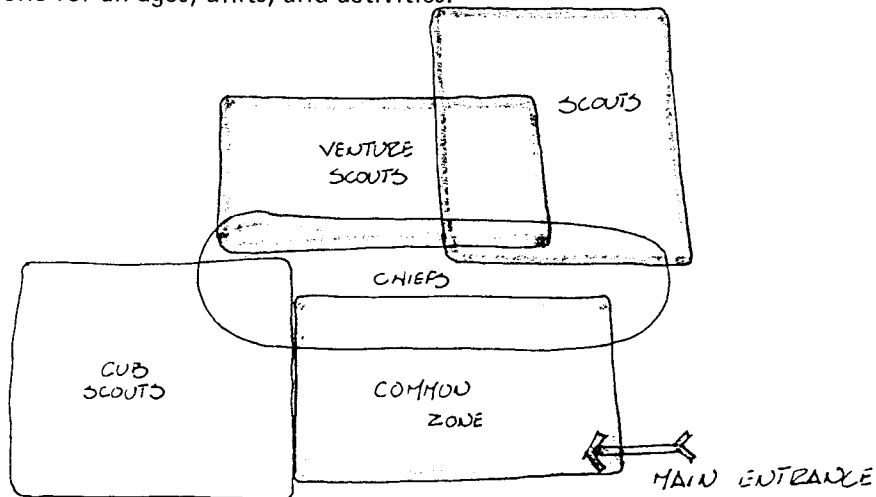
B.P.



The scout village is an extension to scout activities, it does not and should not offer all facilities for scouts, as scouts learn from the society they are in.

But the scout village should at least offer what scouts can not have easily in their daily life. The place should not receive scouts only during vacations but should be there to help anybody anytime. It is permanent place of activities in a whole where as part of it is used completely throughout the year while the other part is only used during summer.

As a mass plan the general services are found, as much as possible, near the principle access on a common zone for all ages, units, and activities.



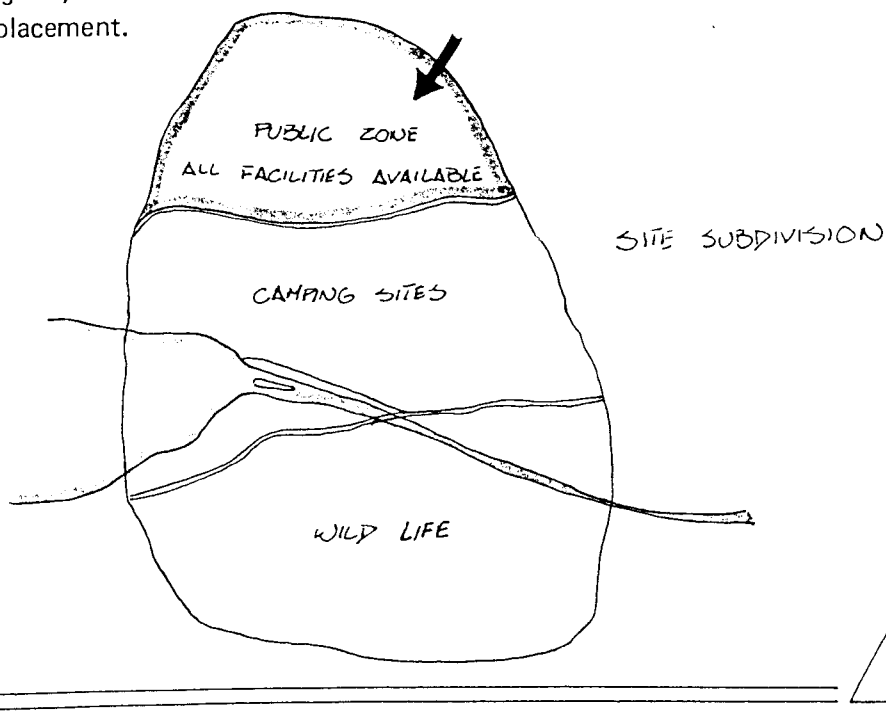
The activities for every unit (age) is found in a reserved area for it.

- The cub scouts zone should be close to the common zone and services.
- The scouts and venture scouts zones are fartherly placed. (More wild life).

The grouping of certain buildings if conceived in an organized dynamic spirit of utilised space, is as satisfactory as the implantation of separated blocks dispersed, and will help to solve problems. But in both cases we should not forget that the children will mostly be having exterior activities.

Traffic activities should not exceed the common zone except for the Red Cross ambulances and the fire engines.

As a site it should consist of 50% of flat land with a slight slope. A complete flat terrain is not good, because a moderate animation of the relief will permit the creation of a more lively placement.



The maximum occupancy of the place is in a Jamboree of the Arab World where we would have:

12,000 scouts from Lebanon
 4,000 scouts from nearby countries
 4,000 scouts from far countries

 20,000 scouts

Occupants, workers and employee are around 50 persons.

AREA: 50m.sq. per person.

50 X 20,000 1,000,000 m.sq.

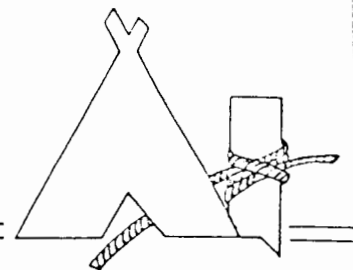
50 X 50 2,500 m.sq.

 Total area of land: 1,002,500 m.sq. 1.0025 km.sq.

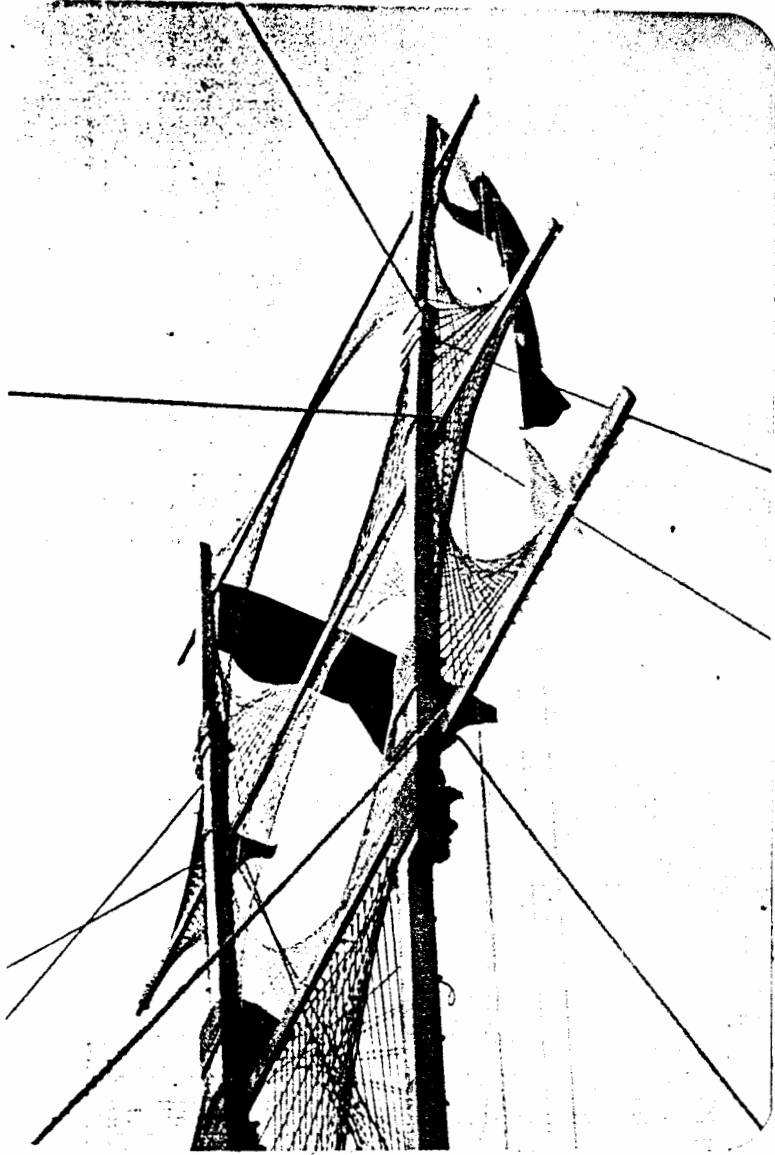
Area of water: 0.5 km.sq.

 TOTAL AREA OF SITE: 1.5025 km.sq.

In a whole this scout village should reflect the goals of scouting, (Character, Health, Manual ability, Feeling of others, Feeling of God). * * * * *



SCOUTING:



◀ The mast to raise our colors.

Camp-fire night.



The patrol building instalations.

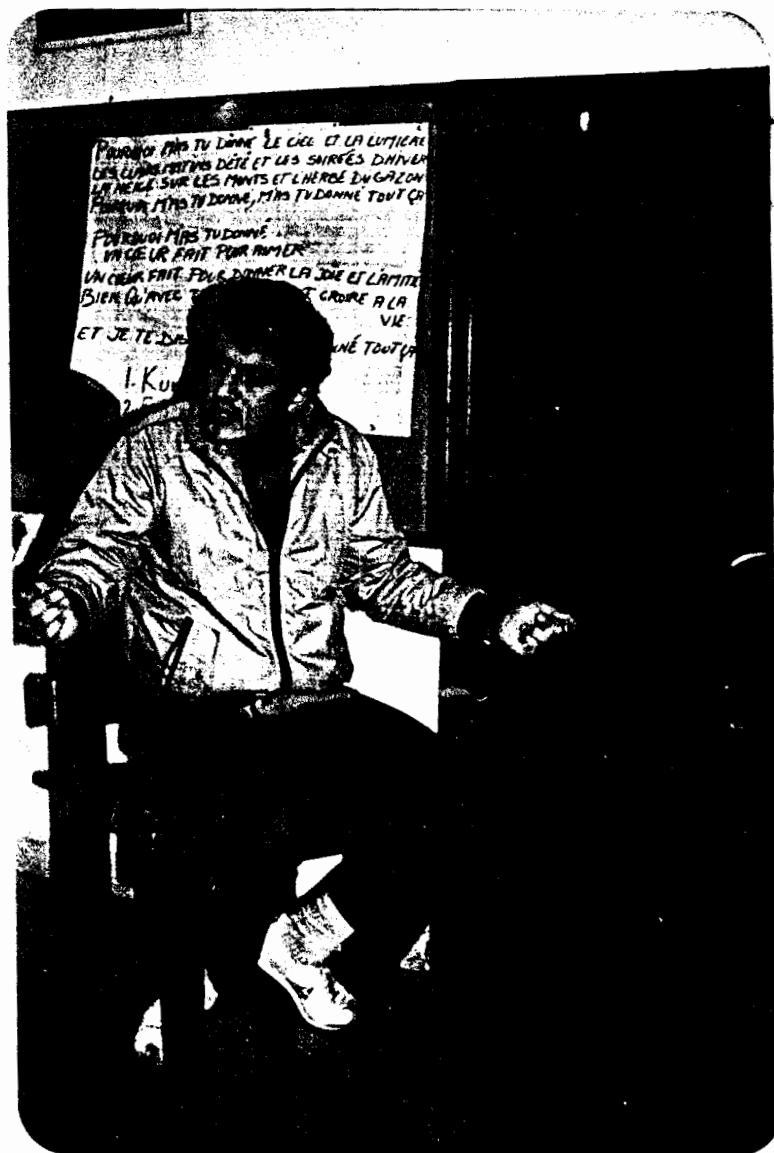


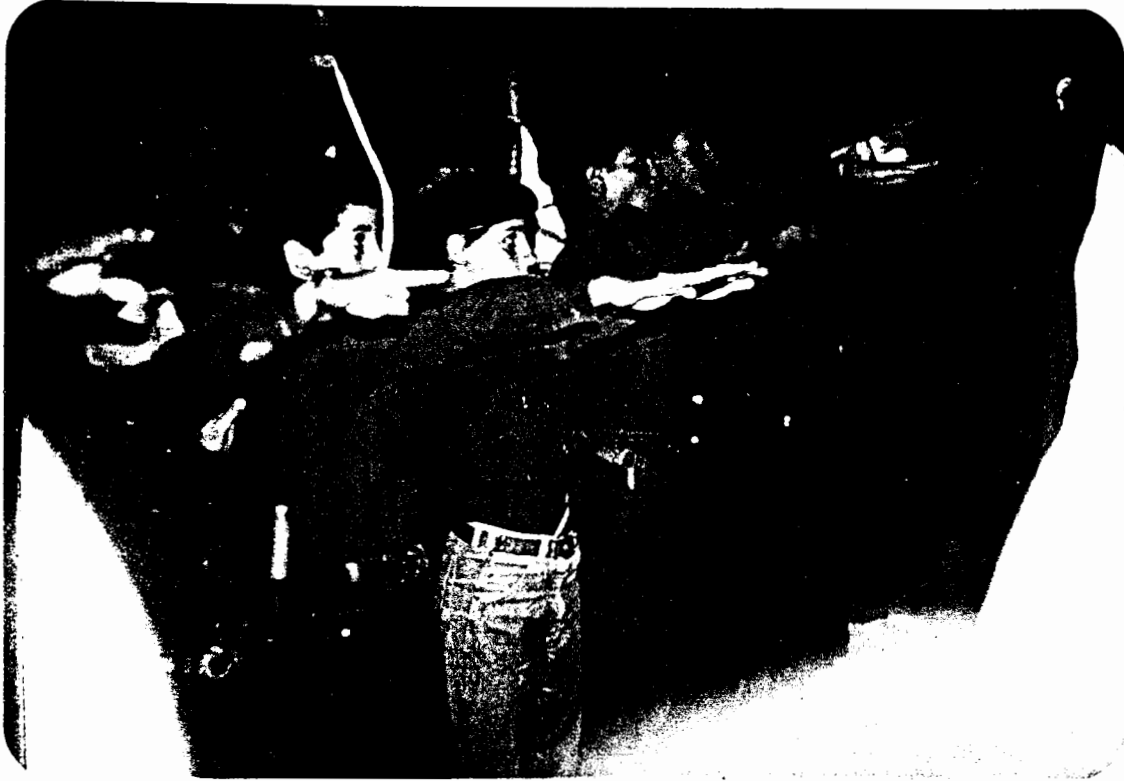


△
Music is composed with whatever is there.



△
In the Den. ▷





THE OATH:

On my honour, I promise that I will do my best to do my duty to God and my country, to help other people and to keep the scout law.

Big Game: The indians are coming.





When scouts of all nationalities come together, badge swapping offers a common language!

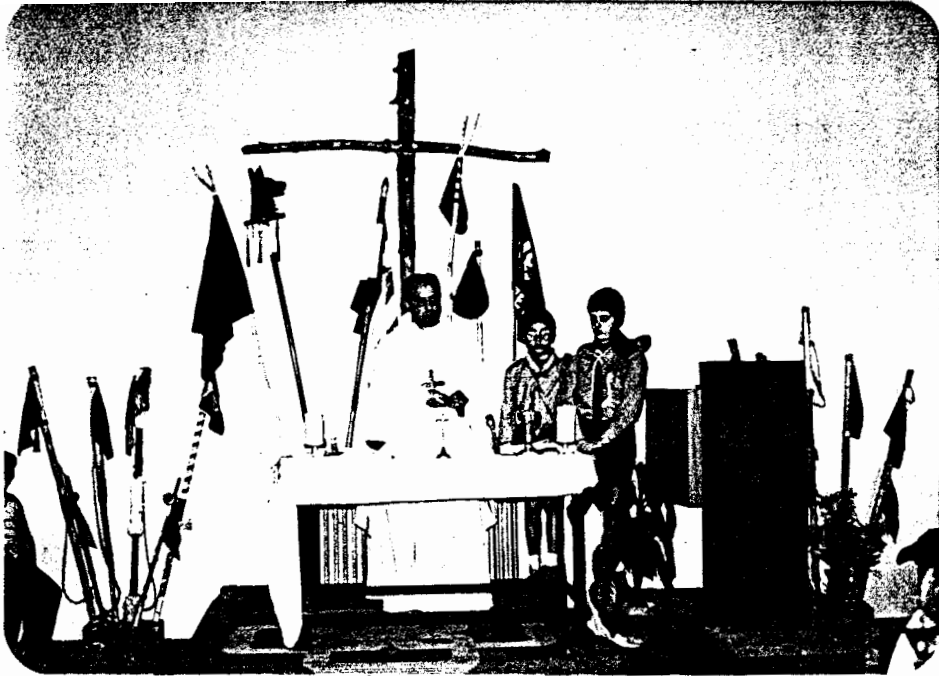
The 1983 world Jamboree Alberta, Canada.



Cooking in camp.

Music is the heart of a scout.





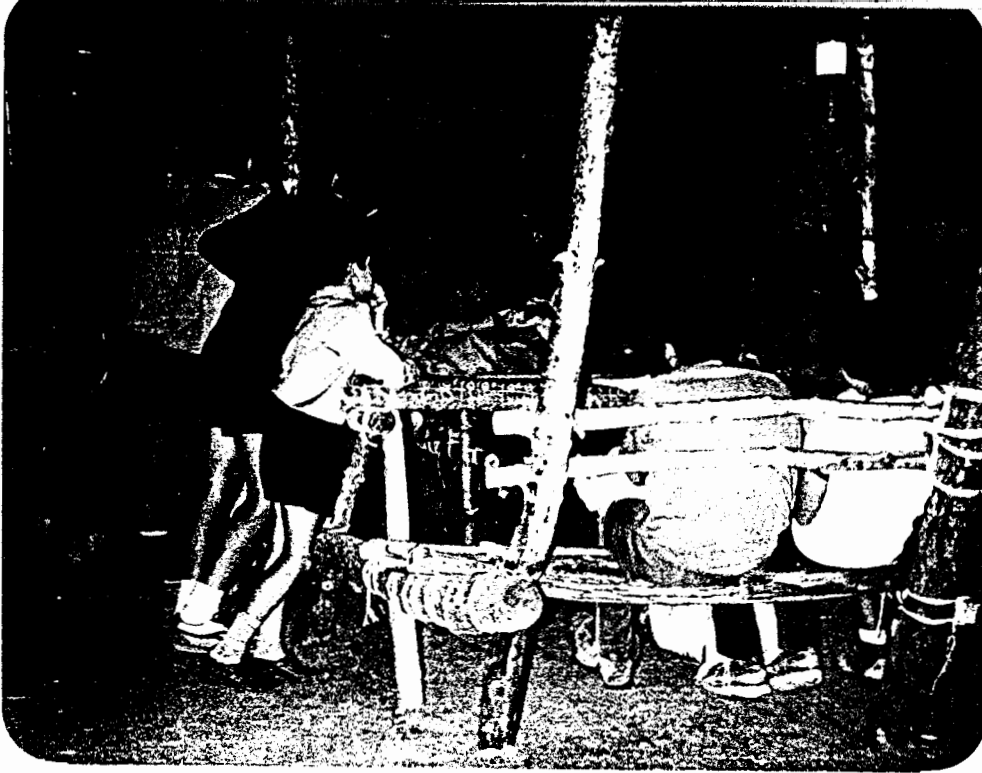
△
MASS



△
With scouts, evenings are not boring.

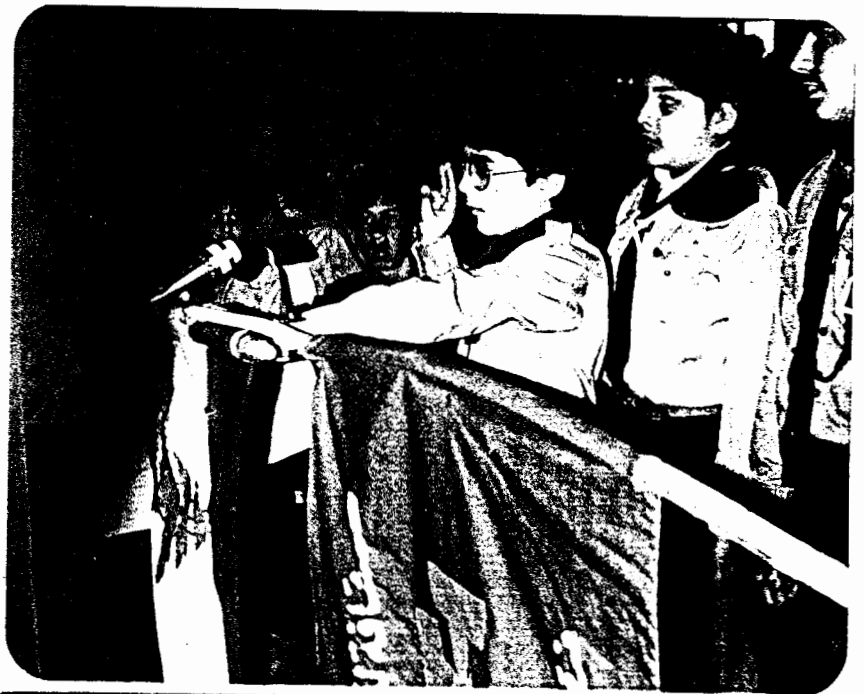
OUR CUBS. ▷



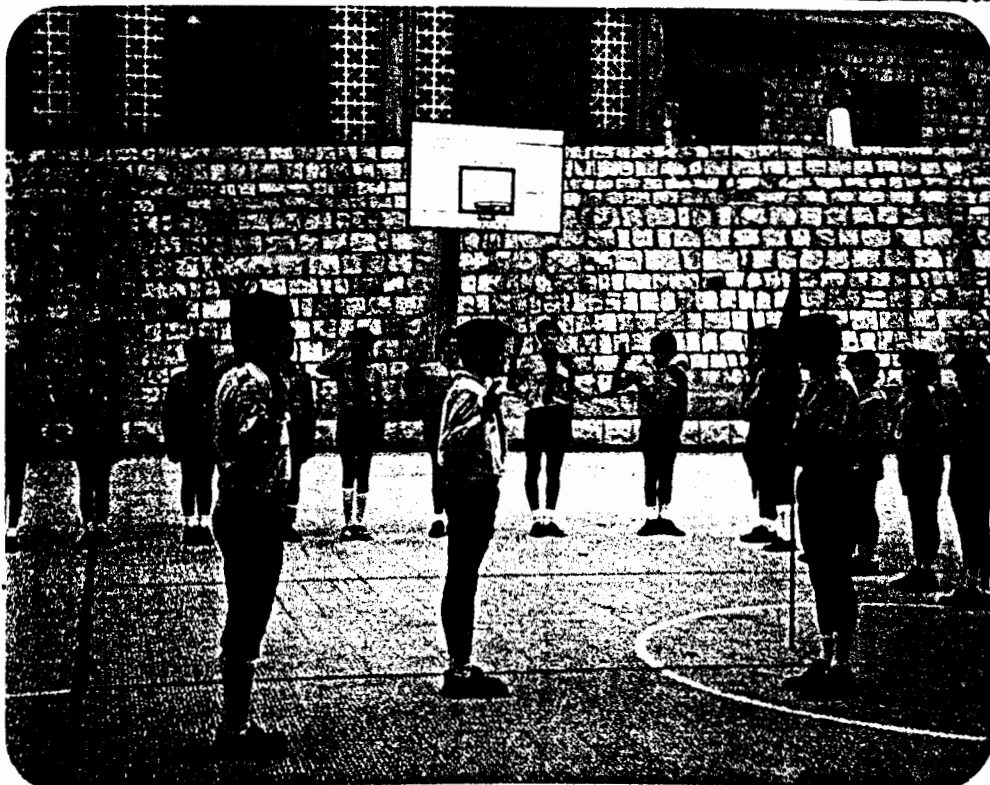


◀ We can build a table to hold everybody, simply everybody.

Oath taking ceremony. ▶

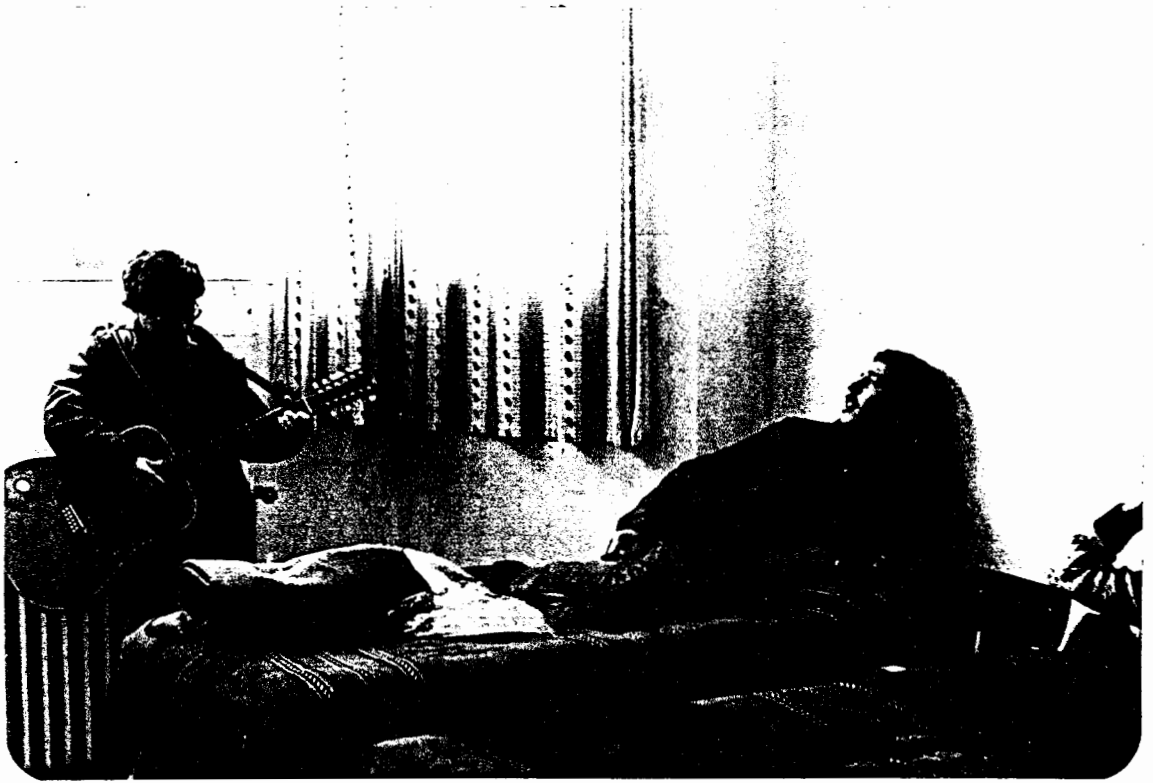


Cub scouts graduation into scouts. ▼

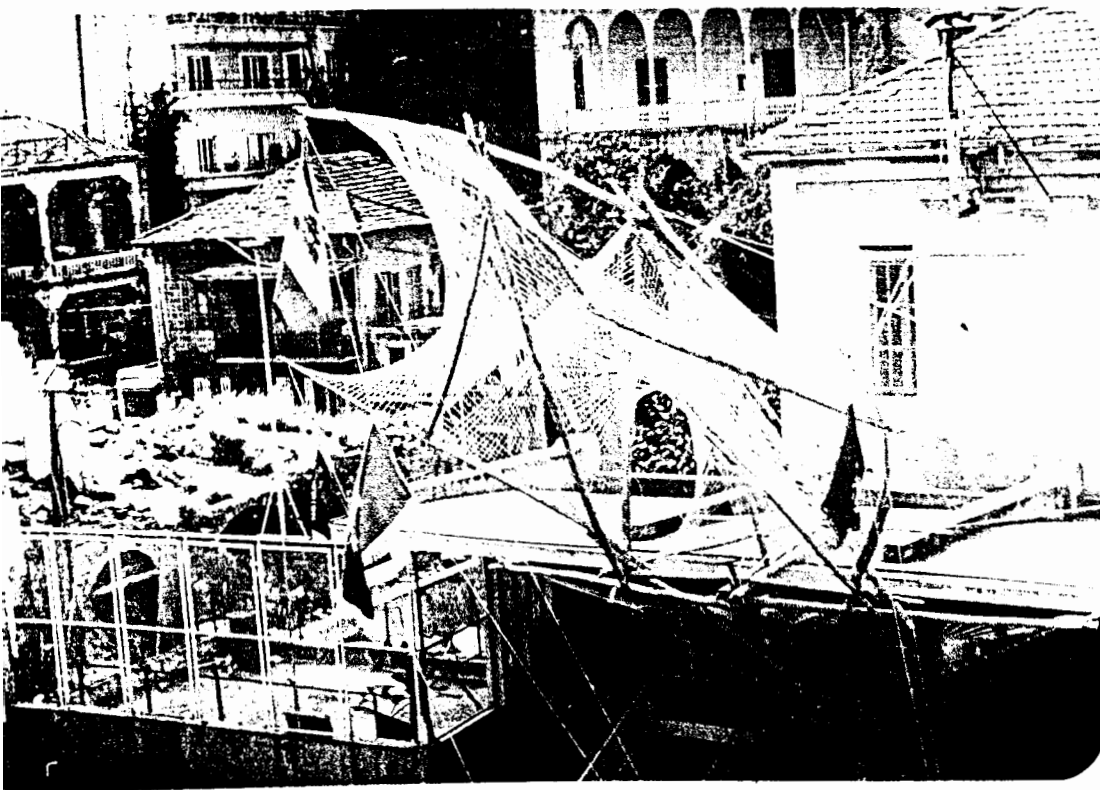




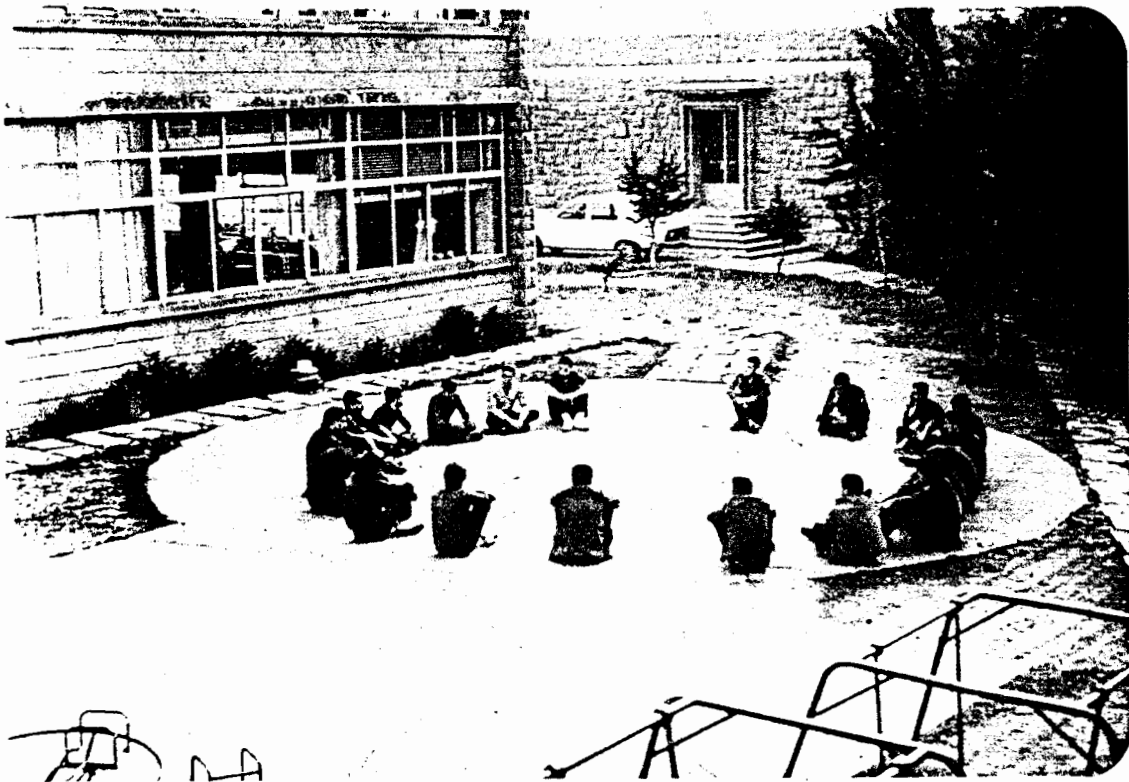
Craft work will keep everybody busy during rainy days.
◁ (Pottery painting)



In dorms, before the sound of the 'lights out'. ▶



Our glory in in our techniques of rope play. ▶

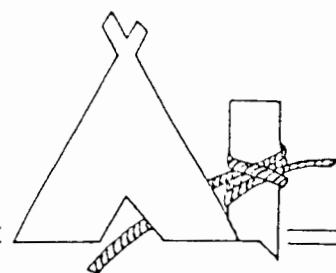


▲
Venture Scouts meeting

▼
Packing for home.

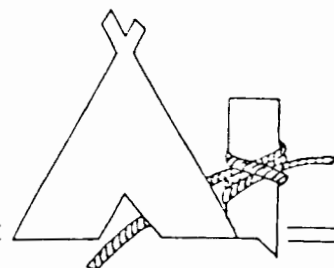


Functional Analysis



LIST OF FUNCTIONS :

- Exhibition hall
- Information booths
- Auditoriums:
 - Flat, for receptions
 - Theater, for 300 persons
 - Projection room, for 100 persons
- Offices:
 - Administration
 - Activities
- Dormitories
- Restaurant & Snack
- Food supply shop
- Scout shop
- Library & Book shop
- Work-shops (Crafts) :
 - Potery and gypsum
 - Carpentry and wood sculpting
 - Knots
 - Electricity & Electronics
 - Rattan
 - Weaving
 - Painting & Drawing on glass and ceramics
- Photography
- Enamel
- Signalling
- Mechanics
- Ironwork
- Wax
- Printing on materials
- Parking
- Bungalos
- Religious centers:
 - Mosque
 - Church
- Amphetheater (open air)
- Fire department
- INfermery
- Helicopter base and garage
- Sport centers :
 - Swimming
 - Sailing
 - Archery
 - Multy purpose fields
 - Covered and/or closed grounds
- Canoeing
- Fencing
- Equestry
- Athletics
- Physical plant
- Camping sites:
 - Permanent
 - Temporary
 - Wild-life camping
- Big open meeting spaces
- The plant path
- Organised & Built playing areas
- Temporary structures and attractions
- Sanitary points
- Water points
- Fire, watch towers.



EXHIBITION HALL :

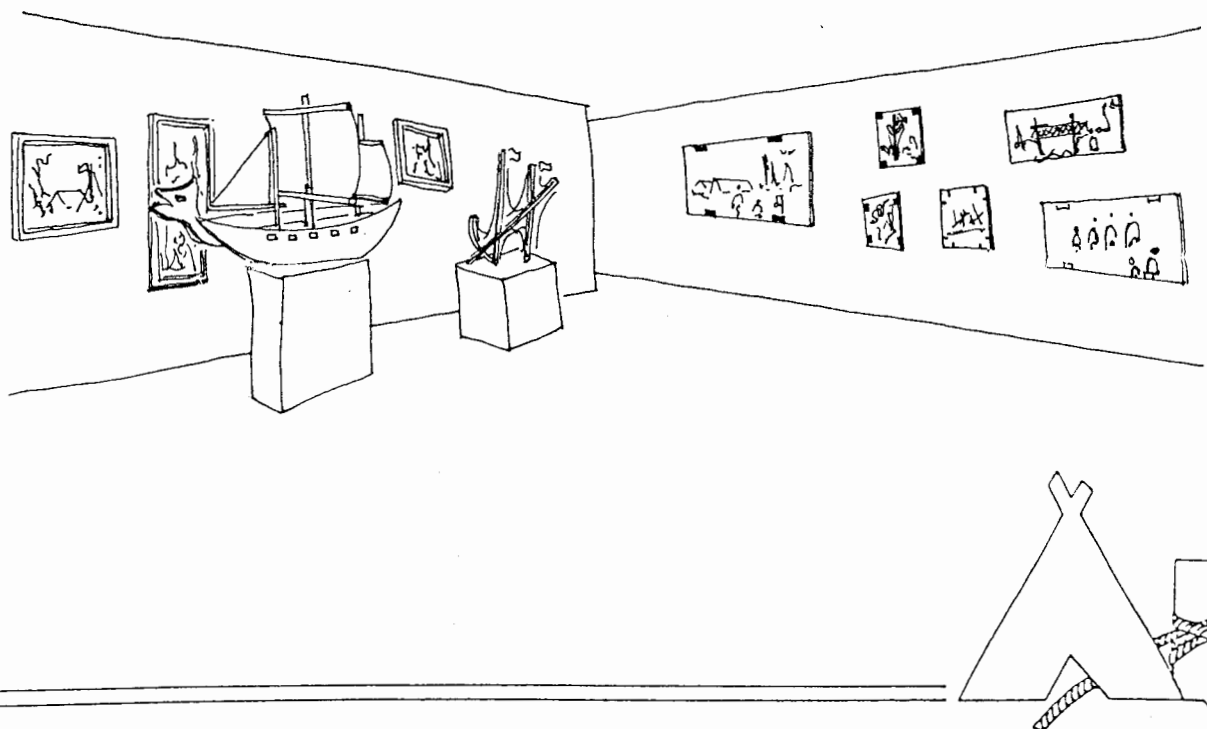
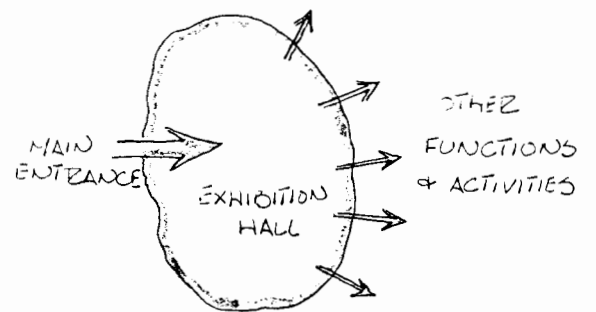
This hall is there to present any first commers a fast and consided idea of what scouts are, who they are and what they do.

It should present (continuously) different pictures, paintings, sculptures, and other visual presentations of scout crafts and activities. All of which are done by the scouts themselves.

It also publishes, in one of its corners, all communications and on going scout activities in Lebanon and worldwide.

Being the first contact with visitors it should be a main hall form which all other activities radiates.

AREA : 150 m.sq.



INFORMATION BOOTHS :**Permanent booths:**

We should have one main information center in which we have:

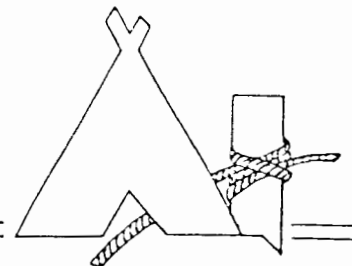
- A three dimensional model of the village.
- A computer, for all available informations of what is going on in the village. (Who is camping where and when).
- Responsables for communications and activities information.
- This center should be in direct connections with the main hall so as to receive and welcome all commers.

In connection with it we should have two other booths placed in areas near camping sites. (One near permanent camping sites and the other near the temporary sites). They are available to direct visitors to the camping areas.

As well we should have information areas in every activity building, so as to keep everything under control from the main center.

Temporary booths:

Are structures which are put up for certain occasions and activities as ralleys, jamborees, and big games.



AUDITORIUMS :

For every scout to self express himself he needs a place where he can show his talents. The freedom of showing his abilities will automatically raise his moral, specially if encouraged by others.

To help inner feelings, expressions and taught to come out, the scout movement encourages drama, singing, poetry, dancing, ...

Therefor three auditoriums of different kinds are required:

-- The big auditorium or theater.

Which consist of a sloping ground, a raised stage, an entrance hall and a complete back stage.

-- The small theater.

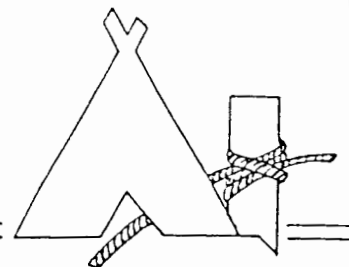
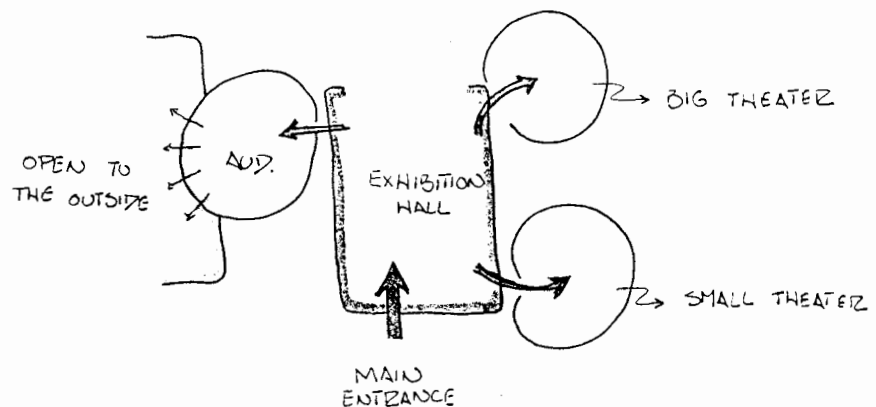
Which consist of a sloping ground, and a screen for slides and movie projections.

-- The auditorium.

A large flat room for receptions or other scout activities (games, exhibitions, crafts,...).

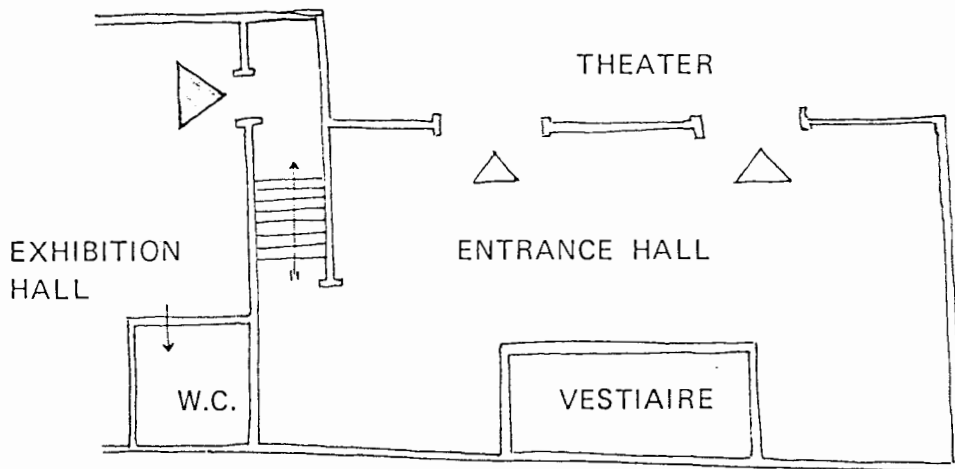
This auditorium could also be used as a praying area.

All auditoriums should have a direct access from the main entrance hall.



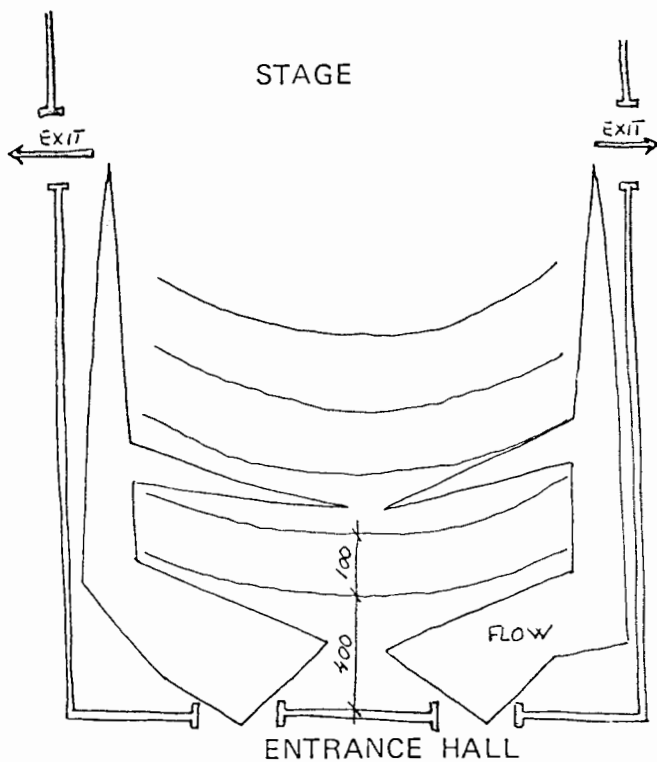
THE BIG THEATER:

- Entrance hall
- Vestiaire and W.C.
- Theater hall
- Stage & Back-stage.



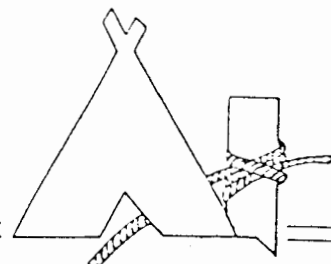
-- The W.C. is placed outside the theater, adjacent to the exhibition hall so as to provide their use for all auditoriums.

AREA: 200 m.sq. (for entrance hall and vestiaire of the theater)



- Exits will lead to the back stage, then to the outside.
- The hall should hold a min. of 300 persons.
- AREA: 500 m.sq.

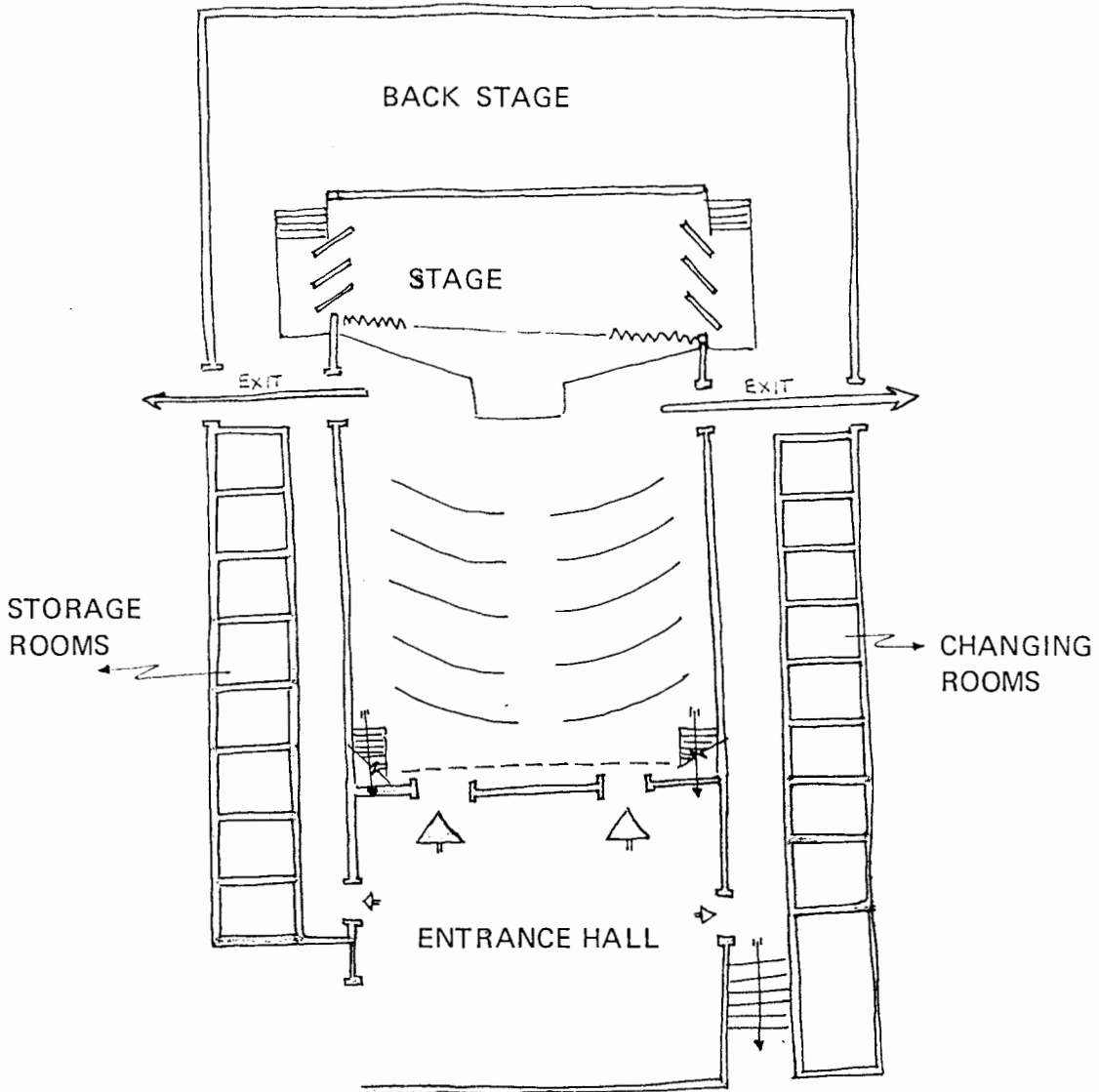
- AIR NEEDED $\geq 5 \text{ m}^3$ / PERSON



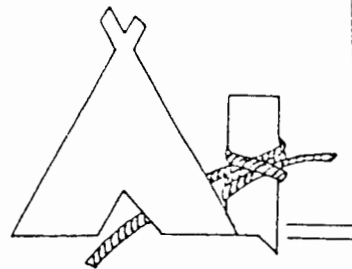
A screen could be placed on the stage and the room will be used as a cinema.

A flight of stairs should lead from the back stage to the control room overhead the entrance where actors could go up to come down again straight in the theater.

The central aisle will permit the entrance of actors from the back.

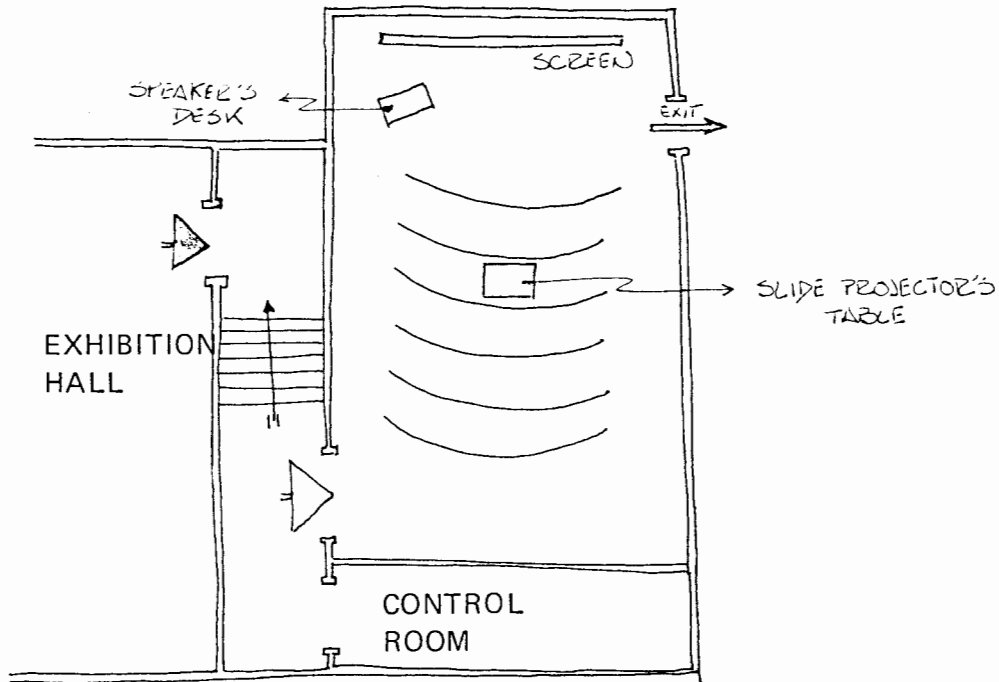


The back stage is connected to the entrance hall, 'Entree des Artistes'.



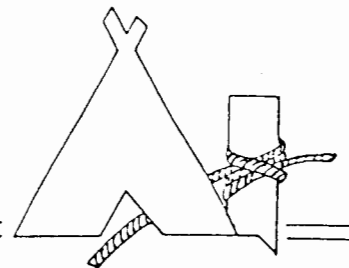
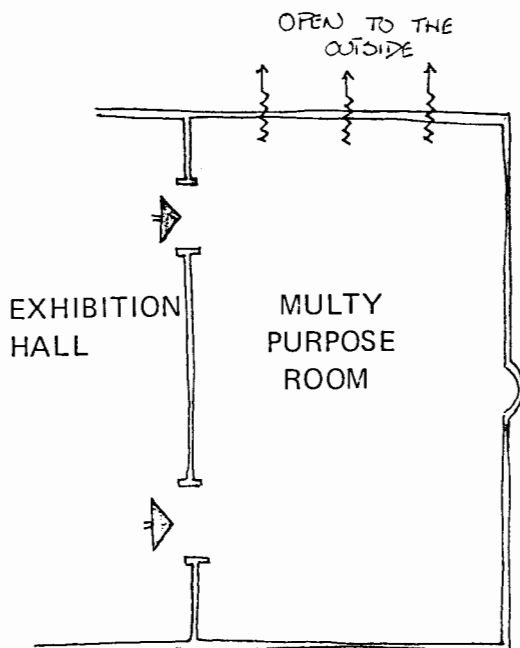
THE SMALL THEATER :

- Will be used for documentary shows of movies or slides.
- Will only receive 100 persons. (maximum)
- AREA: 200 m.sq.



THE AUDITORIUM:

- As this room might be used as a prayer hall, it should have one of its walls directed towards Mecca.
- Area: 200 m.sq.



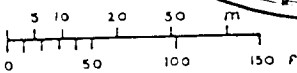
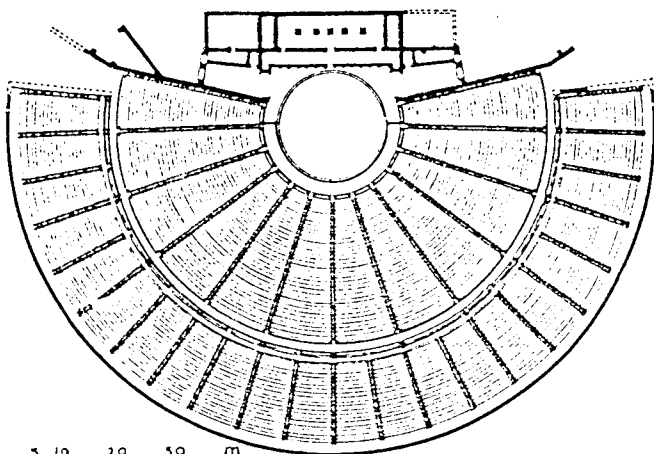
AMPHETHEATER (open air):

This is an annex to the auditoriums as it will serve for the same purpose.

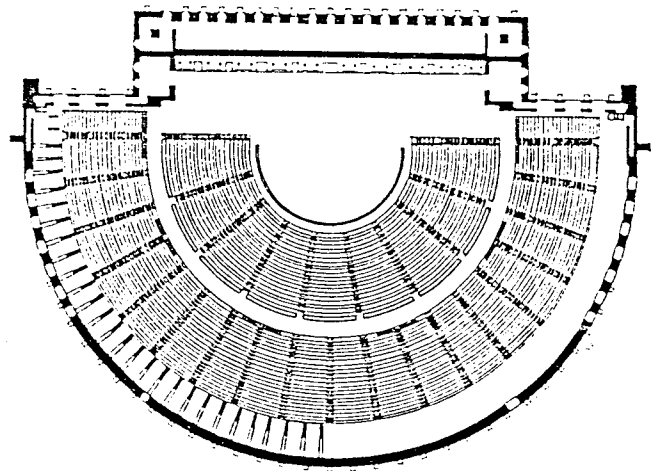
It will be built in an area away from noise, in the wilderness.

Its concept will be as a Classical theater with all its functions.

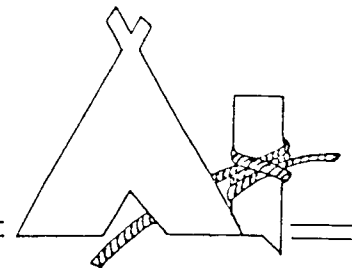
It should be able to receive big numbers of people, a minimum of 1500 persons.



Plan of theatre, Epidaurus.
The theatre had four parts:
a segmental arrangement of tiered seats,
a circular orchestra,
and a proscenium in front of the skene,
below which the actors dressed and waited.



Theatre at Aspendos;
a semi-circle plan.



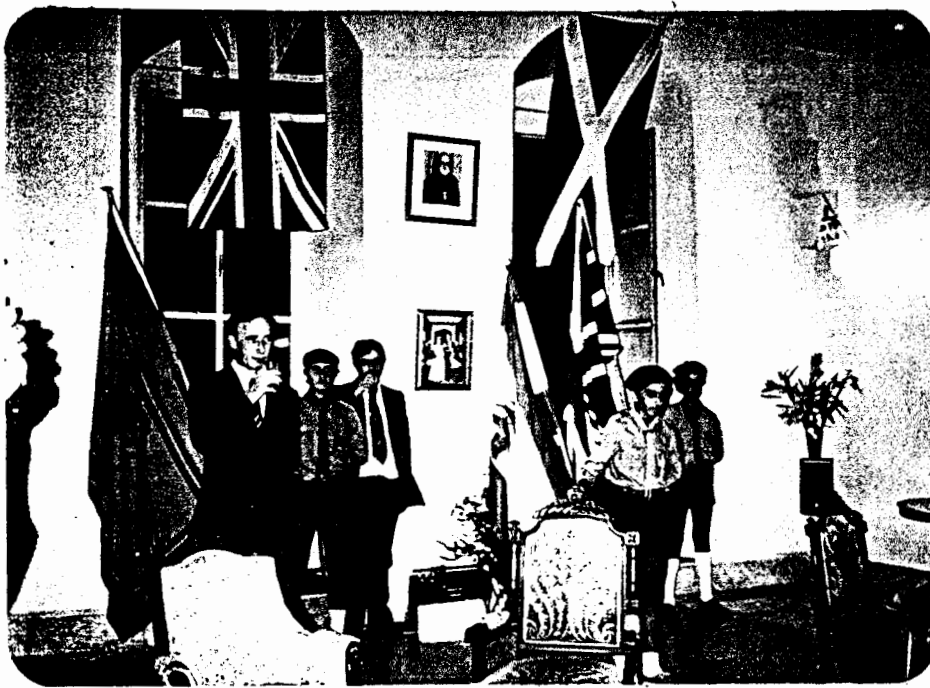


◀ Cubs Carnival

Acting (THE WAREWOLF OF CAMP)



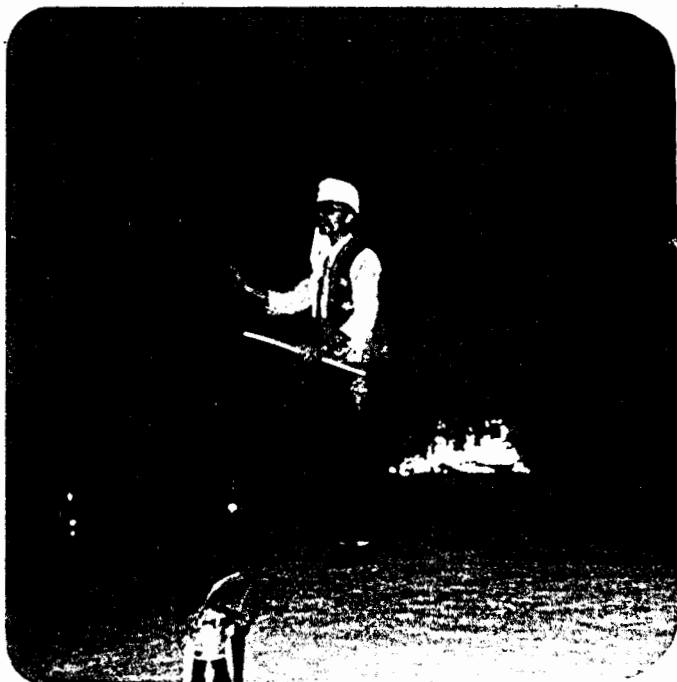
MUSIC CONCERTS



▶ Reception for the British Marist Brothers for the wedding of HRH The Prince of Wales.



SINGING CONCERTS ▶



▶ Outside acting in an amphetheater (TANSA FROM HRAJEL).

OFFICES :

There are two types of offices:

- 1- Administration: Which is fully administrative to the village. And has no direct contact however with the scouts.
- 2- Activities: Are there to help leaders in the training of their scouts. And are in charge of all activities in the village.

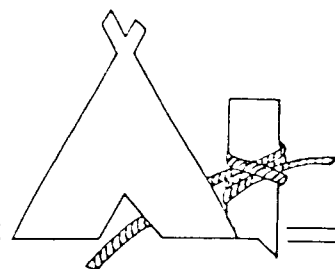
Administration:

- Head office:
 - Controls the on going of the village as a whole.
 - Controls the funds of the village.
 - Takes care of the personel and its housing.
 - Controls on scout activities, and the standards of the village.
- Physical Plant office: Takes care of:
 - Electricity supply
 - Water supply and drainage
 - Sewer drainage
 - Hot water supply
 - Repairs on all buildings.
- Landscape office:
 - Takes charge of all greenery
 - The plant path. (*Explained later*)
 - Decides with the Head office major landscape changes.
 - Gives permissions to which part of the village is to be used at what time.

Activities:

Are a set of independant offices which might link and work together at certain times.

- 1- Camping office:
 - Books the different camping places. (bungalos, dormitories, camping sites, ...)
 - Gives permissions, ideas and aid whenever feasts are prepared indoors
 - Reports to the phisical plant and the landscape offices the condition of sites.
- 2- Crafts office:
 - Handles all crafts and work-shops.
 - Teaches scouts crafts, and organises exhibitions.
 - Increases or decreases work-shops according to demands.
- 3- Sports office:
 - Deals in the same way as the crafts office but with sports activities.
- 4- Expressions office:
 - Has a complete control on the auditoriums, the amphitheater, and the exhibition hall.
 - Organises exhibitions.
- 5- Relegious office:
 - Is there to provide any spiritual activities when needed.
 - Takes care of the relegious centers.



The head office as well as all the activities offices are found in the main complex with the exhibition hall and the auditoriums.

Their area is about: $5 \times 10 = 50\text{m.sq.}$ (for the activity offices)

20m.sq. (for the administration and its conference room)

70m.sq.

The Physical Plant office and the Landscape office are both found in the physical plant building itself.

As for the other functions as: - The scout shop.

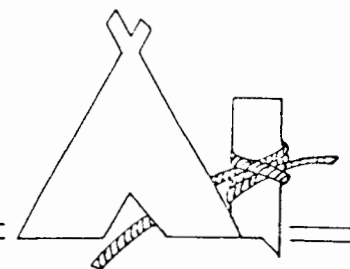
- The Library and book shop.

- Restaurant, snack and food supply shop.

- Fire department.

- Infirmary.

All have an independent administration but still under the control of the head office to keep up the standards.

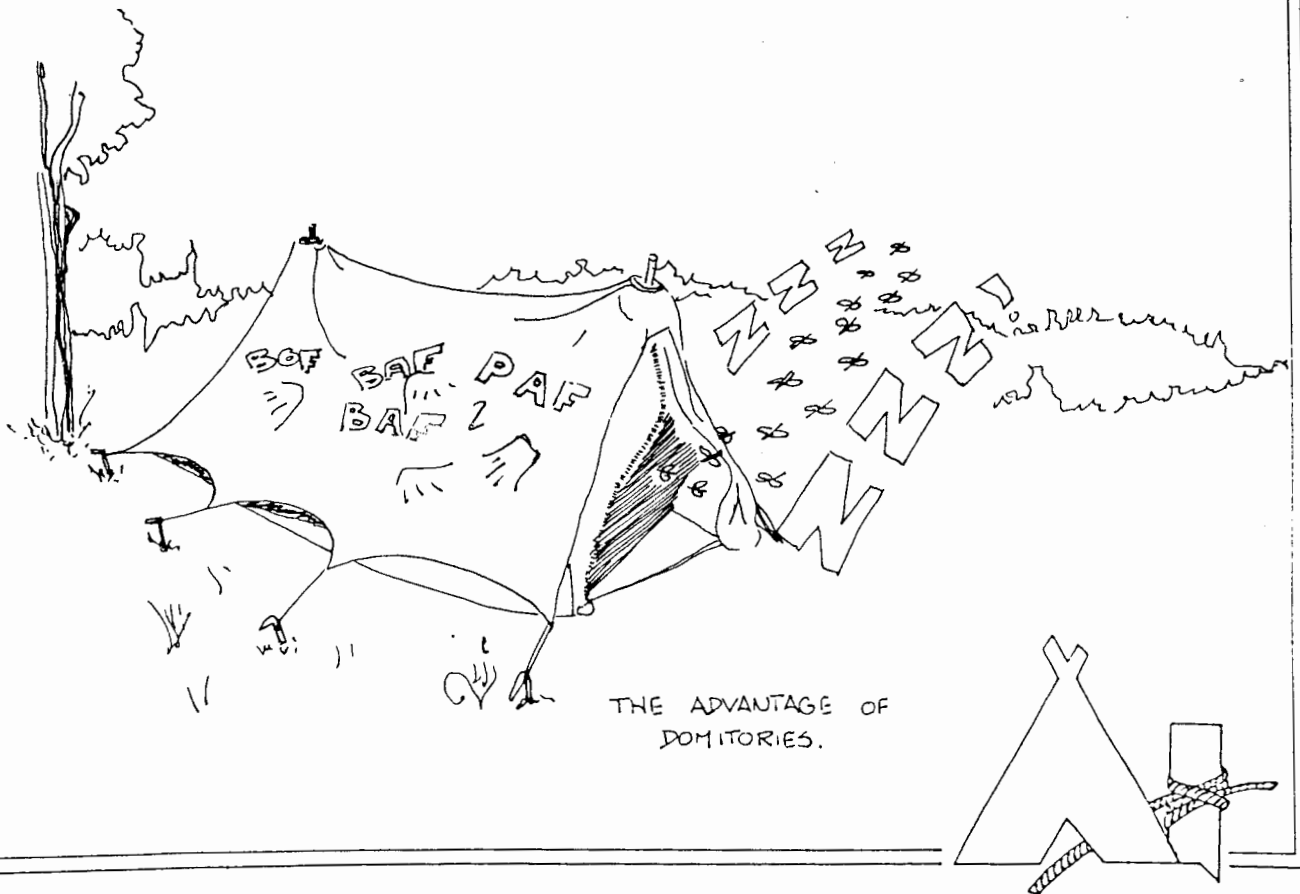


Dormitories :

The dormitories or more precisely, sleeping and eating in a community is known to affect ones behavior with respect to the existance of others.

One is thought to respect others and take others into consideration. So as in scouting this is a goal, then dormitories are of a great help.

- These dorms. should not affect the scout's life in nature,. That is why they are more important for cubs where life in nature is not always to their advantage. But they always have to be near big (open and/or closed) spaces for games.
- These dorms. could also be used in chief's instruction camps where putting up a camp would be a waist of time.
- Another major importance for these dormitories is to allow other youth organizations (where camping and nature are not necessarily primary) to get in contact with nature and the scout movement.
- We also happen to have, in scouting, some handicaped troups. And these dormitories are what they need to help them get all what is possible from scouts.
- They are also very good places for foreign scouts to sleep in, for the short visit they will be.
- And best of all they are used for short camps on rainy days.



Dormitories facilities:

- Sleeping rooms
- W.C. & showers
- Kitchen
- Dinning room
- Storage
- Laundry
- Multy purpose halls.

* SLEEPING ROOM:

As these dorms. are mostly going to be used by cubs we might consider the pack to design part of it.

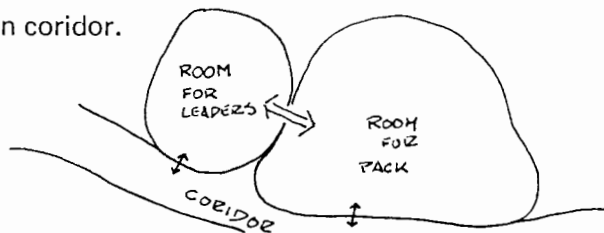
A pack should consist of around 30 cubs but due to different reasons they grow up to 60 cubs per pack.

Devinding the pack into different rooms will creat a problem for their leader to control them.

Therefore the pack room should be high enough to contain superimposed beds.

30 double beds = 60 beds for cubs. the upper beds should be designed to be easily dismantled. Leaders should be given a private room so that they will be able to rest calmly away from their pack whenever they need it. This room should take up to 3 beds, and it should be adjacent to the pack room for direct control.

Both rooms should be reached by a main coridor.

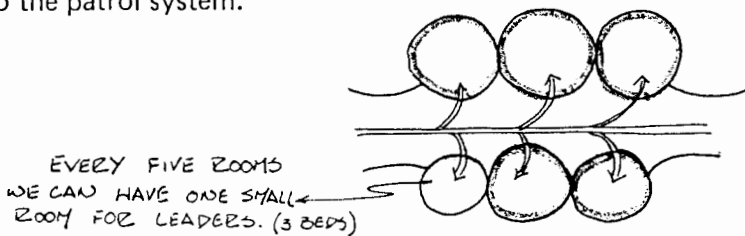


For a troupe to sleep and for chief training camps these big units are not practical.

As for a troupe the patrol is the main part and no more the troupe. (4-5 patrols per troupe)

The Patrol consist of 6-8 scouts but it might reach 10 scouts.

These rooms of 10 beds will also help in chief's training camps where all chiefs are divided into the patrol system.



Sleeping rooms should over look to the east: *Early mornig sun is good for the health.*

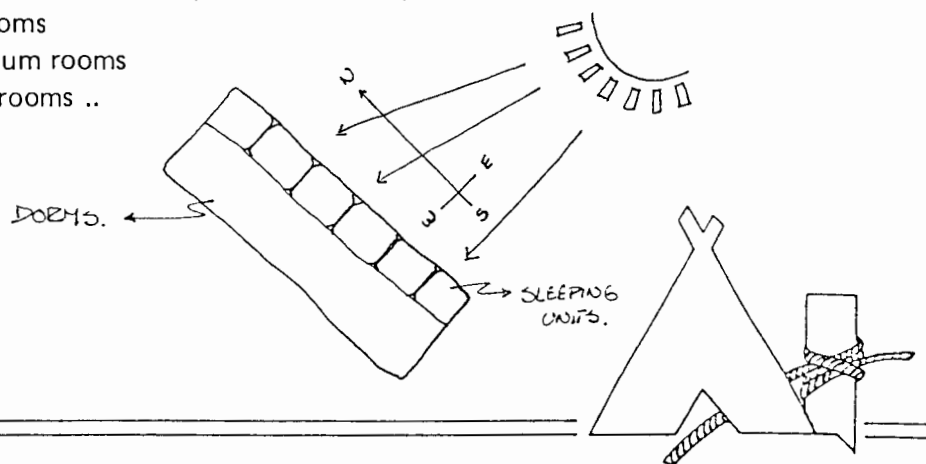
AREA per person: 6 m.sq.

Maximum occupancy is 3 packs and 2 troupes (around 300 persons).

Therefore we need 3 big rooms

10 medium rooms

5 small rooms ..



*** W.C. & SHOWERS:**

Adjacent to every sleeping room or rooms we should have W.C. and showers.

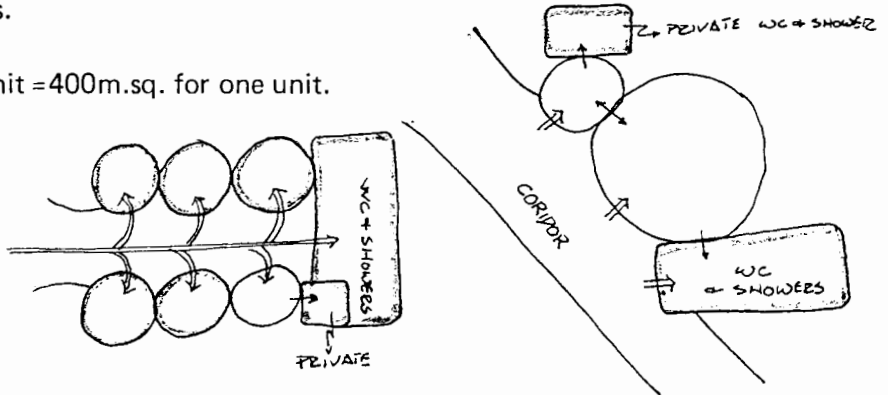
1 shower for every 8 persons.

1 W.C. for every 10 persons.

1 sink for every 4 persons.

AREA of whole sleeping unit = 400m.sq. for one unit.

⇒ 5 X 400 = 2000m.sq.



*** KITCHEN:**

- 0.5m.sq. per person.

- 3.5m.sq. min. height.

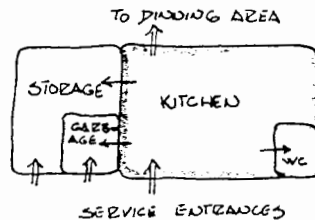
The kitchen annexes:

- W.C.
- Storage
- Garbage.

-- The storage and garbage should both be accessible from the kitchen as well as from the outside.

-- The kitchen might sometimes be used by scouts for their own meal cooking.

-- AREA: 90m.sq. to 100m.sq.



*** DINNING ROOM:**

- 1m.sq. per person (including circulation).

-- The dinning room should not exceed 80 persons.

-- It should be well insonerised, wellcoming and give a certain intimacy atmosphere.

-- Tables of 6 persons will force for only one conversation per table, which will give a calm atmosphere. And will allow for every sixtet to be independant.

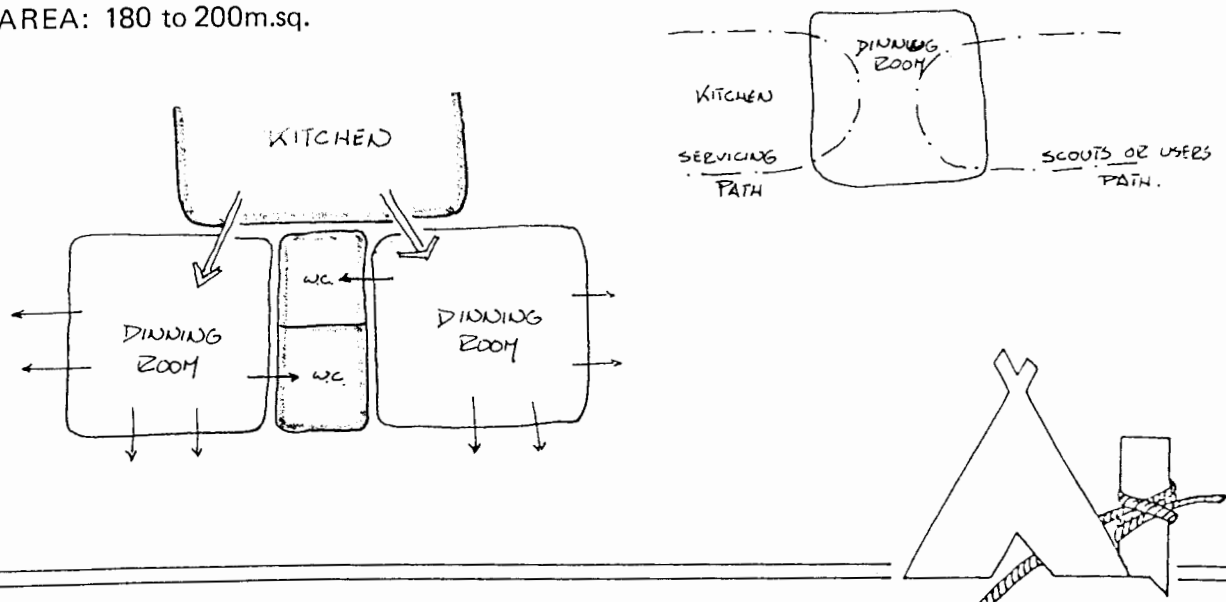
-- To compensate big numbers it is preferably to have two dinning rooms of 60 persons each.



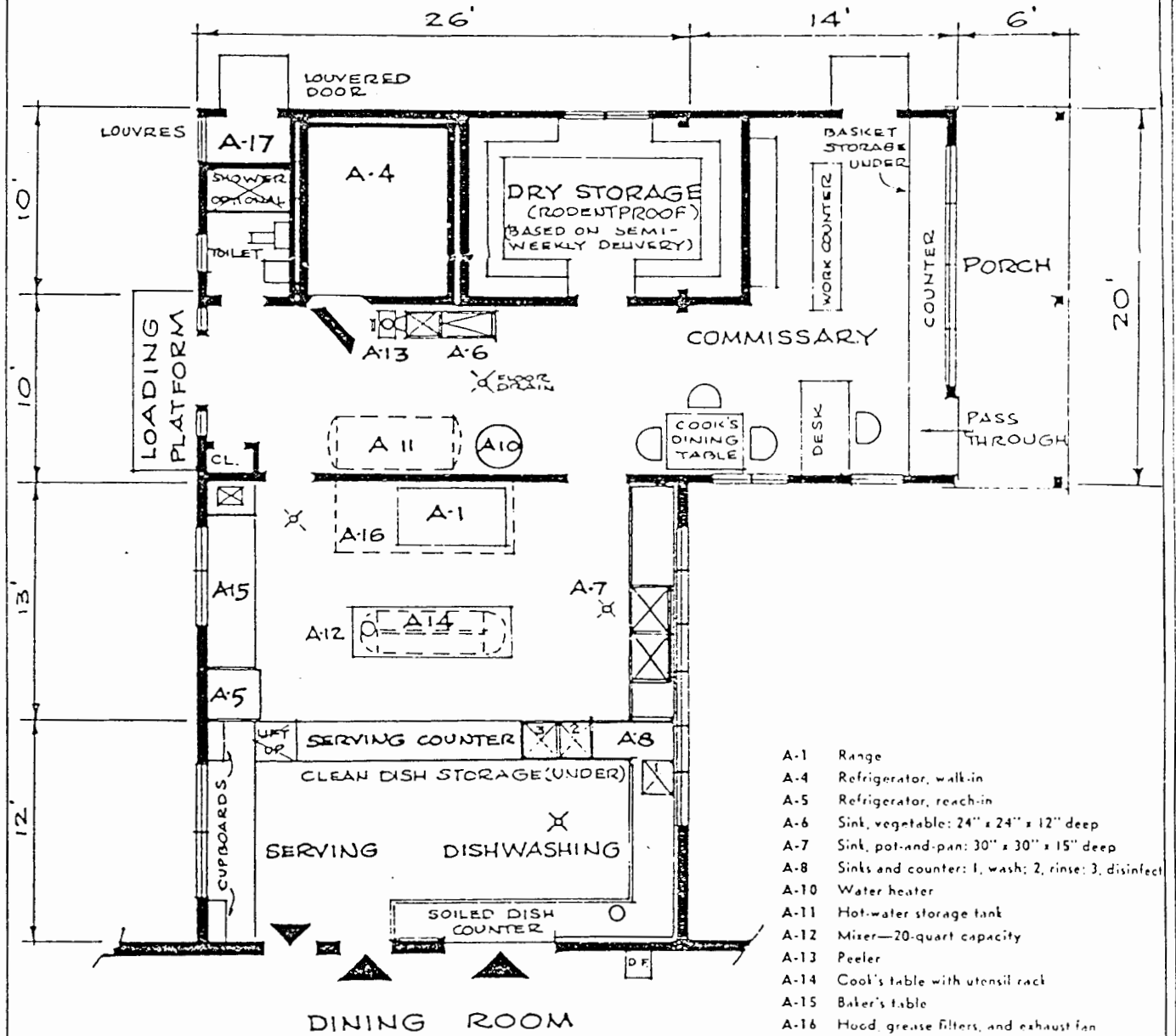
-- Every dinning room should posses one or more issues directly to the outside so as to have quick movements in and out of the room.

-- The possibility to open up the dinning room or eat outside should no be rejected.

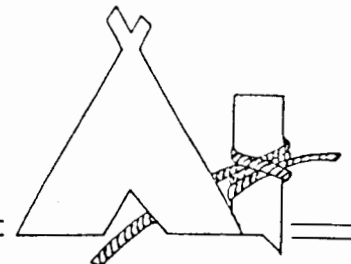
-- AREA: 180 to 200m.sq.



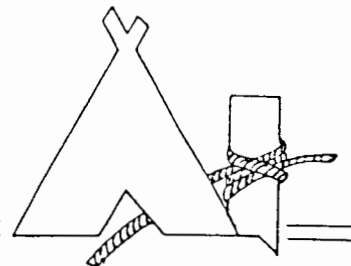
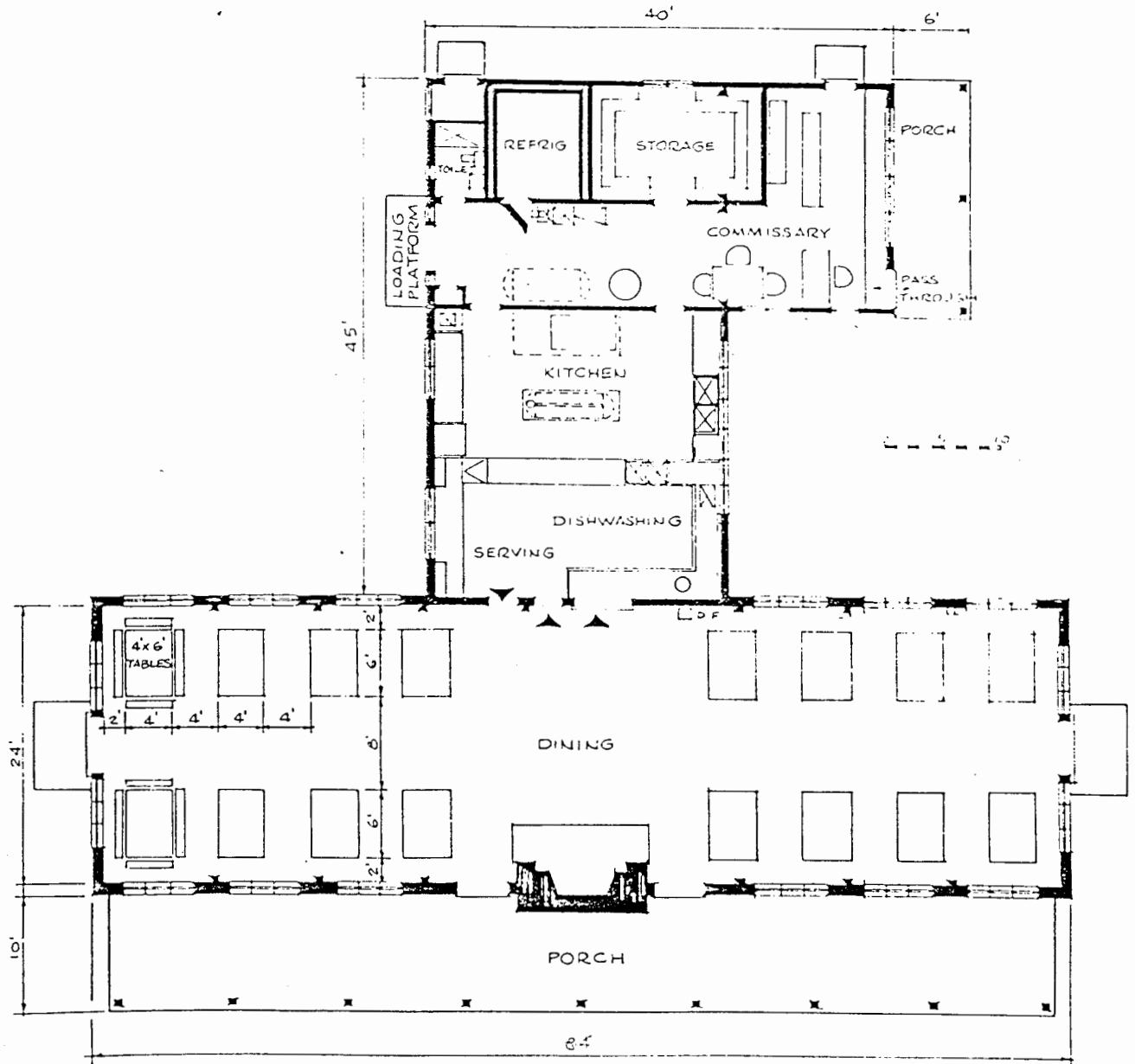
Example of a kitchen with dimensions.



- A-1 Range
- A-4 Refrigerator, walk-in
- A-5 Refrigerator, reach-in
- A-6 Sink, vegetable: 24" x 24" x 12" deep
- A-7 Sink, pot-and-pan: 30" x 30" x 15" deep
- A-8 Sinks and counter: 1, wash; 2, rinse; 3, disinfect
- A-10 Water heater
- A-11 Hot-water storage tank
- A-12 Mixer—20-quart capacity
- A-13 Peeler
- A-14 Cook's table with utensil rack
- A-15 Baker's table
- A-16 Hood, grease filters, and exhaust fan



Relation of kitchen and dinning areas.



* STORAGE:

- Kitchen storage
- Equipment storage (tables, beds,...)
- Laundry storage.
- The kitchen storage should be directly connected to the kitchen and easily accessible from the outside. Part of this storage area should be a walk in frigorifiated room.
- The laundry storage is directly next to the laundry. It mostly consists of closets for clean bed sheets.
- As for all other storage equipment they should be far from all other activities in a basement or an attic.

* LAUNDRY:

The laundry is used for napkins, towels, bed sheets,... But no clothes will be cleaned there. As cubs and scouts are taught how to clean there own clothes. Therefore this place will not be used by any scout, this is why it should be placed away from the scout path of activities. AREA: 50m.sq.

AREA of all dorms services: 100m.sq. (*kitchen*)
 200m.sq. (*dinning room*)
 50m.sq. (*laundry*)
 50m.sq. (*staurage*)

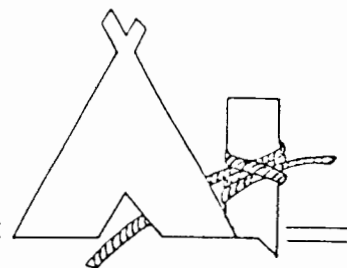
400m.sq.

* MULTY PURPOSE ROOMS:

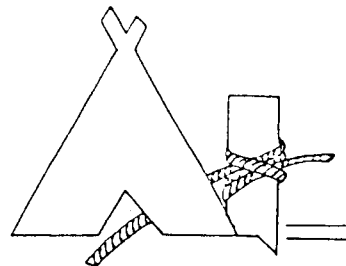
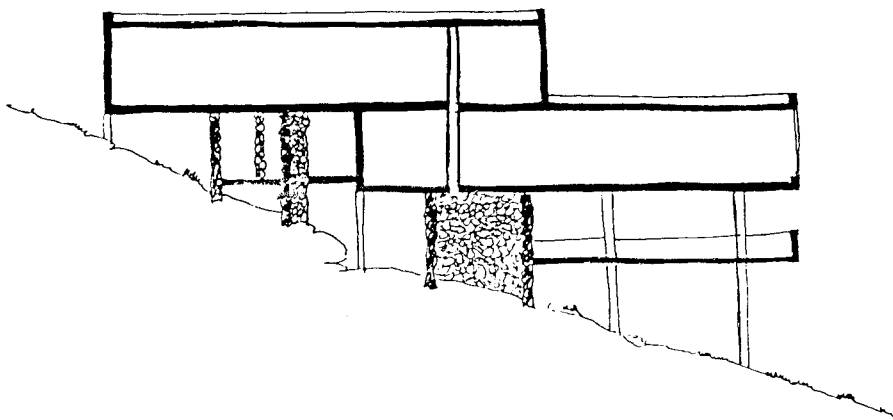
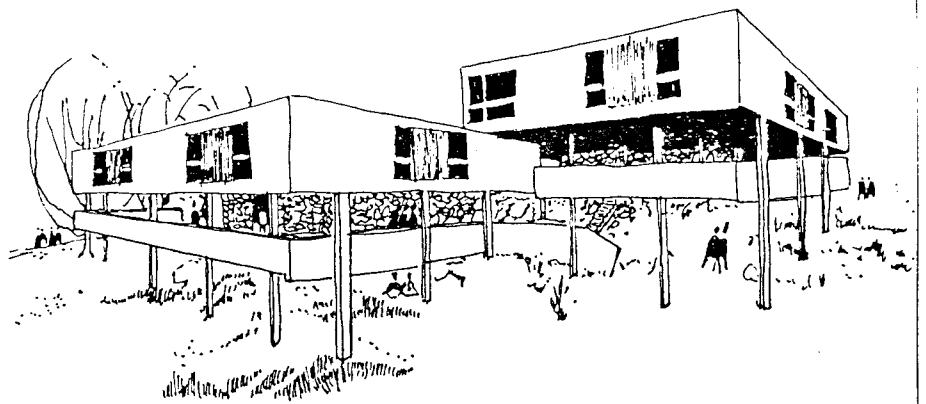
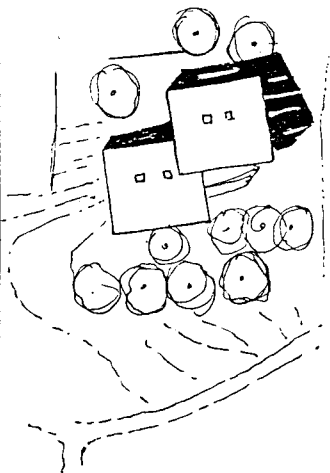
Whenever a troupe is camping indoors this automatically makes beleive of a bad whether. So for evry 5 medium sleeping rooms (troupe unit dorm.) we should have adjacent one multy purpose hall for activities. This could also be applied for cubs dormitories.

⇒ 5 multy purpose rooms.

These rooms should be largely lighted and largely open to the exterior.



jThe conception of having different units (packs and troupes) camping all together and sleep- 33
ing in the same dormitory will cause a conflict between programs. Ex. while one unit is
playing the other might have a serious discussion or sleeping. For this reason and others it
is preferable to have every unit sleeping in a different wing or area without disturbing the
others. One way to do this is to devide the dormitories into units, 3 for packs and 2 for
troups. With every sleeping unit we could add the multy purpose hall for indoor games.
The dormitory unit is built on two floors (*scketches below*) where the upper floor is reserv-
ed for sleeping room or rooms, while the lower floor is a partialy open hall for games and
activities.



WORK-SHOPS:

*"Peu a peu, tu exploreras tes diverses possibilites et tu seras fixe sur tes goûts et tes aptitudes qui faciliteront le choix de ton metier ou tes loisirs."**

This is the reason given to scouts whenever the third goal (*Creativity; or the development of manual crafts*) is explained.

For this also scouting proposes some workshops to permit scouts to learn how to extricate themselves from difficulties.

These work-shops are not professional shops to work crafts but they give a small enough idea of the subject for the scout to master it later if he wishes to.

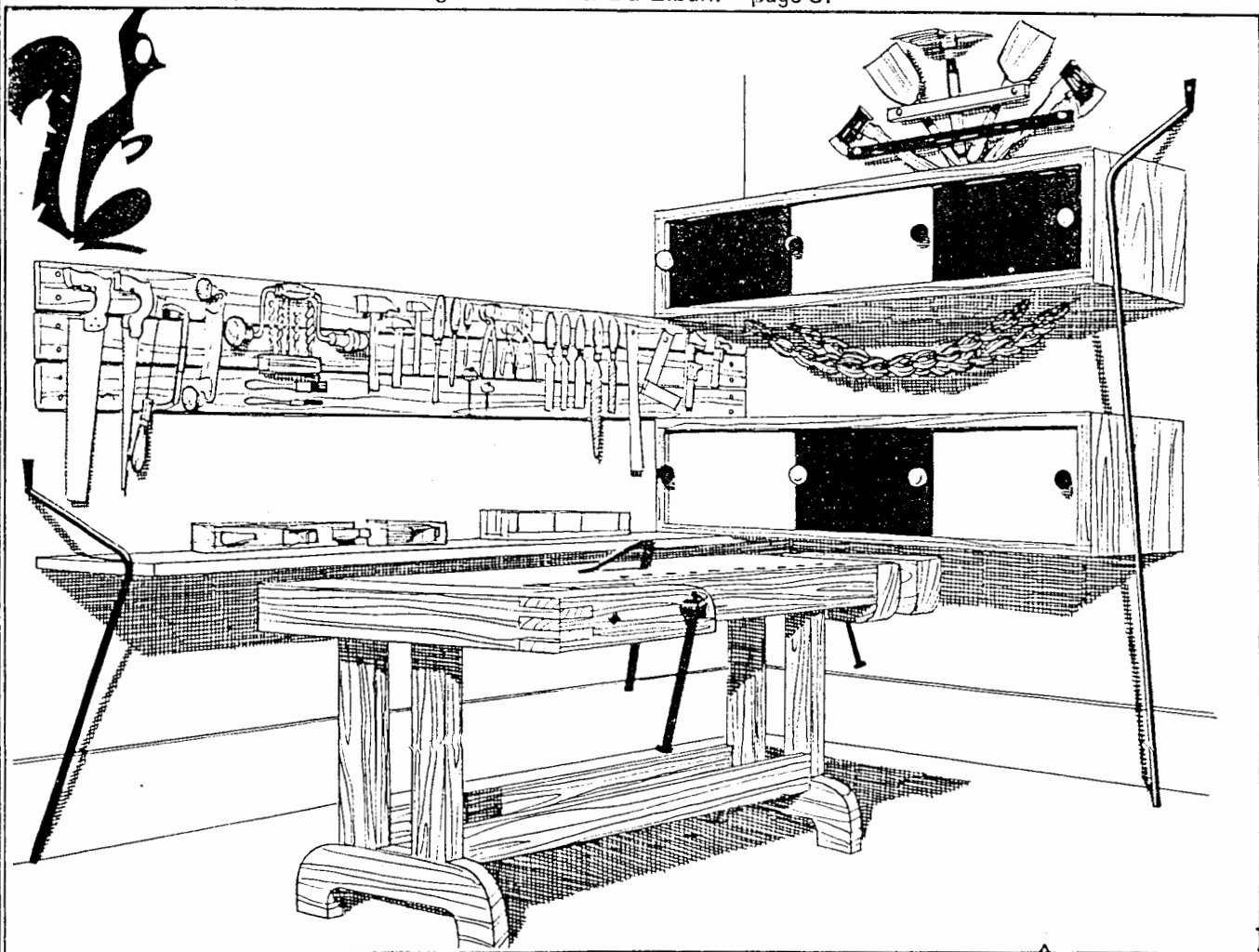
The work-shops should be small as not to contain more than 12–15 persons at the same time, including instructors.

They should be easily cleaned and well lit to prevent accidents.

Separated from each other they will form a complete shop of work undisturbed.

The scout should try the craft for himself and come out with a demonstration of his creativity.

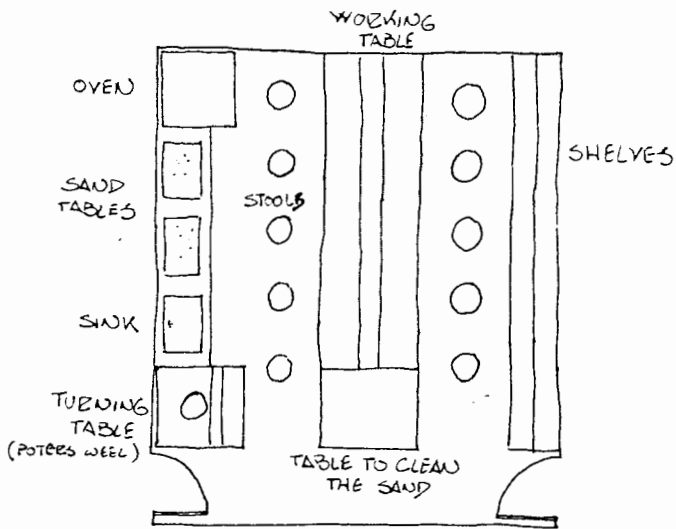
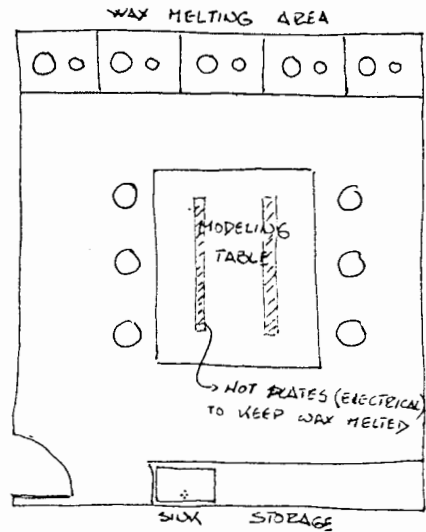
* Carnet d'épreuves et de badges des Scouts Du Liban. page 8.



***WAX:**

Moulding and sculpting candles is the major interest of this craft.

AREA: 30m.sq.



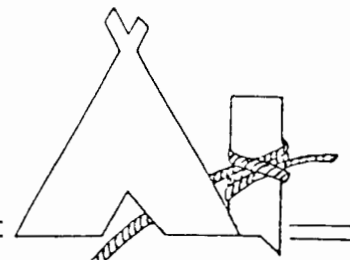
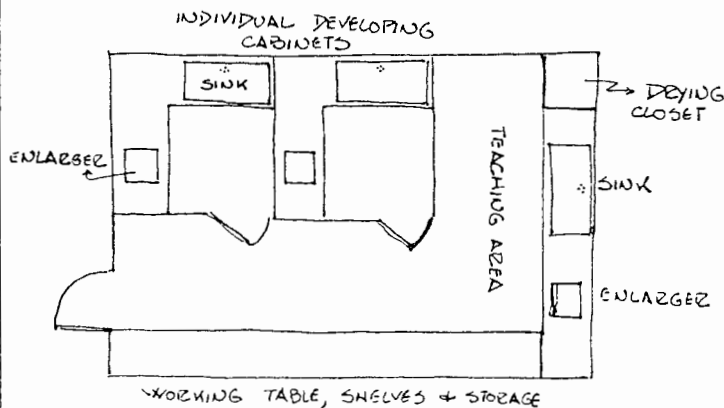
***POTERY & GYPSUM:**

Pots, pans, cups, vases, jars, ... all could be done here.

- 2m.sq. per person.
- Sand tables 2-3 each of 70 X 50 X 50cm. minimum.
- The soil for potery should be in a humid place.
- AREA: 30m.sq.

***PHOTOGRAPHY:**

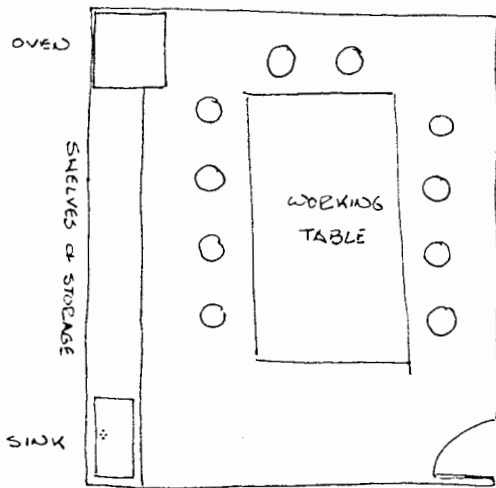
AREA: 60m.sq.



***ENAMEL:**

This craft shop could be easily changed and transformed into glazing of tiles.

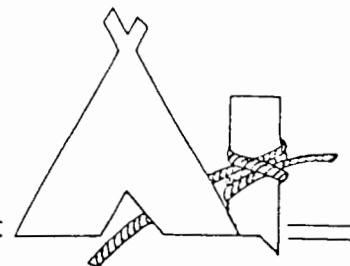
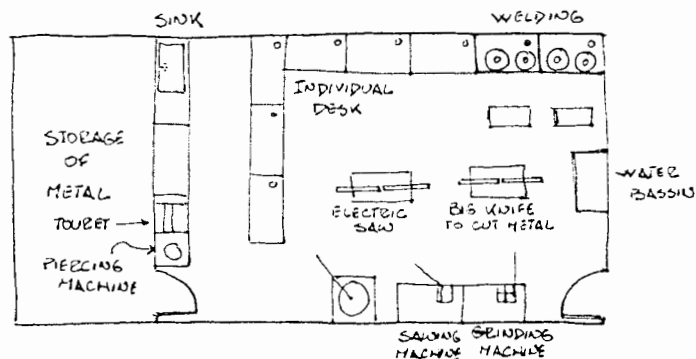
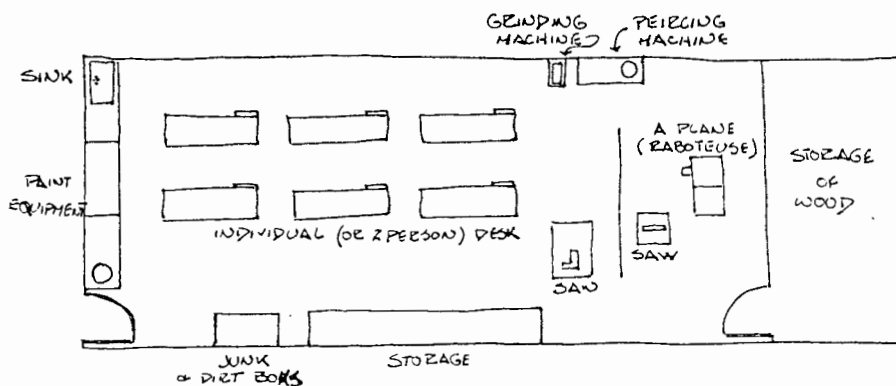
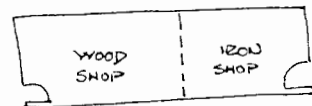
AREA: 30m.sq.

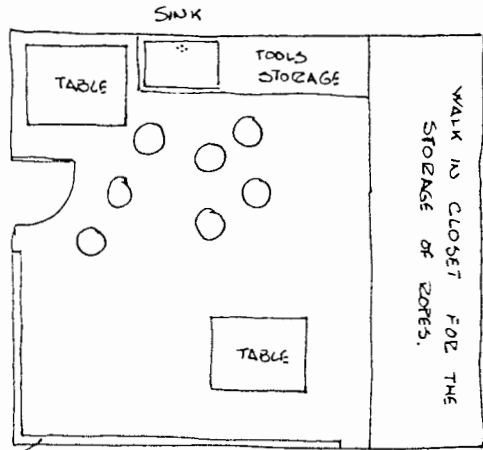


***CARPENTRY & WOOD SCULPTING:**

*** IRON WORK:**

- A wood floor is preferable to protect any equipment to break if it falls on the ground.
- Placing these 2 work-shops next to each other will permit more creativity to occur.
- 5m.sq. per person.
- Area of work-shop is 75m.sq. each.

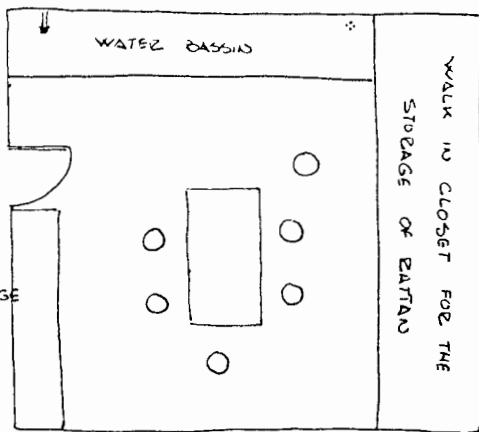




***KNOTS:**

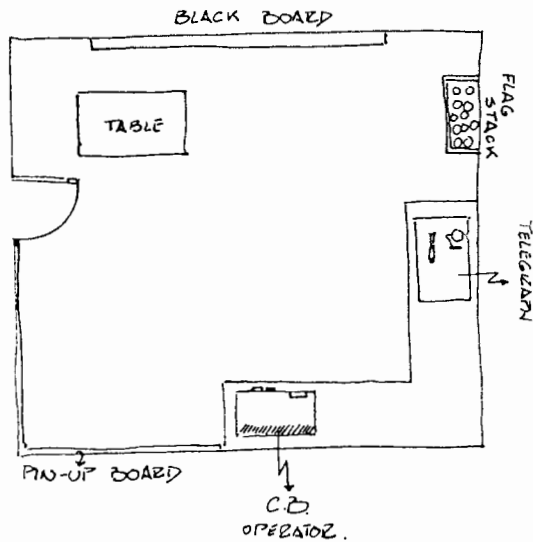
A major scout craft that could be used to build up things as well as to help saving somebodies life.

It should have a flexible interior to be organised on whatever types of knots to be taught
AREA: 40m.sq.



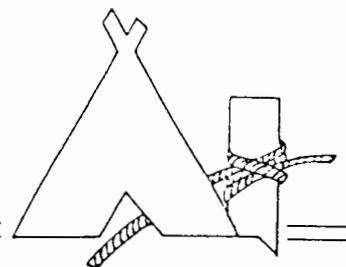
***RATTAN:**

AREA: 30m.sq.



***SIGNALING:**

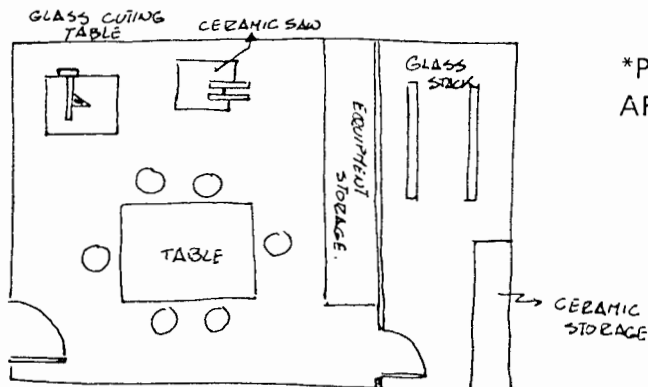
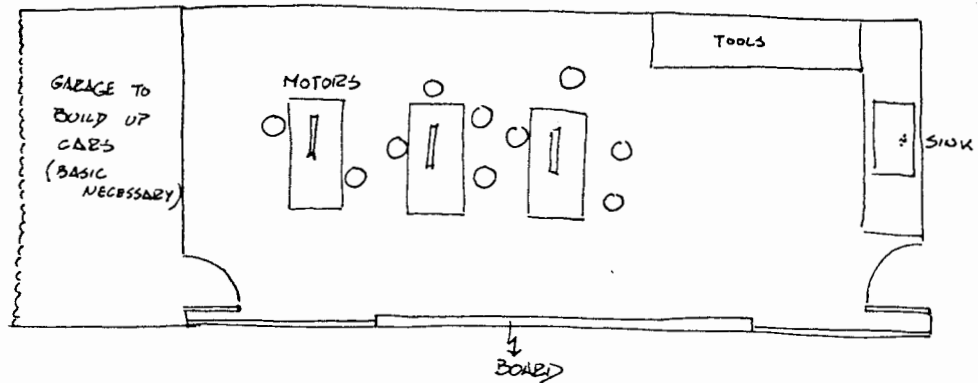
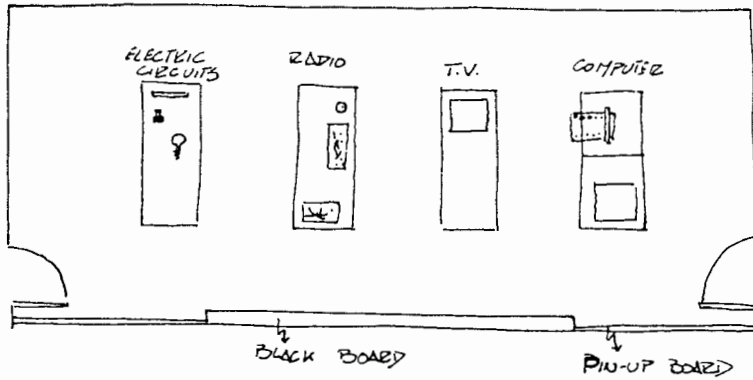
- All methodes of communication by signals or codes with a far away person, (morse code, semaphore, international code, telegraph, C.B., ...)
- These equipments could be removed from the room and tried outside at long distances for practice.
- AREA: 30m.sq.



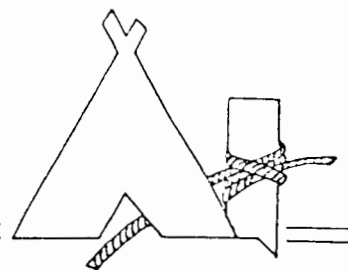
***ELECTRICITY & ELECTRONICS:**

***MECHANICS:**

- The most difficult work-shops , but they are also the most educative and would be the mostly used in daily life.
 - They would teach the direct practical use of the craft. (Ex. circuits in a house, D.C. circuit in a radio, T.V. , the motor of a car, the Bsic language of computer and how computers work, ...)
 - Adjacent to the Mechanic shop we could have a place to mount up a car.
- Area of each shop: 75m.sq.

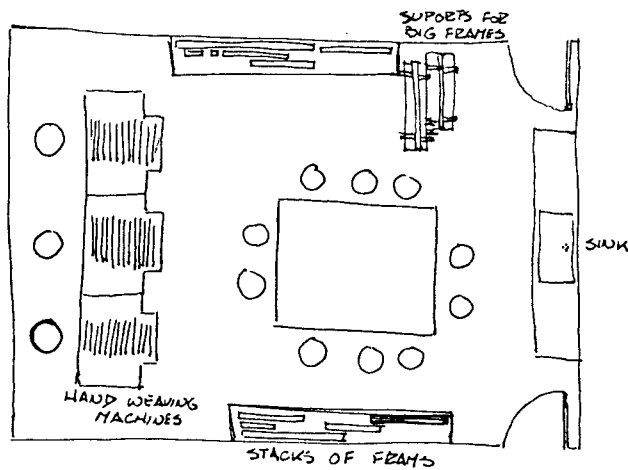
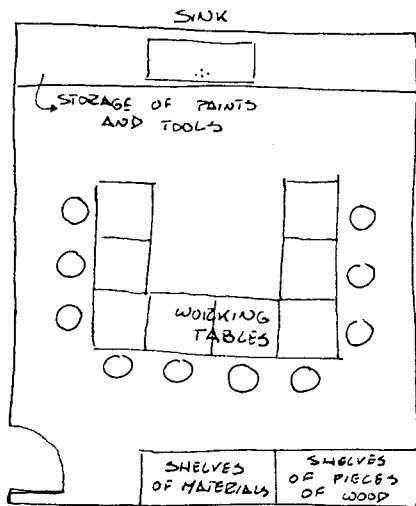


***PAINTING ON GLASS AND CERAMICS:
AREA: 40m.sq.**



***PRINTING ON MATERIALS:**

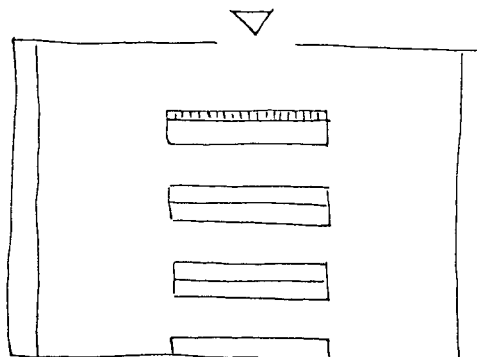
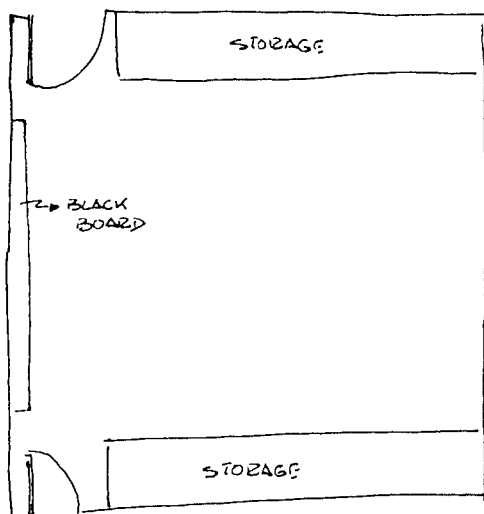
- Some carpentry tools are needed to form the frames.
- AREA: 30m.sq.



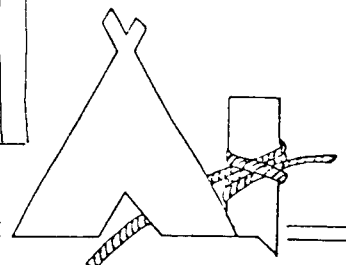
***WEAVING:**
AREA: 50m.sq.

***MULTY PURPOSE WORK-SHOPS:**

For different activities according to demand as drawings, slides, printing on aluminum foil, singing, making of pupets, ...
AREA: 60m.sq.



STORAGE AREA DIVIDES THE ROOM INTO TWO.



WORK-CRAFTS ACTIVITIES:



Puppet making out of Junk.



Wood Carving.



Painting on glass.



PARKING:

The parking is the first and last place where a vehicle will reach as it comes to the scout village.

The parking should contain a big number of cars as there is no transportation to the place. It should also provide parking for buses and trucks as this is mainly what the units will use on camping and outing excursions.

Number of cars for employees is 50 cars.

On a Jamboree day we would have around 600 buses, but most Lebanese buses will not stay on site so we can account for 300 buses and trucks as a maximum.

For visitors cars on normal day they would be around 100 cars. But their number will increase tremendously on special occasions and might reach up to 1000 cars.

Area of one car is 14m.sq.

Area of one bus is 30m.sq.

Total area for car parking is 14 X 1000 14000m.sq.

Total area for bus parking is 30 X 300 9000m.sq.

Total area of parking is 23000m.sq.

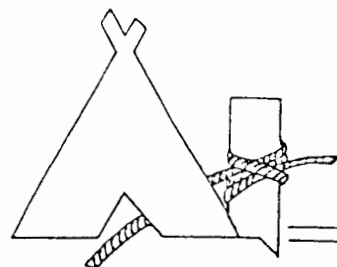
Circulation area is 17000m.sq.

40000m.sq. TOTAL AREA

Being a very big area which is going to be used very rarely we can build part of it underground. This part will be closed for vehicles when it is not needed and it would be transformed into an activity area of big wall painting as there would be a lot of walls to have fun with.

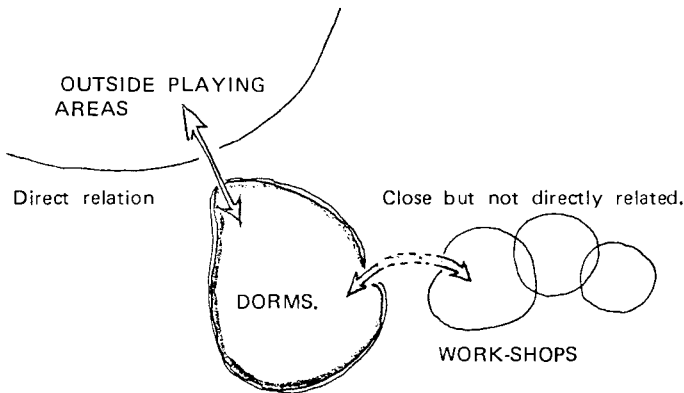
The best is to divide the area into three (13,500m.sq.) and have two underground stories for cars while the ground floor is to be used for buses and trucks.

This upper floor is to be used as an every day parking while the underground part is closed.

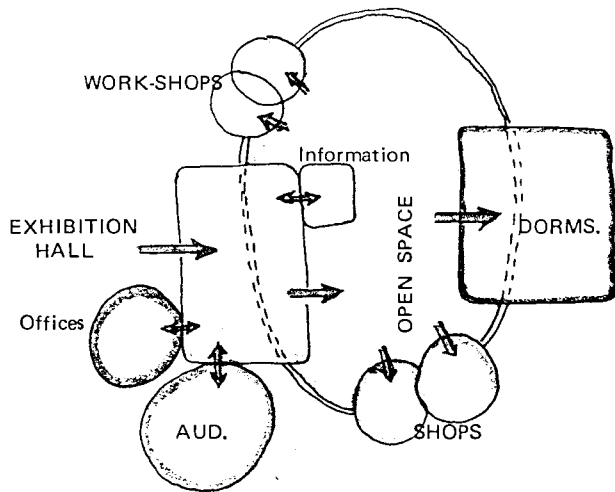


DORMITORIES MATRIX:

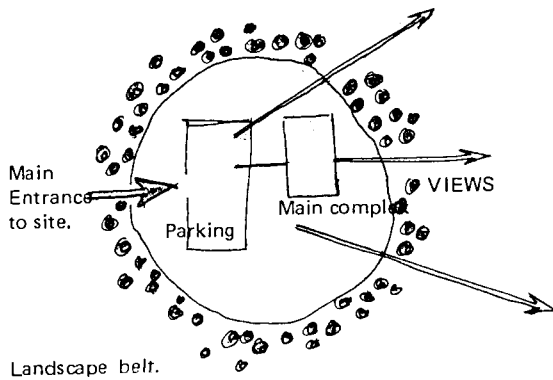
SLEEPING ROOMS	3						
KITCHEN	1	3					
DINNING ROOMS	2	2	2				
STORAGE (General)	2	2	3	1			
LAUNDRY	2	2	3	1			
PLAYING HALLS	3	2	1				
OUTSIDE AREAS	1	3	2				



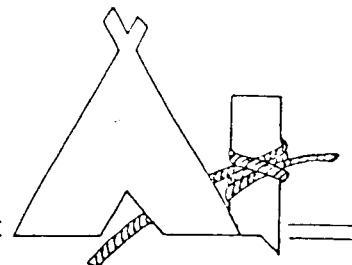
THE MAIN COMPLEX:



There should be a main building or a building complex which will be the main connecting part of the village with the outside. It should be the place where all administrative and publicity works exist.



The landscape belt might separate the complex from the rest of the village, but we should still have some peep holes (views) next or through the complex to the other parts.



RELEGIOUS CENTERS:

«The aim of the scout association does not mention relegion, it only refers to the spiritual development...»

So everybody is free and has the wright to choose to search for God as he finds it convenient to.

That is why a church and a mosque are provided as well as relegious centers to help the scouts through this aim.

CHURCH:

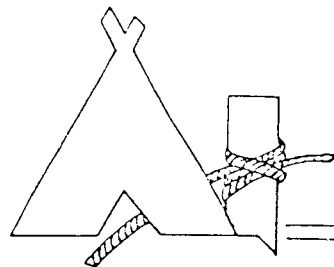
- A prayer hall to receive 500 persons.
- A small library room.
- 3 small rooms for meetings and discussions.

MOSQUE:

- A prayer hall to receive 500 persons.
- Ablution area.
- A small library room.
- 3 small rooms for meetings and discussions.

The separation of these two centers will avoid any disturbance from one to the other.

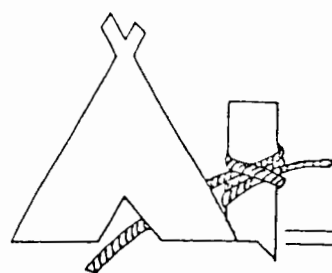
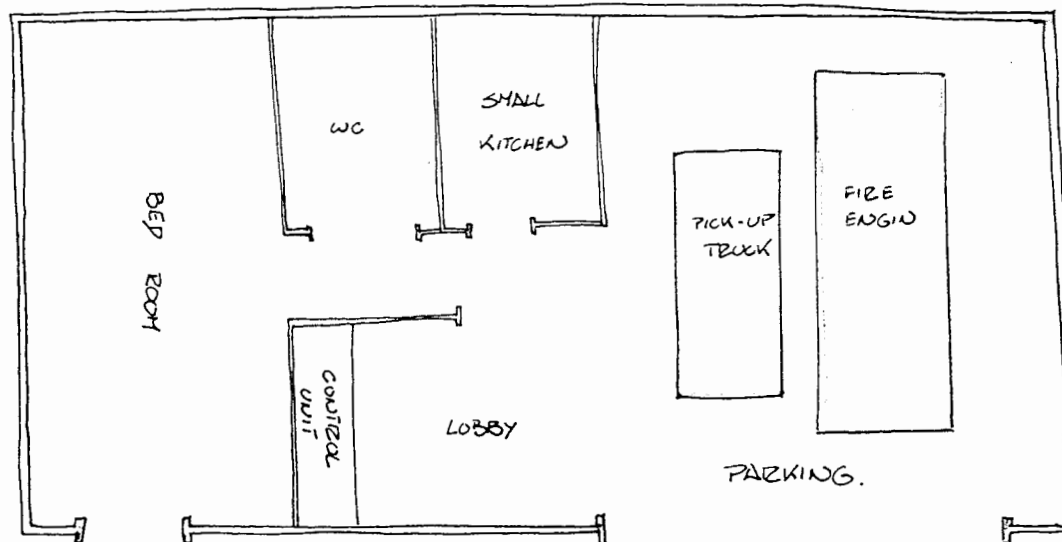
Synagogue.



FIRE DEPARTMENT:

- Is always in direct communication with the watch towers.
- There should be people on duty night and day, summer and winter.
- The place can be used to teach scouts how to control and put off fires. As well as what to do in case of fire emergencies at home or in the camp.

AREA: 100 – 120m.sq.



INFIRMARY:

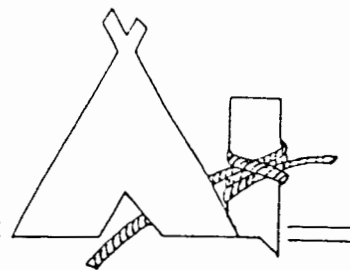
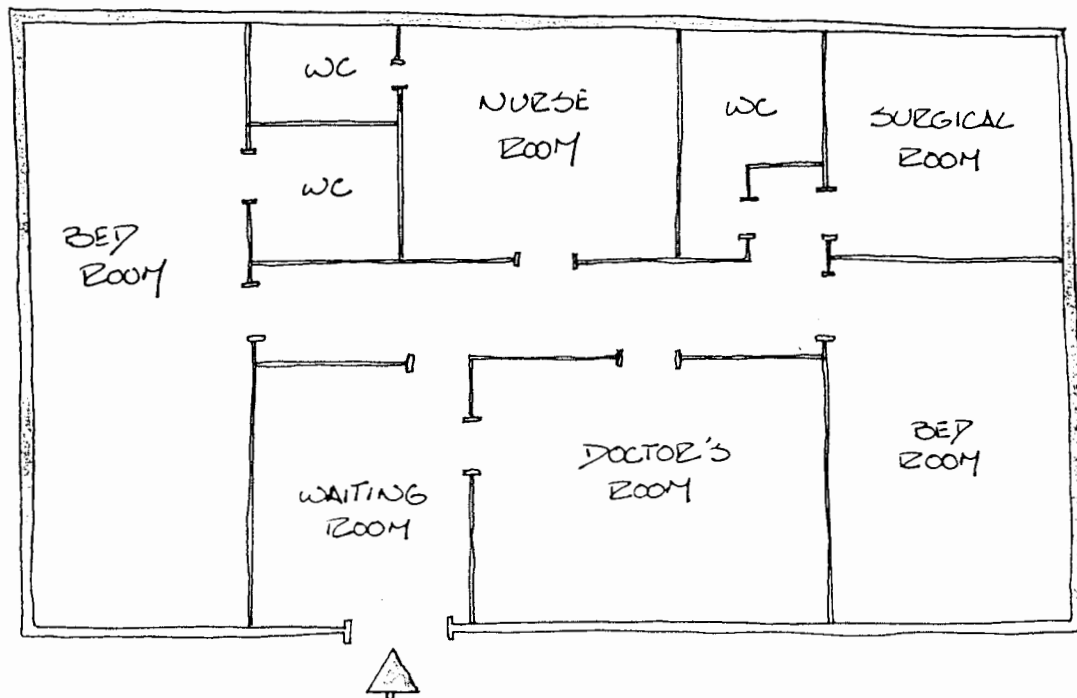
It should be placed far from noise and on a ground level.

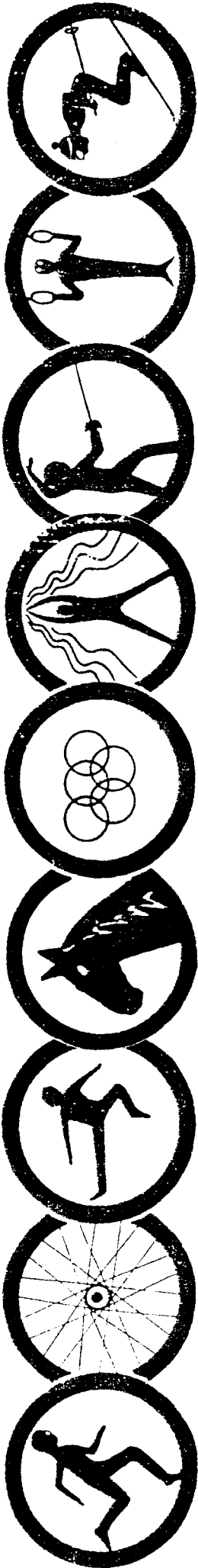
It should consist of a resting room as well as an emergency room.

An isolated room should be provided as sick people can stay for one or two days before they are sent back home.

Minor surgery should be accommodated.

The ambulance parking should be under cover very close to the infirmary.





SPORTS:

Everybody knows that sports will give strength and a healthy body, but that is not the only profit from it.

In team work or in individual games the scout will learn to honor his adversary and to count on his partner. He will develop his character and spirit, in any case of winning or loosing, for the good going of the game.

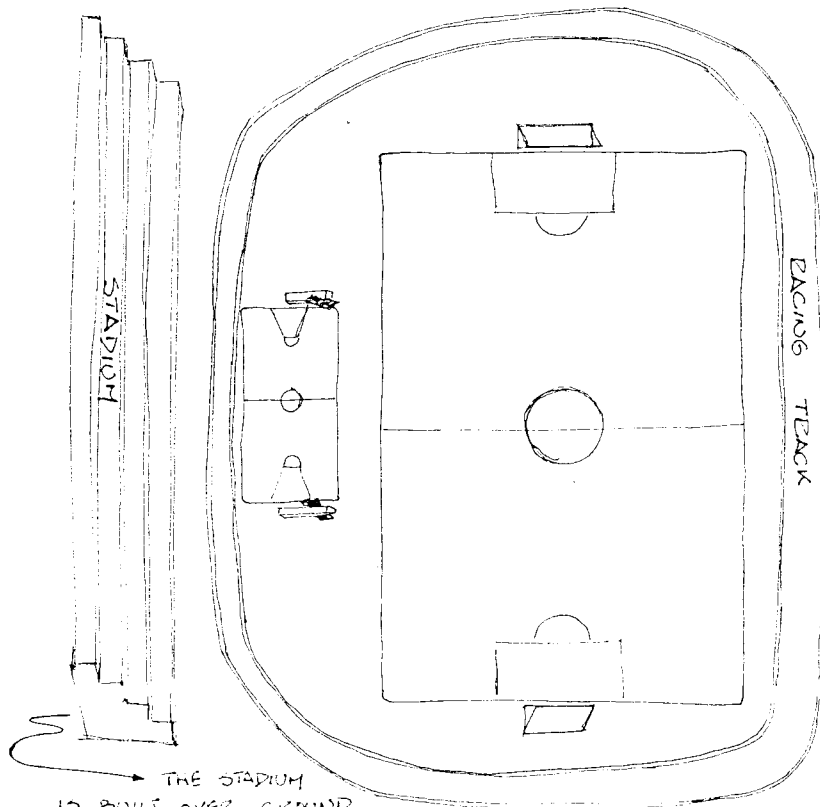
Scout games are not on a profesional basis of football, basketball,... but they are invented all year round depending on the number and capabilities of the scouts. Rules may be added or subtracted to make the game more interesting.

IN EVERY GAME FUN IS THE MAJOR ITEM.

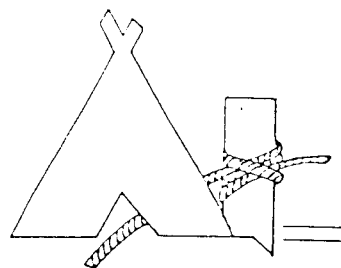
That is why the fields used for sports are just plain spaces that could be used for more than one game.

But still from time to time sport competitions are organised in the movement to allow scouts from different groups to meet. That is why some special terrains are available.

As for special kinds of sports which require special instalations of any kind (as equestry, swimming, ...) a club is built for it.



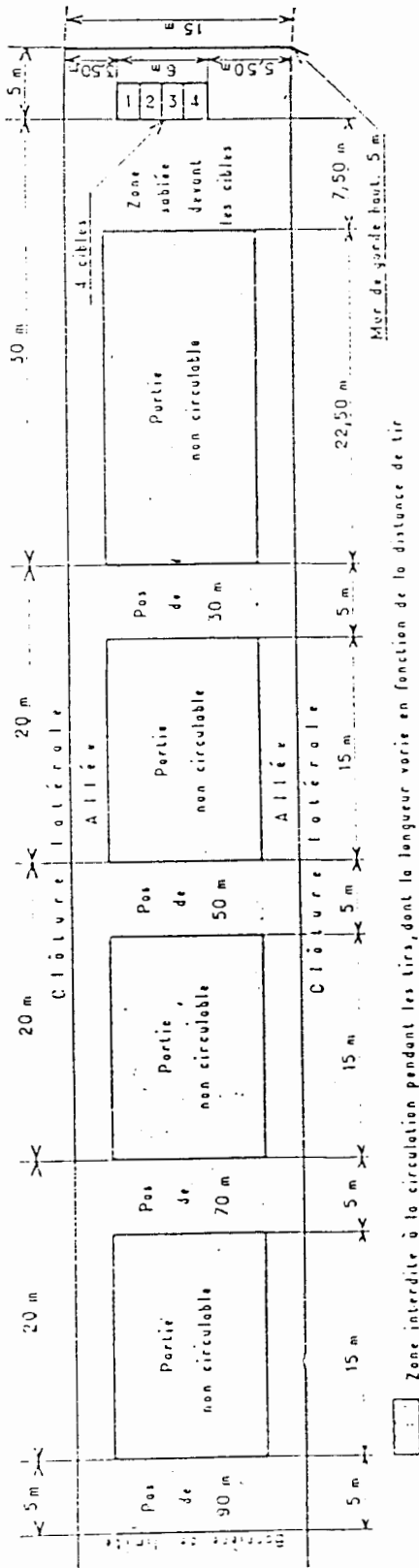
THE STADIUM
IS BUILT OVER GROUND
AND GOES WITH THE SLOPE
- IF POSSIBLE PLACE STORAGE
UNDERNEATH IT.



*ARCHERY:

PLAN

Echelle : 2 mm par mètre



Type de terrain de tir à l'arc de 15 m de largeur.

What was used for hunting and killing is now used as a sport for fun.

Archery has different length of throw:

- 60 – 90 long distances
- 30 – 50 short distances.

But this does not dictate the length of the court as the arrows can miss the target from all directions.

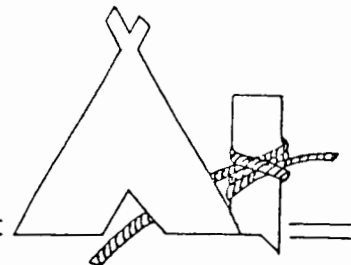
This is why we should provide for security zones where nobody is allowed during throws all around the court.

Width of court: 15m.

For this sport we only need a very small building which contains:

- One office.
- One multi purpose room.
- One big room for the storage of the equipment (bows, arrows, targets...)
- Sanitary rooms.

Total AREA: 150m.sq.



***EQUESTRY:**

If the horse has no more military use, and if it has been bypassed by the car for transportation, it stays a wonderful instrument for sports.

Equestry can be taken by all ages, as it sustains in a good physical condition its user.

The equestry club is divided into three types of functional groups:

1. Instalations to practice the sport (closed and open courts).
2. Instalations to take care of the horses (stables).
3. Instalations for the riders and the personnel.

1. The closed court:

– Dimensions:

Minimum length 20m.

Minimum width 12m.

Minimum height 4.8m.

– Equipment:

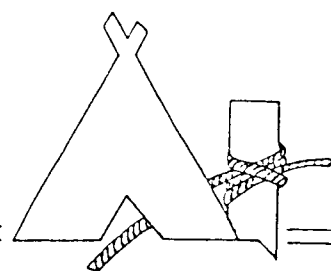
- The walls should be very smooth up to a height of 4m. minimum after which all liberty to instalate any ventilation, lighting, ... is permicable.
- An inclined part of wall «Pare-bottes» (*see diagram*) is established on the whole of the perimetre of the court. Its function is to keep the horse away from the wall itself as well as to prevent him from hurting himself when he jumps on the wall.
- The numbers of doors in the closed court should be reduced to two, one at each end. Both doors should open to the outside (fire protection) and be 3 X 3m.
- The ground should be well studied according to the elements and minirals available in the region. Its characteristics are: permeable, supple, and slightly loose at the surface.
- Mirrors should be available for biginners to study their progress. These should be placed on the wall not lower than 2m. from the ground.
- Light and Ventilation:
- Light should be abundant without any glaze.
- Light should be uniformely spread.
- Ventilation should be continuous and has to be increased when needed.

The open court:

- Is usually bigger than the closed court but should not exceed 500m.sq. so as to keep control on all the horses and riders, if it is built for biginners.
- As for good riders there is an other court which could go up to 4000 – 5000m.sq.

2. Stables:

- Boxes for horses are better than the stalls system, as it gives the horse more freedom of movement.
- Minimum dimentions of a box is 3 X 3m.
- Maximum dimentions of a box is 3 X 4m. (as in much bigger boxes the horse will be able to run and jump).
- Separations between boxes has a minimum height of 2.10m which will not allow contact between horses.
- The door side of the box should be a min. of 1.55m high – 1.75m high if the boxes are placed on both sides of a corridor.
- Corridor width is 3.50m.
- Width of box door is 1.20 and always open to the right.



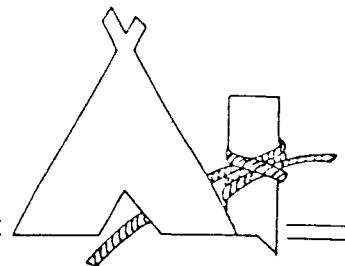
- The best material used for the walls is wood. These walls should be smooth up to a height of 1.20m. min.
- All angles should be rounded.
- Height of stables is 300m min.
- The ground should be of soft soil.
- Ventilation and light should be abundant.
- Ventilation should not be directly over the horses.
- Other anexes for the stables are the barns to receive hay, oat, straw and barley enough for one month. Other barns are for equipments (saddles, blankets, ropes,...).

3. Buildings:

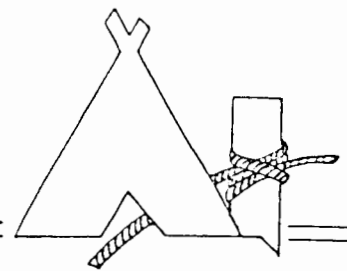
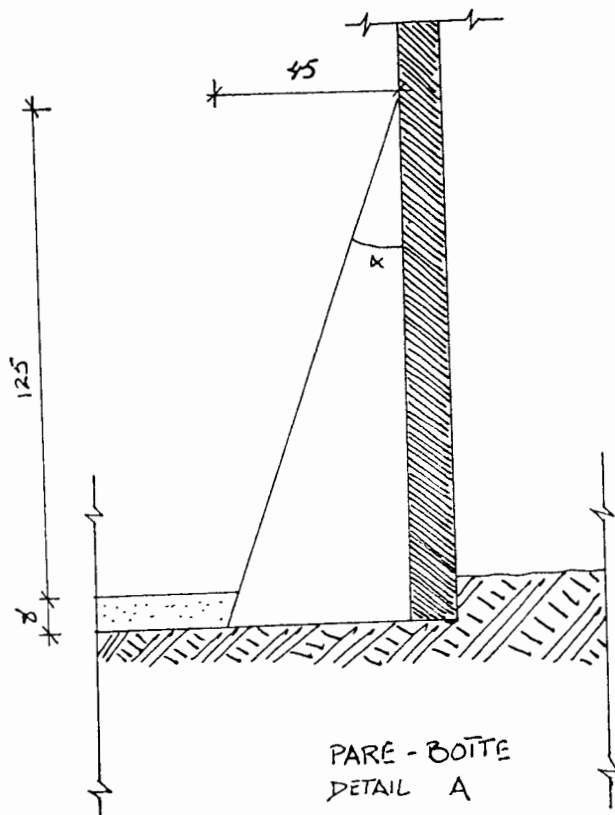
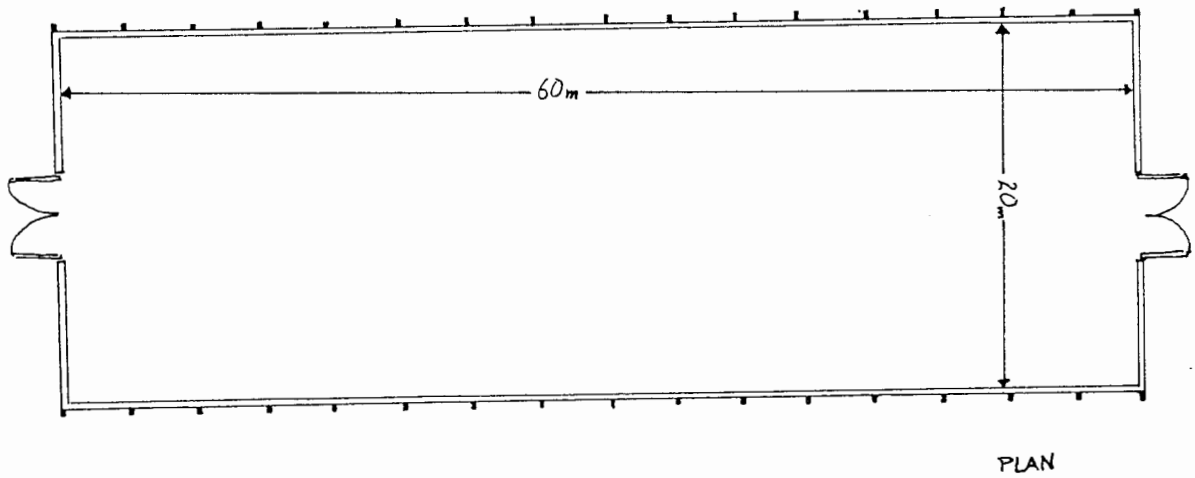
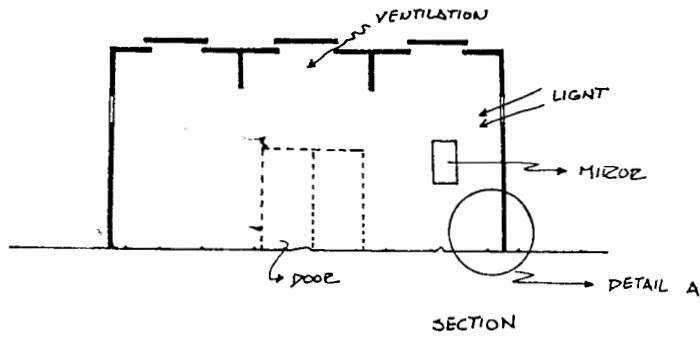
- Sanitary rooms.
- Dressing room.
- Office for the management.
- Small studio for the person on duty.
- A multy purpose room (library, conference room, class room, ...).

Built up total area for 20 horses:

Stables:	300m.sq.	
Closed court:	250m.sq.	
Barns:	100m.sq.	(3 X 35)
Others:	100m.sq.	
	<hr/>	
Total area:	750m.sq.	



Equestre club:



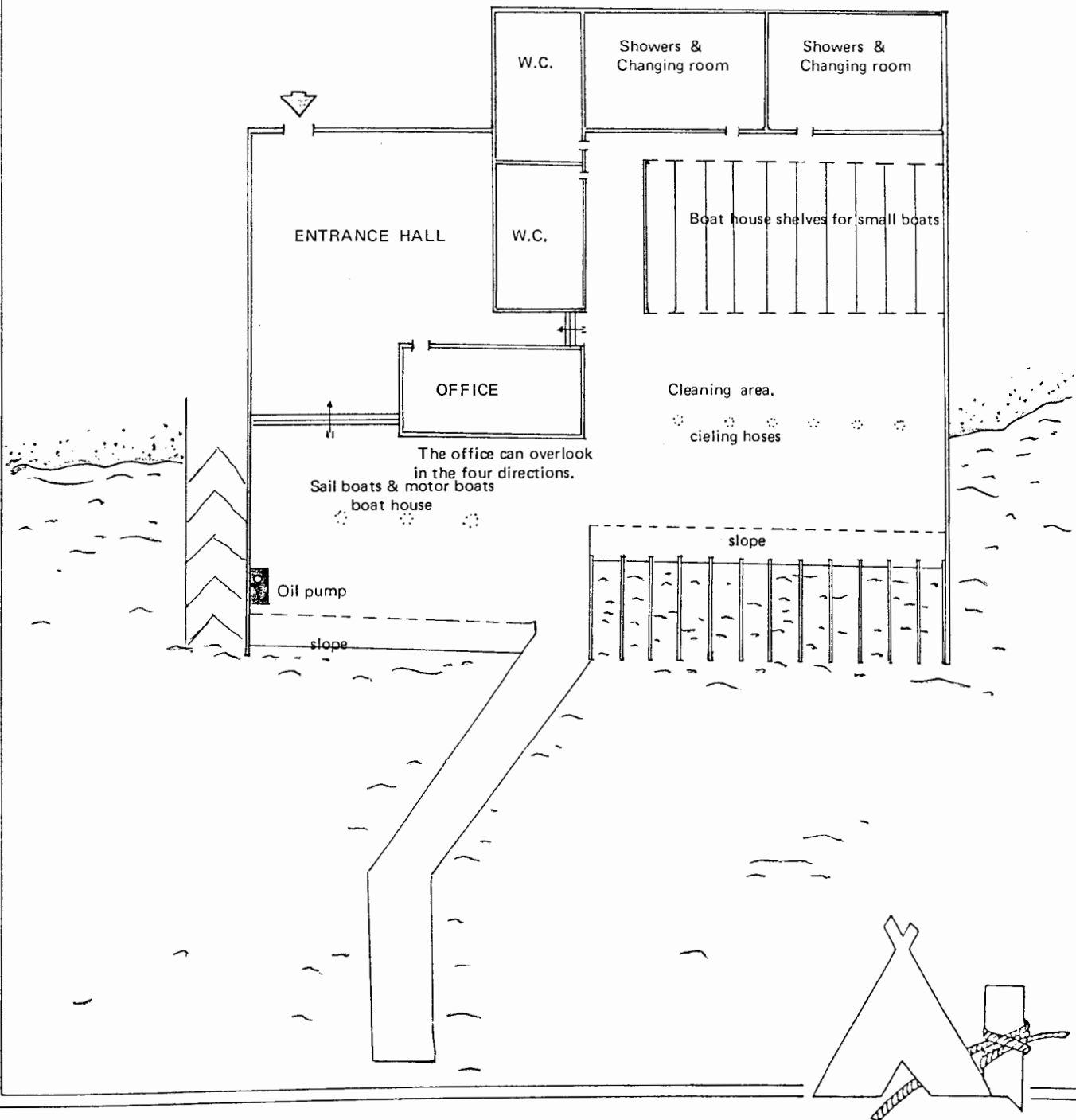
***CANOING, BOATING & SAILING:**

The existence of water in the site opens a major sports attraction, other than swimming, to the place.

The major needs for this sport are the boats which will require a boat house to preserve them through bad weather.

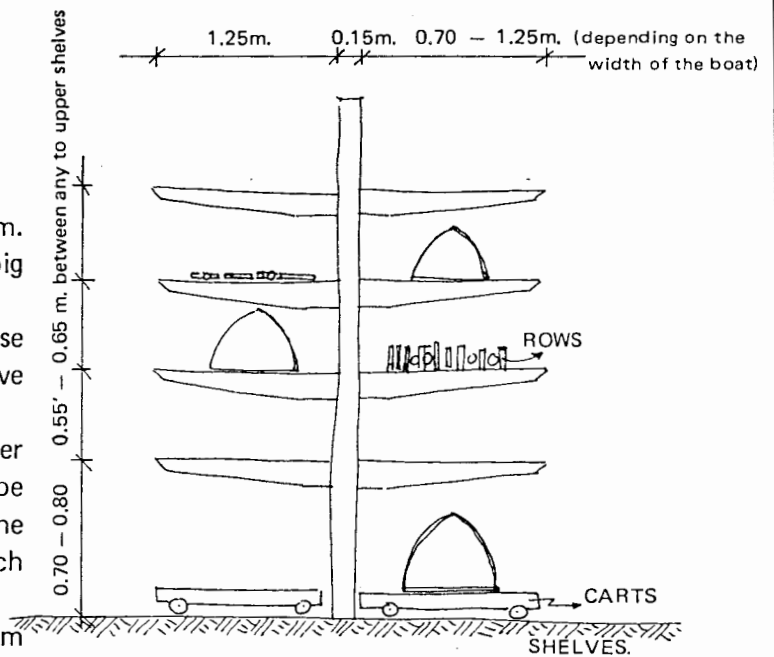
- It also requires: -- Changing rooms (1m.sq./person)
 -- W.C. (1w.c./20 persons, 2sinks/20 persons)
 -- Showers (2/15 persons)
 -- One office for the manager.
 -- The entrance hall (multy purpose: classroom, library, ...)

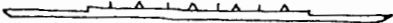
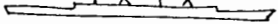


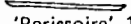

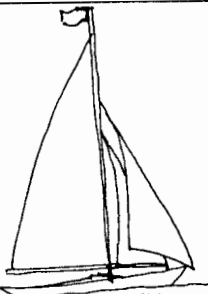
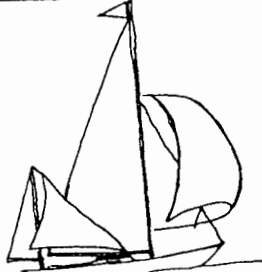
TOTAL AREA: 11500m.sq.

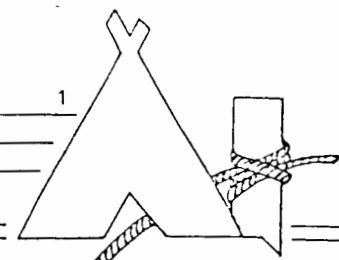


- Boat house for small boats.

- Boats are placed upside down.
- Distance between shelves is 2.5m.
- Rolling carts are used for the big boats.
- The rows are also arranged on these shelves next to their boat or above them.
- Between the shelves and the water an area of 30 - 35m. should be kept empty in order to clean the boats and equipment after each usage.
- Water for cleaning is brought from the ceiling through hoses that could be pulled down.



TYPE	DIMENSIONS	QUANTITY
 Rowboat for 8 persons	18.6-20.0 X 0.62m.	5
 Rowboat for 4 persons	13.0-14.5 X 0.5m.	10
 2 persons canoe	8.15-8.50 X 0.5m.	10
 2 persons (rapids) canoe	5.20 X 0.65m.	10
 'Perissoire' 1-2 persons	5 X 0.45m.	25
 1 person sail-board		10
 4 persons sail-boat (cutter)		2
 8 persons sail-boat (yawl)		1
1 motor boat for 8-10 persons.		
1 motor boat for emergencies.		



***FENCING:**

Yesterday it was a mortal combat; today it is a sport.

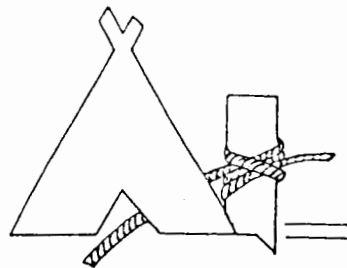
What we need for this sport is a big hall for training and competitions.

Around this hall we should have the changing rooms and lockers. The storage room for the equipment (clothes and swords) and a small class room, library, and meusium at the same time.

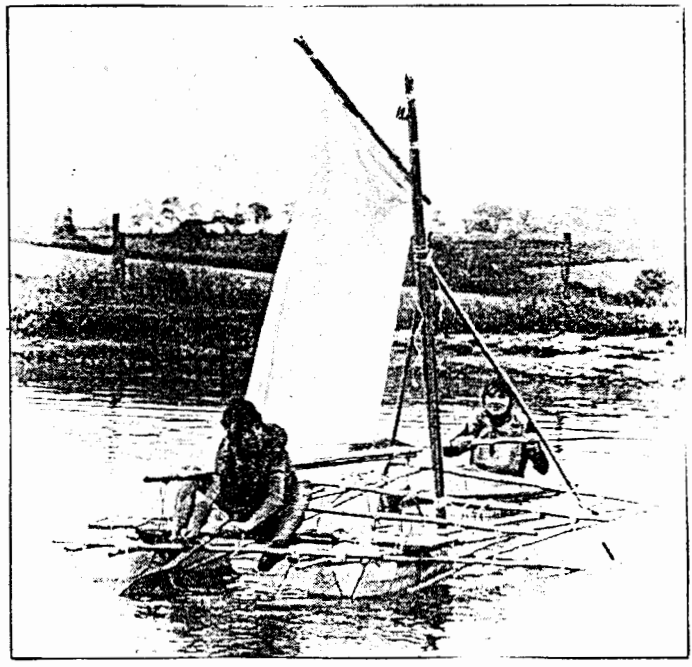
Area of hall: 400m.sq.

Area of other bldgs. 200m.sq.

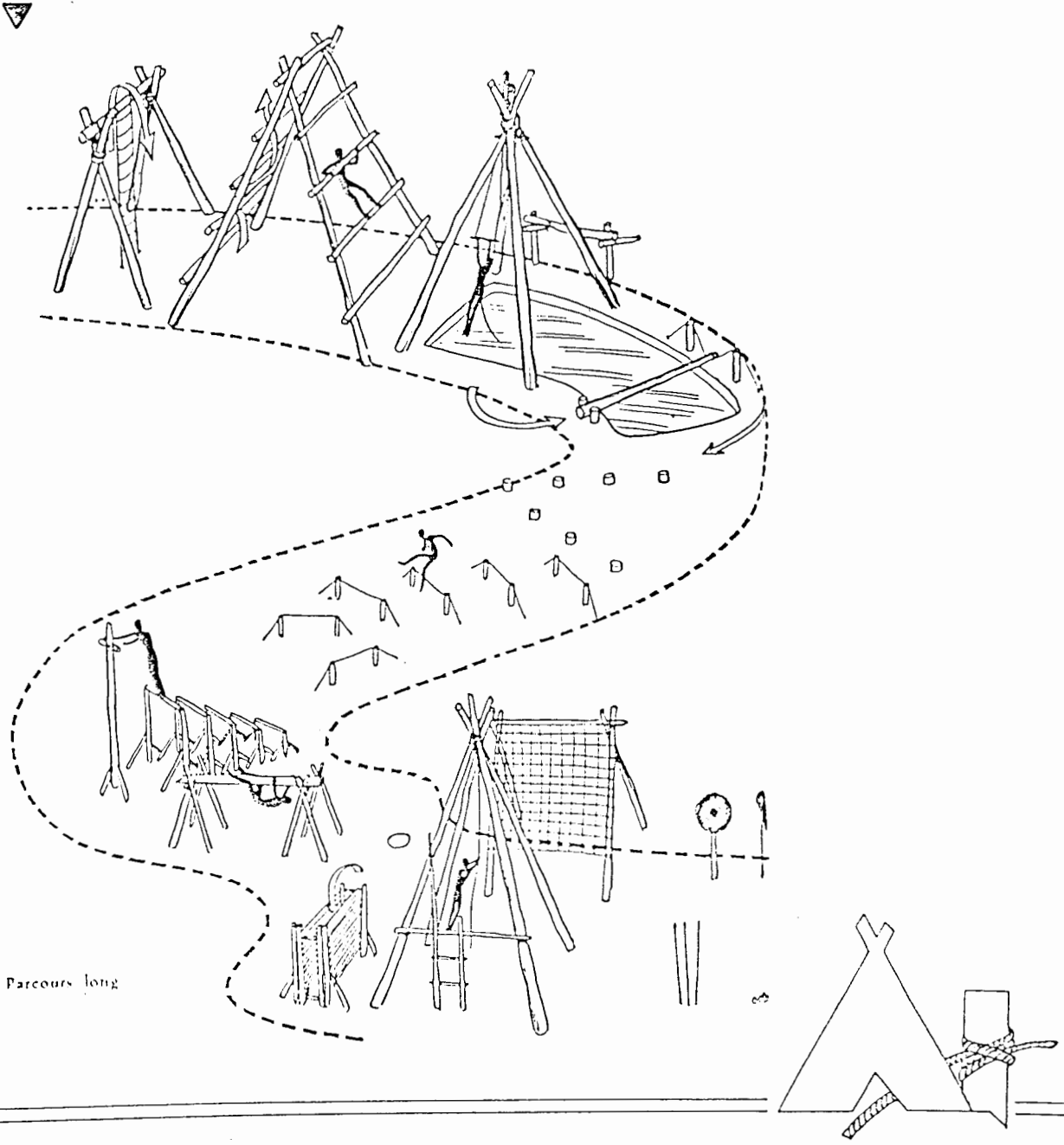
600m.sq. TOTAL AREA.



SAILING. ▶



'PARCOUR HEBERT':
Physical education where the
complete training is done by
natural methodes. Created by
George Hebert (1912).



Parcours long

SPORTS ACTIVITIES:

Archery



Equestry (high jumping).



Canoeing race.



CAMPING SITES

The camping area is one of the most important areas in the scout village.

It is to be divided into three major different parts: Temporary camping sites

Permanent camping sites

Wild life area

The camping area is to hold a very big site as camps of individual units need large areas to camp on a proper scale. This area should also accommodate for the Jamboree days which will receive around 20000 scouts which all will have to camp.

The camping sites will be all around in the village any place could be used for camping on the exception of close premises to buildings so as not to disturb other activities.

Aproximate AREA 1.25km.sq.

*TEMPORARY SITES:

These sites are areas which will allow for a camp without offering any special treatment or structure to camp. It is for the unit to build up a camp then dismantled back when they leave.

It should be landscaped as to give the possibility for a pack, a troop or a clan to have enough space to place their tents not directly next to each others. As every patrol needs an independent area to build its own corner (*a table, an entrance, an oven and cooking area, a washing area with all its drainage system, a seating area ...*).

* WILD LIFE AREA:

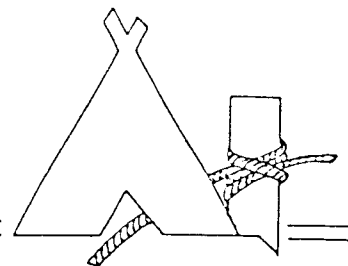
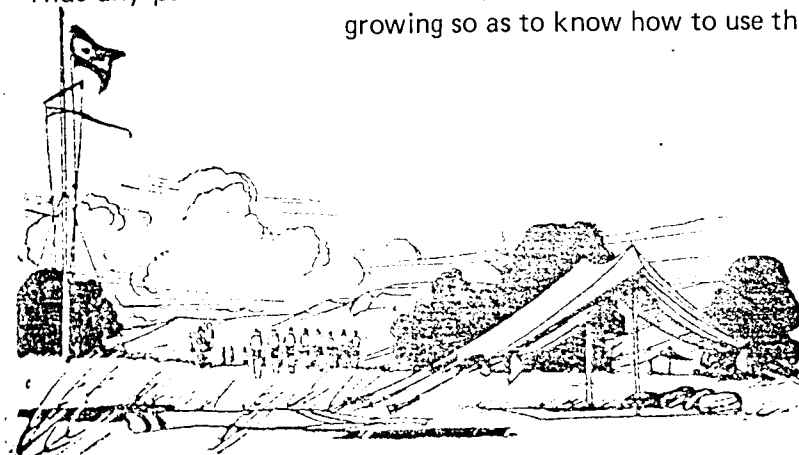
Is where a camp is not easily built up. There the scouts and venture scouts will adventure themselves to locate a suitable area for a camp which, most probably, will be built on site by natural means available. This area is not to be landscaped but to be left to grow naturally with time so as to give more excitement every year by discovering the area changes.

THE PLANT PATH:

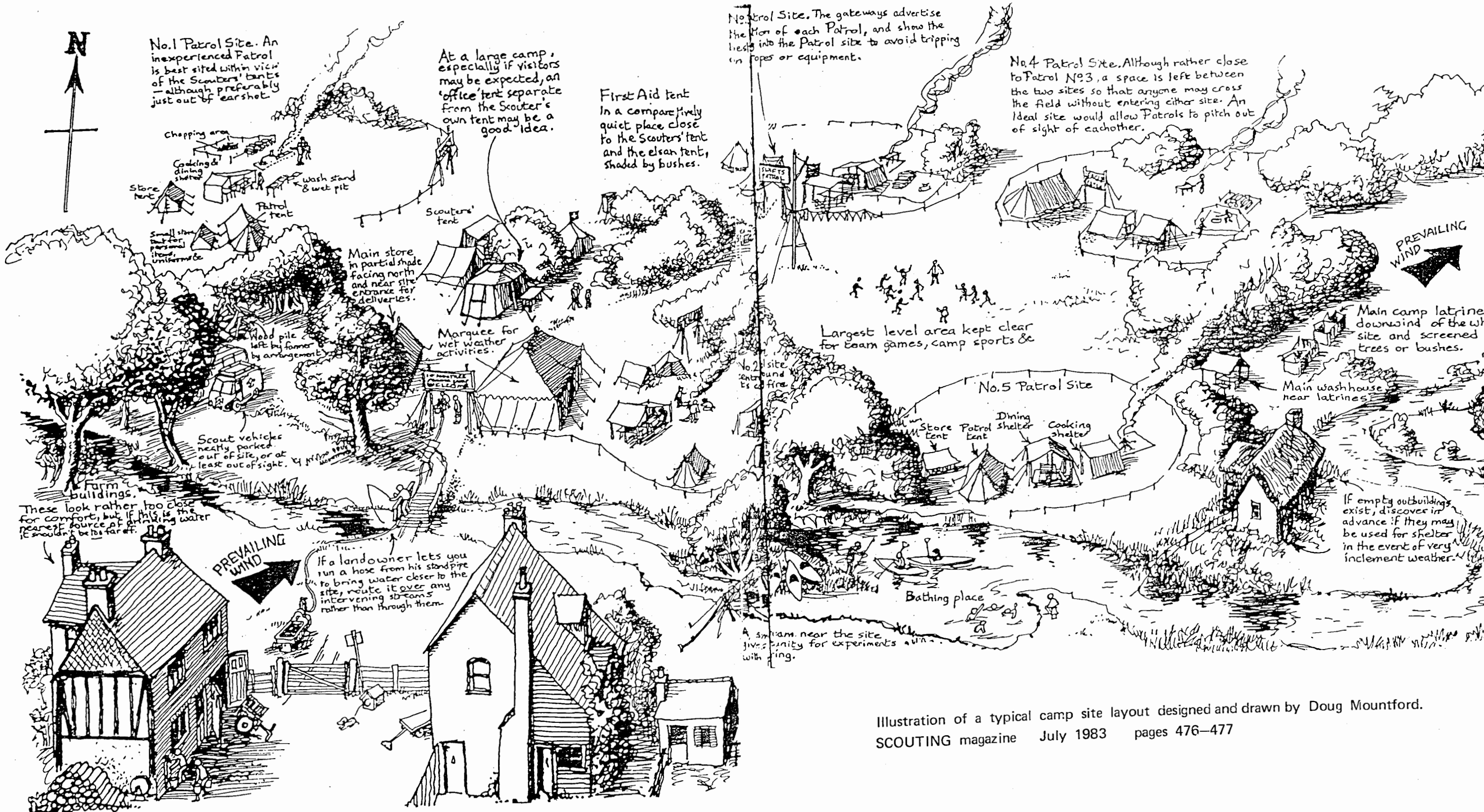
The life of scouts in nature obliges them to study nature from all its angles. One should know which trees are safe to camp under and at what time of the year, or is this plant good to eat or good for medical treatments ... or simply to admire Gods creation.

For quick learning a plant path was created: it is a footpath in the camping area where on both sides all kinds of different trees, shrubs, flowers, or any other plant that can live (outside) in Lebanon is planted.

Thus any passer will admire all the plants and will be able to study them by watching them growing so as to know how to use them wisely later.



TROOP CAMP LAYOUT.



No. 1 Patrol Site. An inexperienced Patrol is best sited within view of the Scouters' tents — although preferably just out of earshot.

At a large camp, especially if visitors may be expected, an 'office' tent separate from the Scouters' own tent may be a good idea.

First Aid tent In a comparatively quiet place close to the Scouters' tent and the elsan tent, shaded by bushes.

No. 3 Patrol Site. The gateways advertise the location of each Patrol, and show the way into the Patrol site to avoid tripping on ropes or equipment.

No. 4 Patrol Site. Although rather close to Patrol No. 3, a space is left between the two sites so that anyone may cross the field without entering either site. An ideal site would allow Patrols to pitch out of sight of each other.

Largest level area kept clear for team games, camp sports &c

No. 5 Patrol Site

Main camp latrines downwind of the whole site and screened by trees or bushes.

Main washhouse near latrines

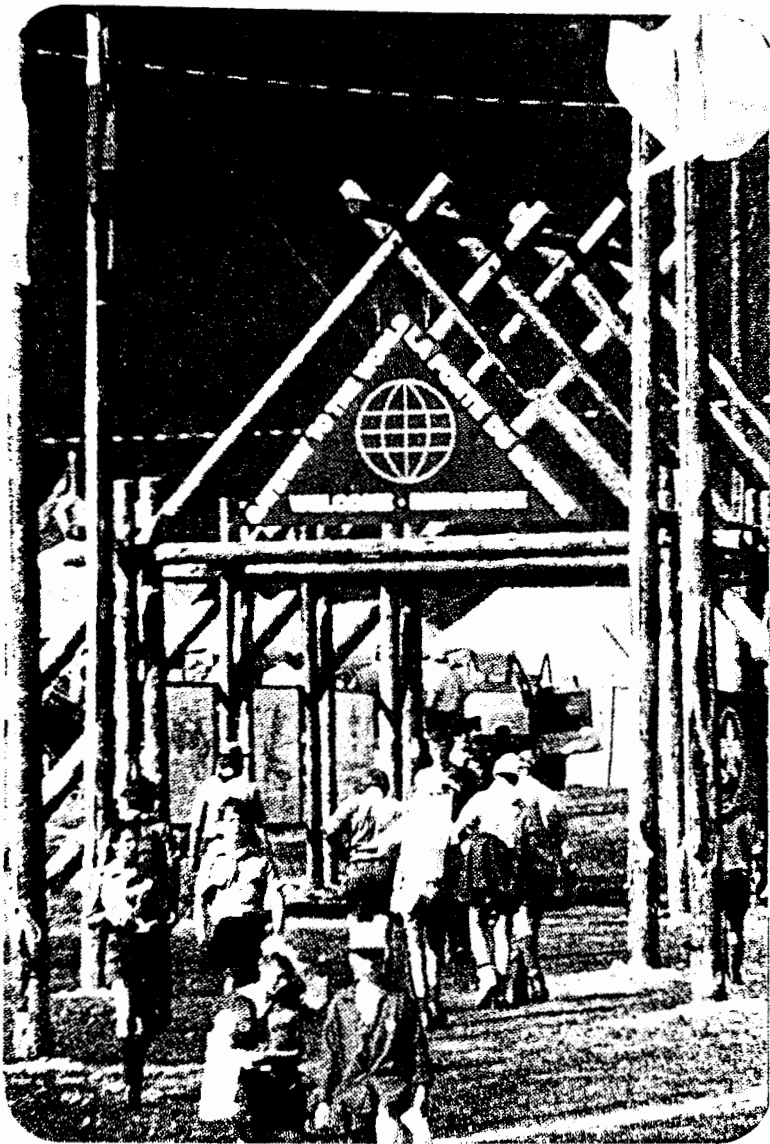
If empty outbuildings exist, discover in advance if they may be used for shelter in the event of very inclement weather.

If a landowner lets you run a hose from his standpipe to bring water closer to the site, route it over any intervening streams rather than through them.

A stream near the site gives opportunity for experiments with fishing.

Illustration of a typical camp site layout designed and drawn by Doug Mountford. SCOUTING magazine July 1983 pages 476-477

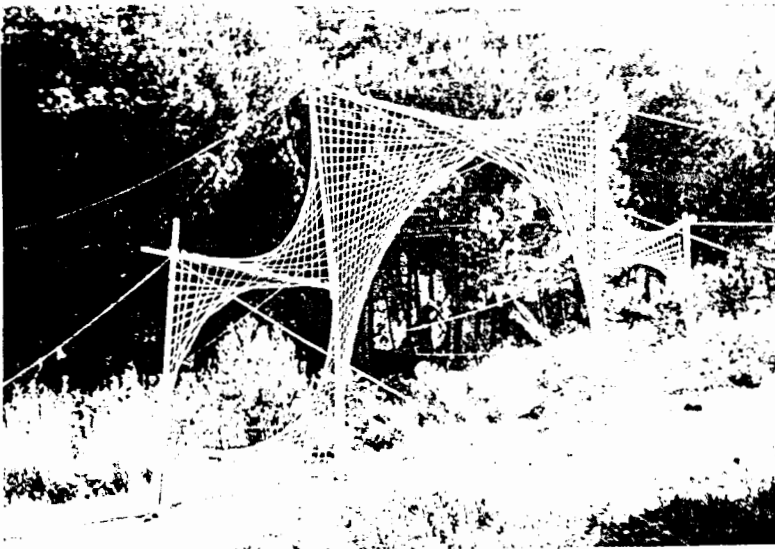
THE CAMP INSTALATIONS:



◁ 'Gateway of the world' Entrance to camp.

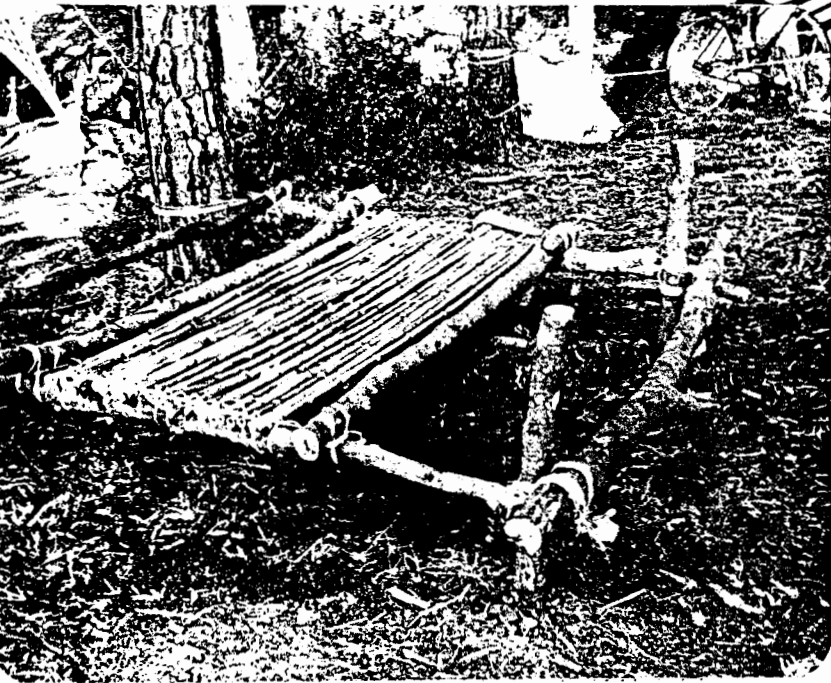


The bridge. ▷

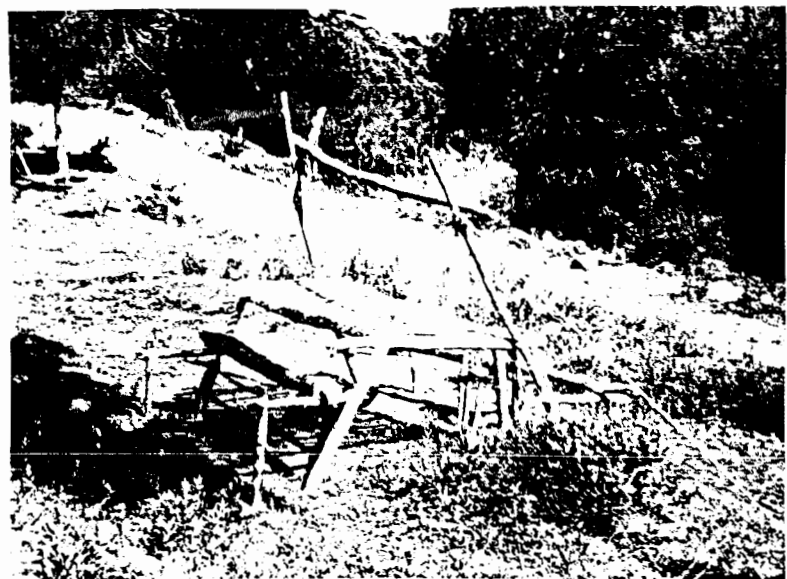


◁ Patrol entrance gateway.

The cooking quarters. ▷



◁ The dining table.

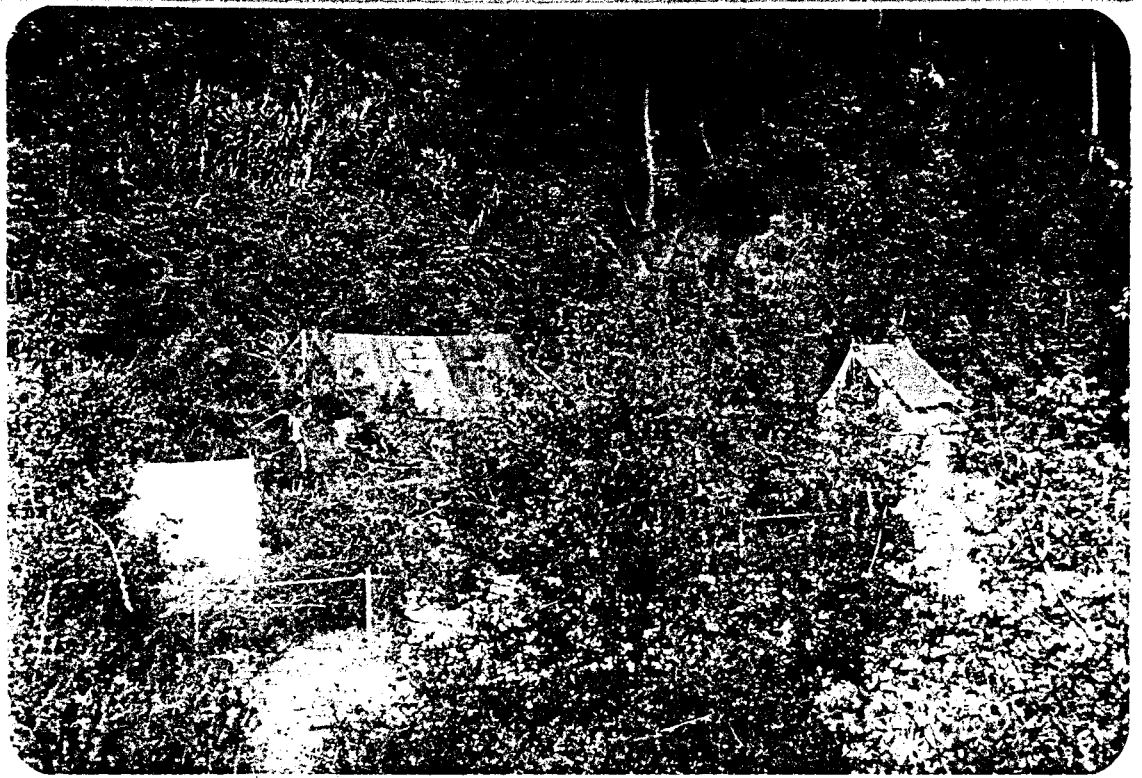




The patrol corner instalations in camps.



THE CAMP.

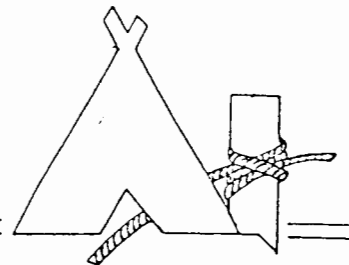
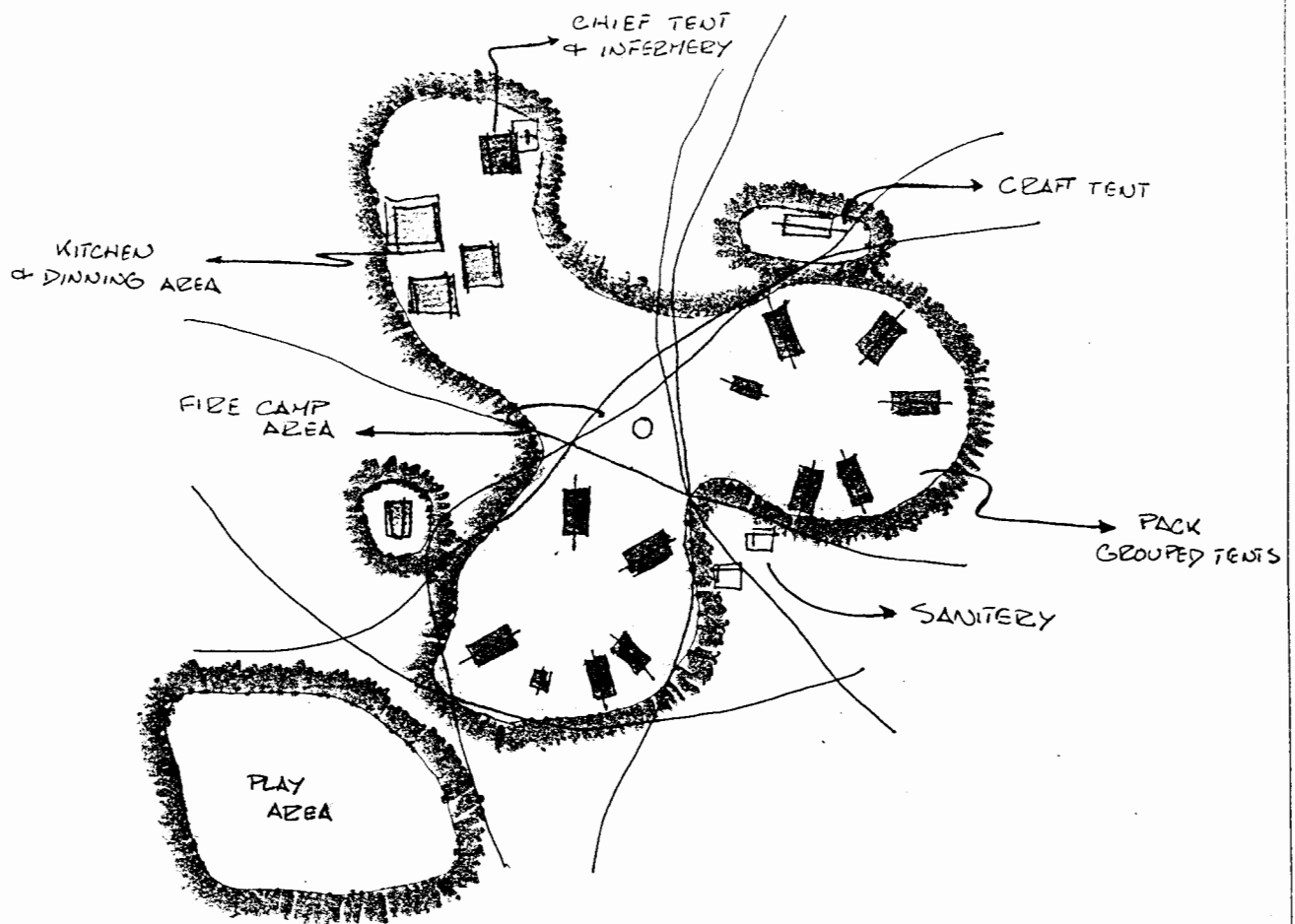


WILD LIFE AREAS.



***PERMANENT CAMPING SITES:**

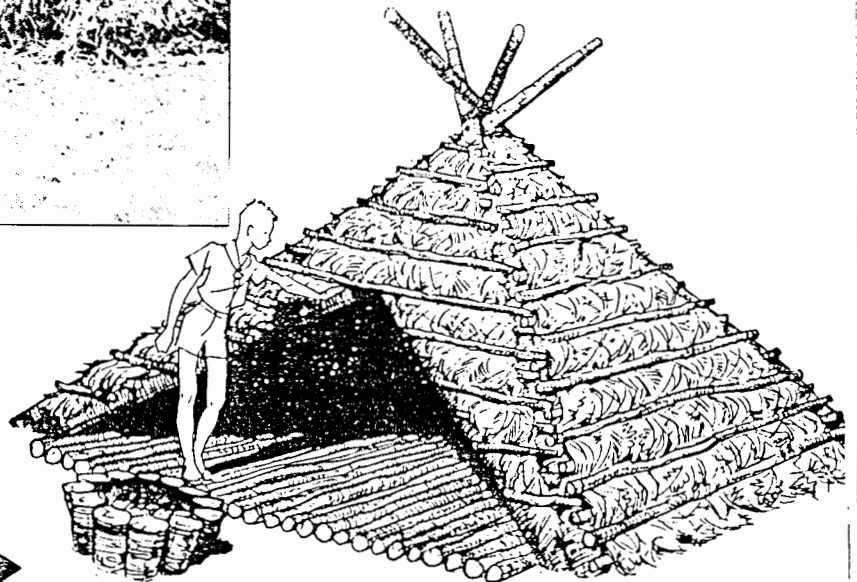
- They are camping sites built especially for cubs. So that instead of sleeping in dorms. they can sleep under tents.
- All the camp facilities will be installed before hand, like this the cubs will only have to come and enjoy the place for a while.
- These camps are to be removed during winter times. And placed differently or elsewhere in the next summer.
- These camp sites when not in use could be replanted or kept to prevent fire expansions.
- Another concept for these camping areas is to give the camp a major aspect or idea. camping in huts, indian tents, bedouins black tents, cabins, double stories tents,... All will add to the excitement and enjoyment of the cubs.





PERMANENT CAMP STRUCTURES:

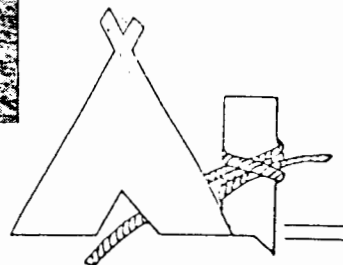
◁ Anglo-saxon hut.

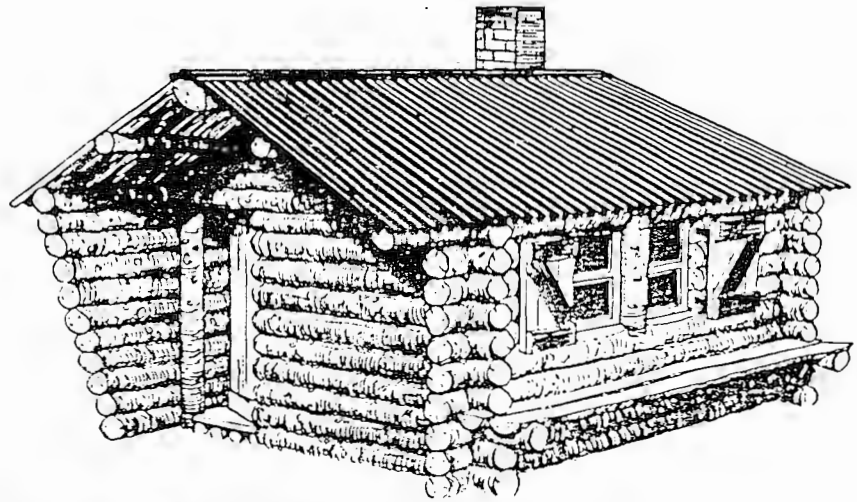


Wood Pyramid Hut. ▶

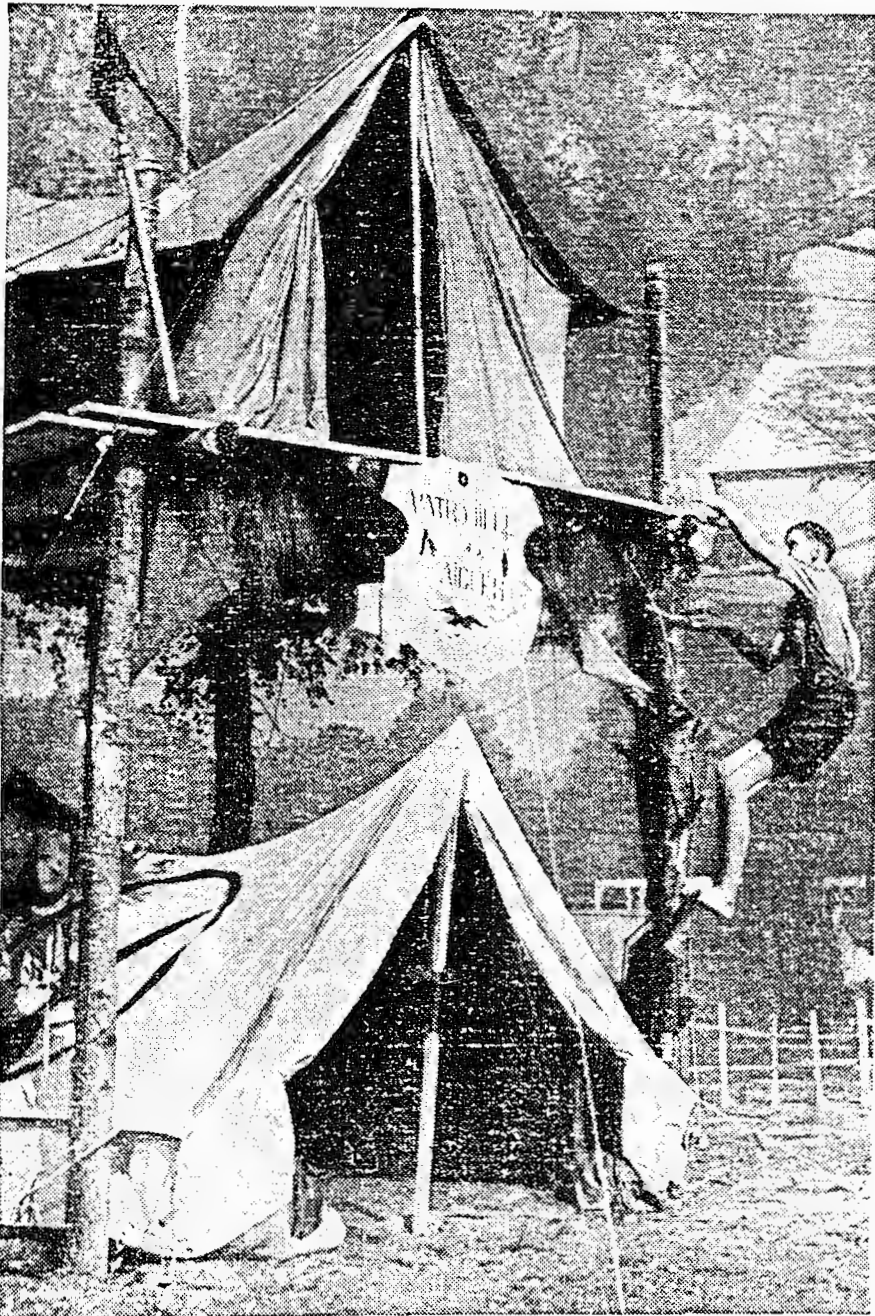


△ We can build our camps with anything.

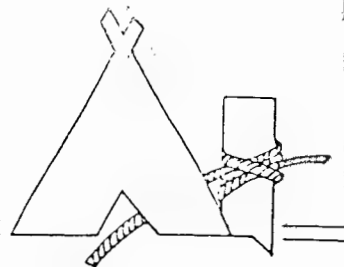




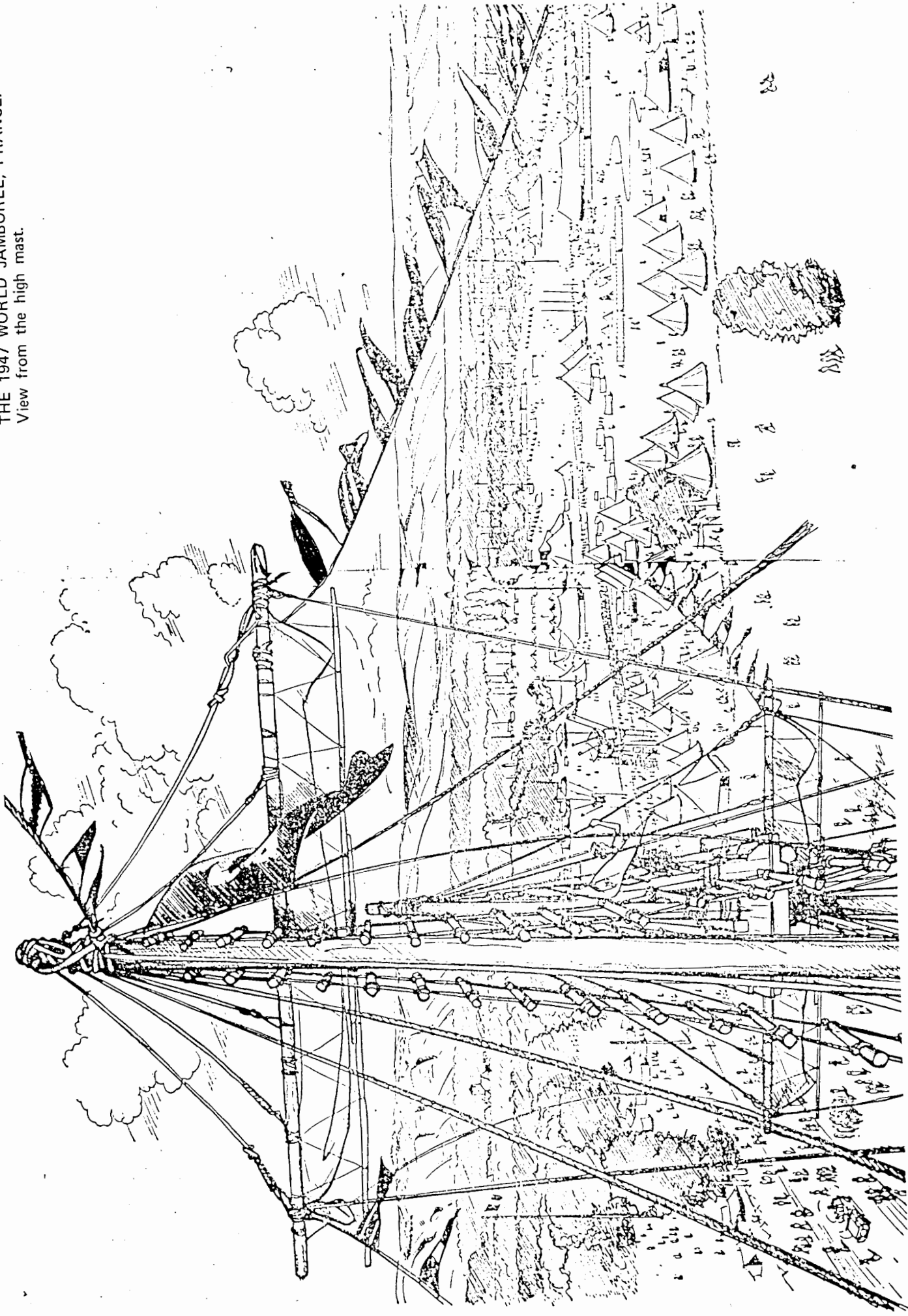
CABINS. ▶



DOUBLE-DECKERS
A tradition in big camps.
(The world 1947 Jamboree,
▶ France.)



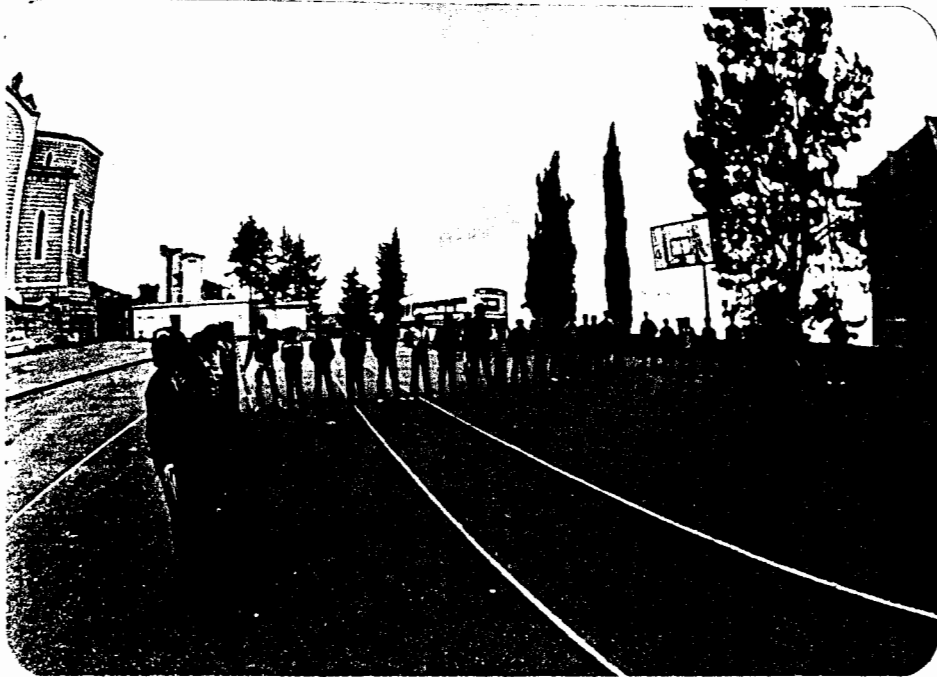
THE 1947 WORLD JAMBOREE, FRANCE.
View from the high mast.



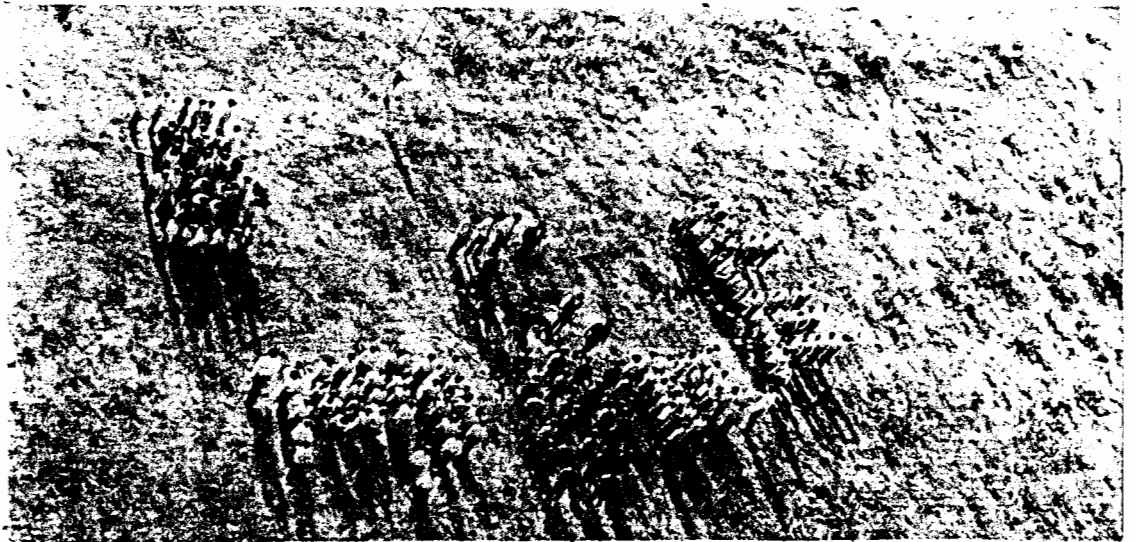
BIG OPEN MEETING SPACES:

THE 1983 WORLD XV's JAMBOREE
ALBERTA, CANADA.

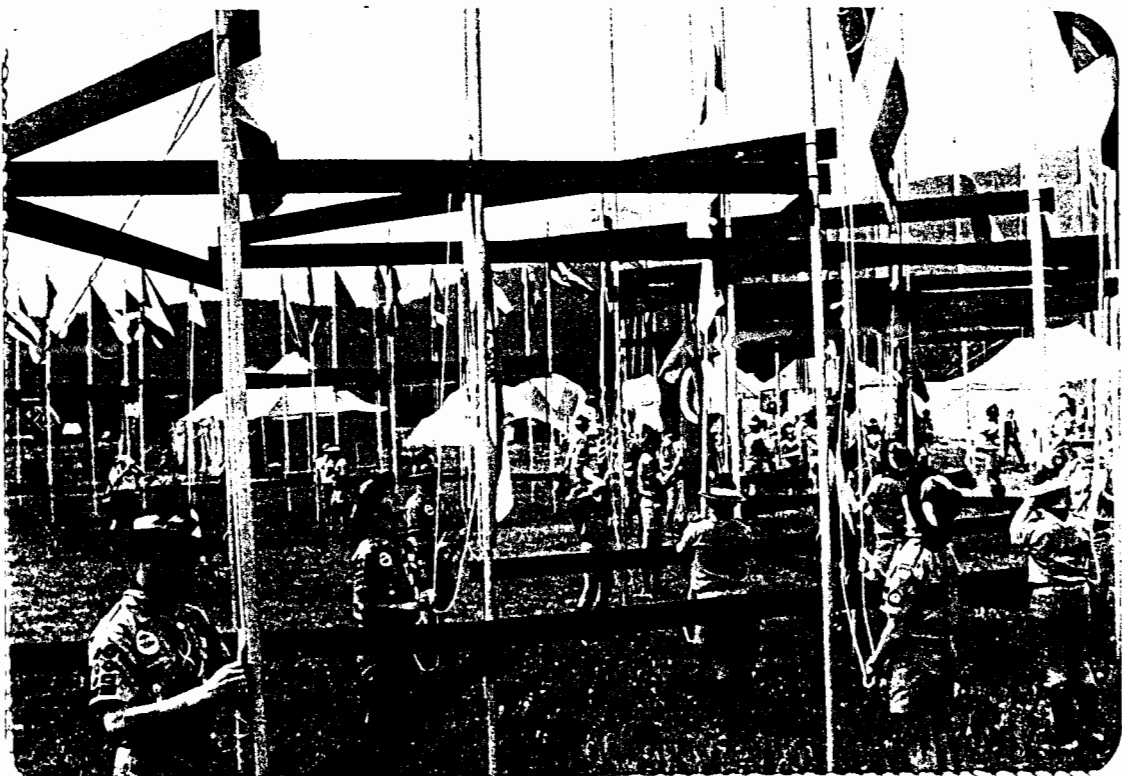




MEETINGS.



The world symbolically represented by its Flags, in the world jamboree of 1983.



ORGANISED PLAYING AREAS & ATTRACTIONS

Playing grounds are to give the possibility for the cub scout to give way to his conserved energy by allowing him to free out all his needs of physical activities and imaginations.

These areas are built for cubs (*specialy*). They consist of elements which can easily be moved to create the required atmosphere for a game.

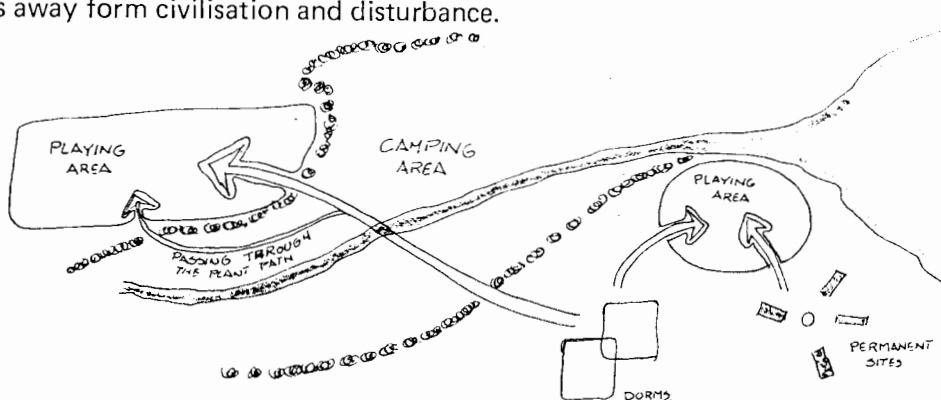
As nature is very close by then it can be used for this purpose as it is the mojour element for the childs imagination to flourish.

That is why streams, trees, rocks, tree trunks, caves, ... or any natural element has to be provided in these playing areas. Ruin buildings, or built huts and cabins, will creat special atmospheres.

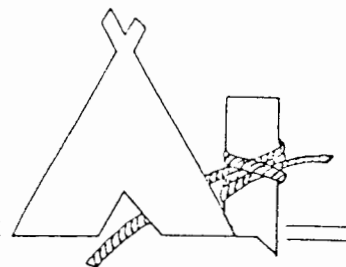
These areas are devided into two major parts:

The first directly next to the dormitories and the permanet camping site.

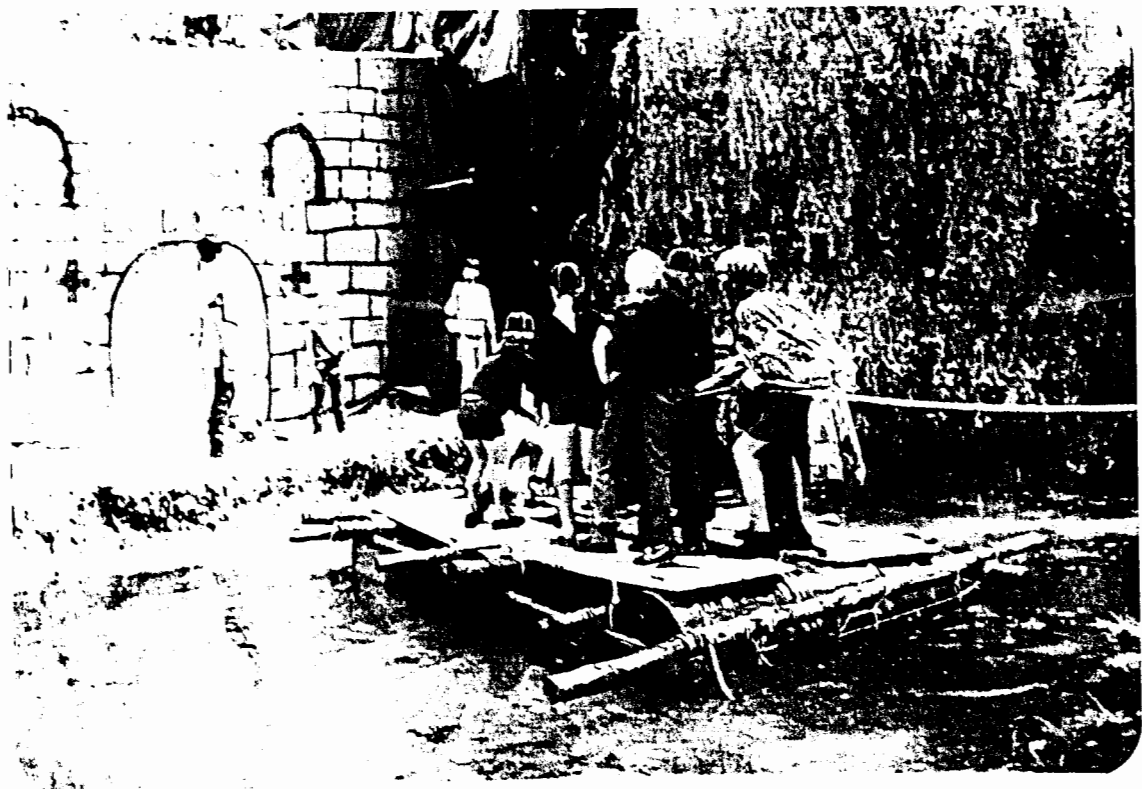
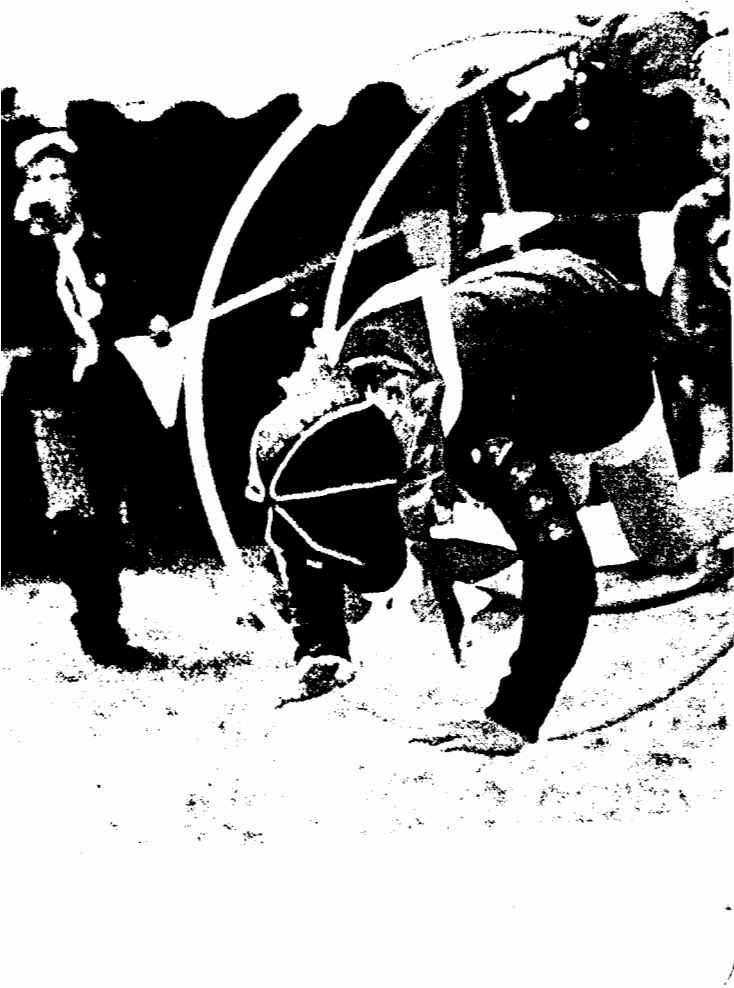
The second far away where the cubs will have to walk to reach it, thus providing playing areas away form civilisation and disturbance.



For attractons they should be educative as well as amusing for the cubs and scouts. They should also attract outsiders to the scout village.



PLAY AREA CONSTRUCT IONS:



MAJOR ATTRACTIONS:



◀ Car racing.

The Balloon ▶



◀ Jumbo the elephant.

The whole functions are built to conceive and accentuate the goals of scouting.

1. The character; or personality development.

Amphitheater: Drama, Singing,...

Auditorium: Discussions, Seminars,..

2. Health; or physical development.

Camp sites

Sports centers: Boating, canoing, games in teams or individual,...

3. Creativity; or the development of manual crafts.

Work-shops: Potery, Photography, Crafts, Scout knots, ...

4. The feeling of others; or the social development.

Dormitories

Camping together

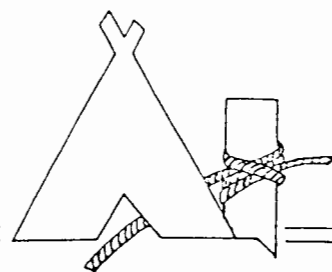
In general the whole idea of the scouting movement.

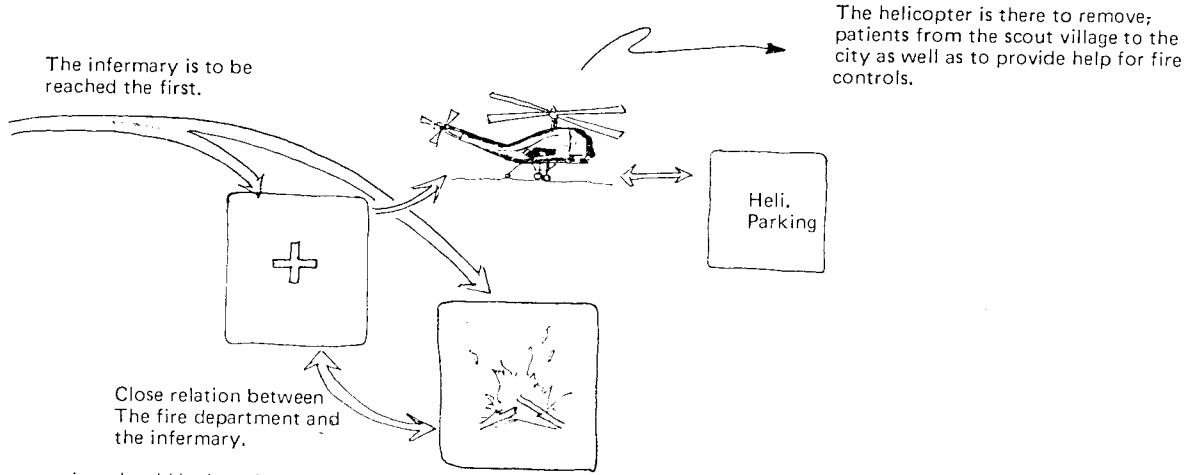
Jamborees.

5. The feeling of God; or the spiritual development.

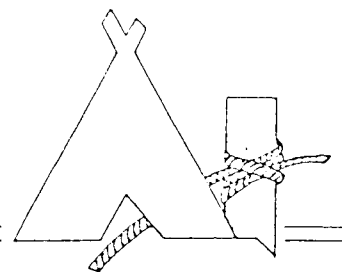
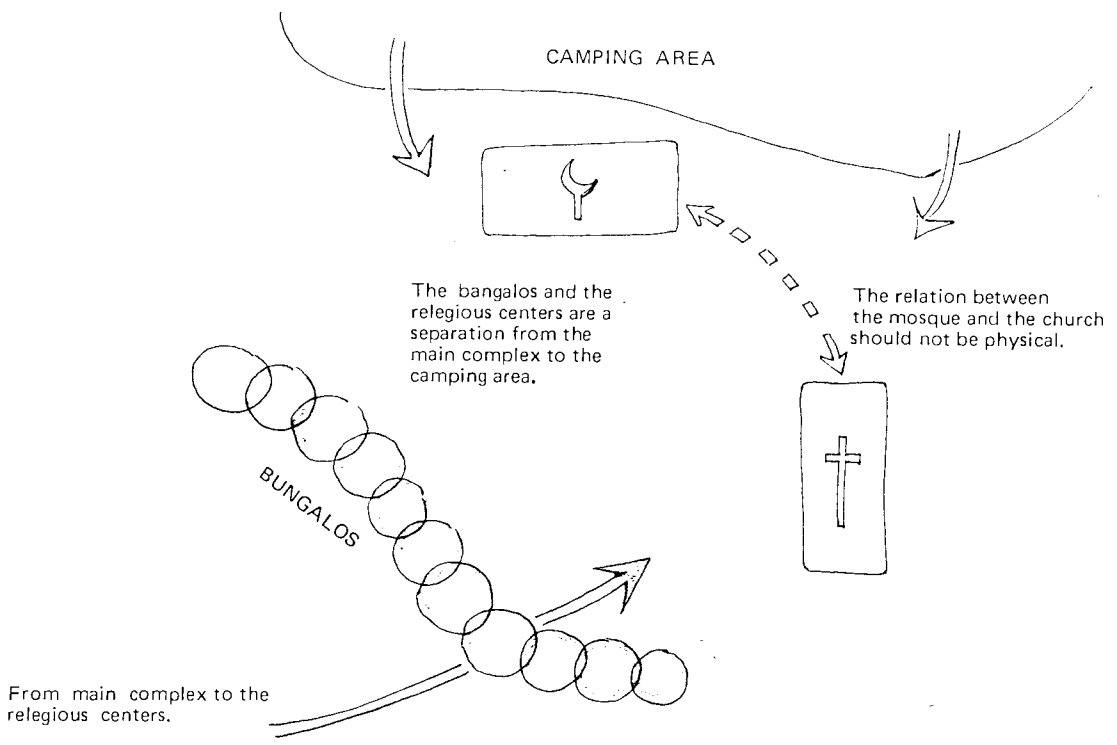
The religious centers and praying areas.

All other activities are for the smooth going of the village .

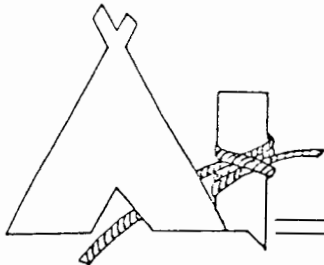




These services should be kept independant from other buildings but should be in direct connection with the camping area.



Site Analysis



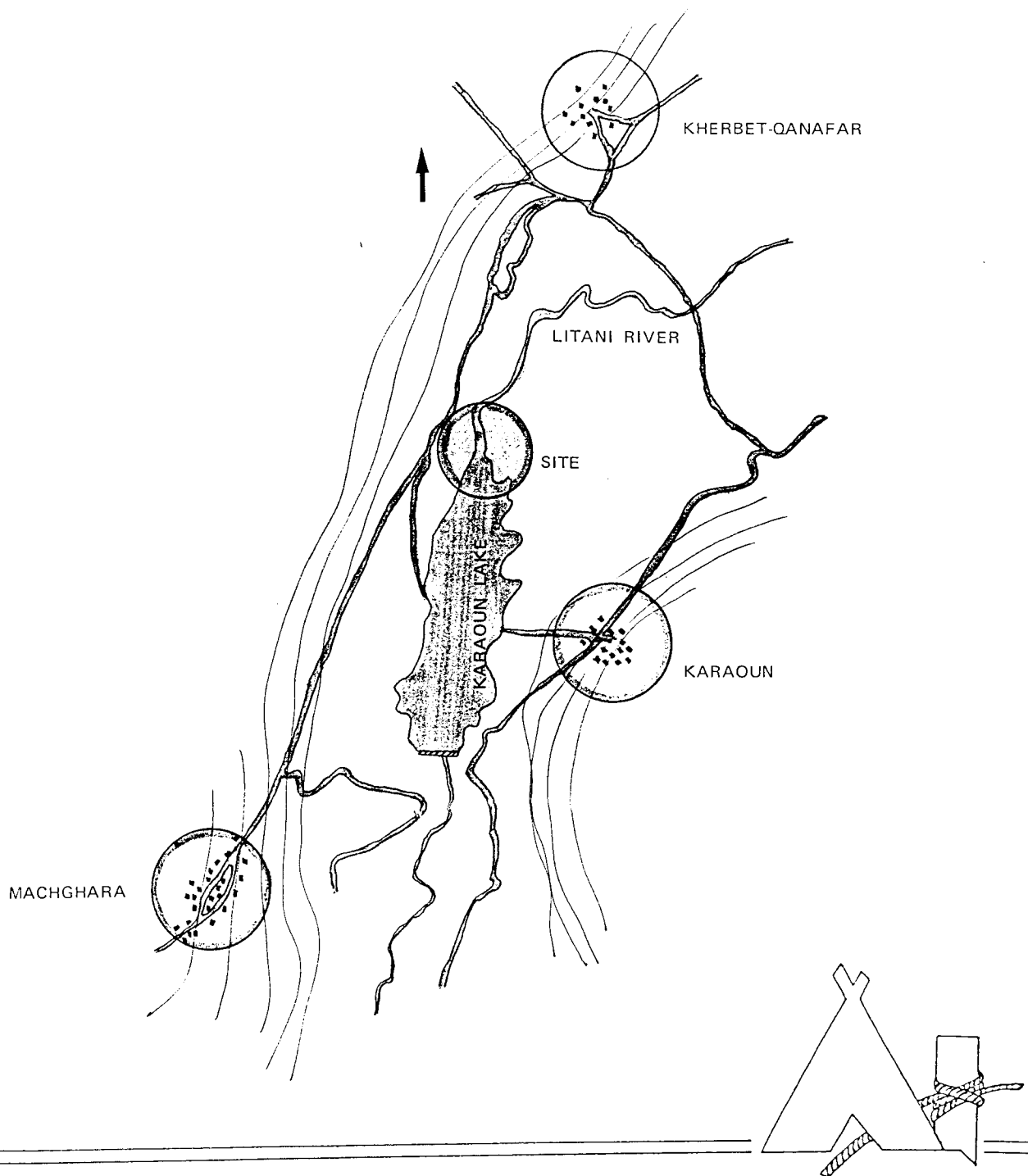
SITE:

The site for such a project should be composed of a maximum change of terrain so as to present different possibilities of camping ideas and other scout activities.

The site chosen for this project is the direct surroundings of the mouth of the Litani river into the Karaoun lake.

In general then it would be composed of land (different slopes) and water (river and lake).

The site is at the south of the Bekaa plains about 2hr. by car from Beirut.



CLIMATE:

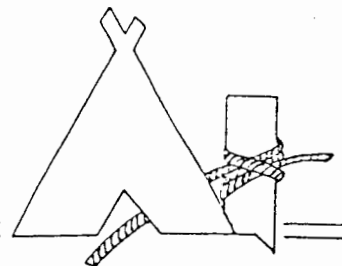
	KHERBET-QANAFAR	KARAOUN	MACHGHARA
JAN.	248	143	388
FEB.	185	114	290
MARCH	174	68	250
APRIL.	50	25	83
MAY.	28	7	24
JUNE.	2	0.5	0.5
JULY.	0.5	--	0.5
AUG.	0.5	--	--
SEP.	3	0.5	1
OCT.	25	9	29
NOV.	118	61	140
DEC.	211	132	237
TOTAL	1045	560	1440

Precipitation in m.m.

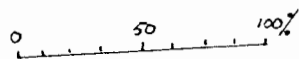
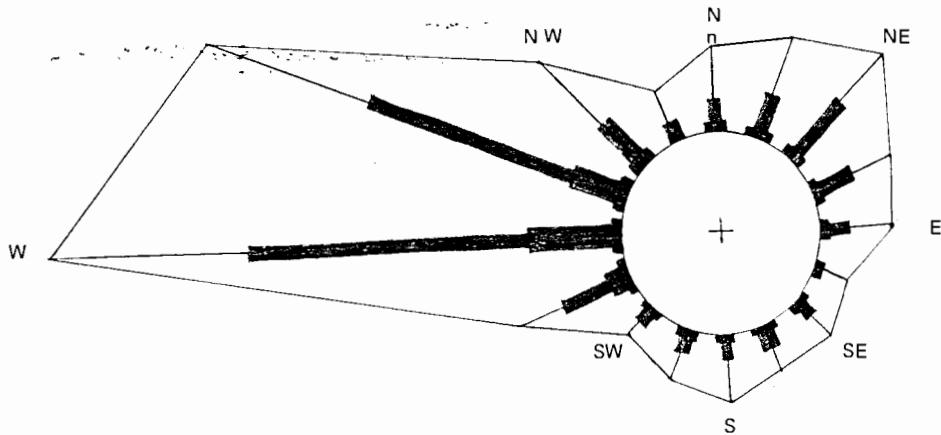
Temperature: °C
(Kherbet - Qanafar)

TN: Average of everyday minimum.
 TM: Average of everyday maximum.
 TX: Average temperature.
 ED: TX - TN
 AA: TM(august) - TM(january)
 EA: TX(august) - TX(january)

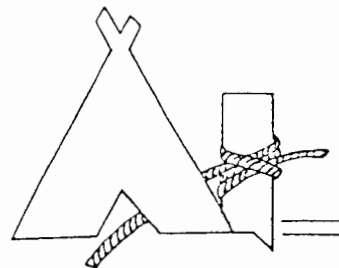
JAN.	TN TM TX ED	1.9 5.8 10.5 8.6
FEB.	TN TM TX ED	2.2 6.3 11.1 8.9
MARCH	TN TM TX ED	4.4 9.1 14.3 9.9
APRIL	TN TM TX ED	7.6 13.5 19.5 11.9
MAY	TN TM TX ED	11.3 17.9 23.9 12.6
JUNE	TN TM TX ED	15.1 22.2 27.9 12.8
JULY	TN TM TX ED	16.5 23.5 29.4 12.9
AUG.	TN TM TX ED	17.7 24.2 30.1 12.4
SEP.	TN TM TX ED	14.4 20.7 26.9 12.5
OCT.	TN TM TX ED	11.7 17.3 23.2 11.5
NOV.	TN TM TX ED	7.6 11.9 17.7 10.1
DEC.	TN TM TX ED	3.8 7.4 12.3 8.5
AVERAGE	TM AA EA	15.0 18.4 28.2



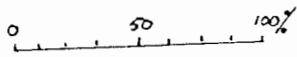
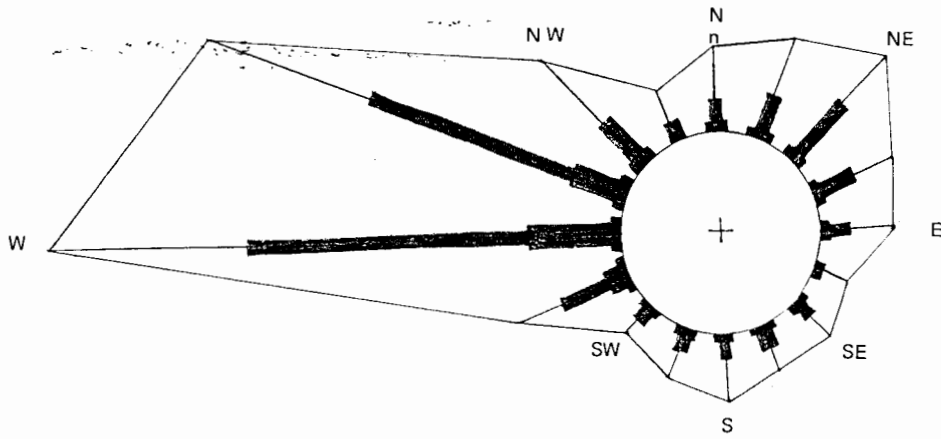
Wind rose diagram:
For the complete ~~year~~ year.



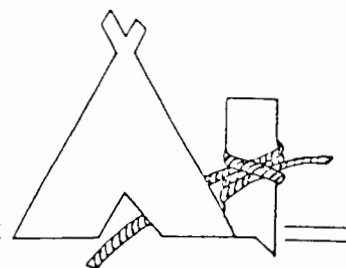
Scale



Wind rose diagram:
For the complete ~~year~~ year.



Scale



GEOLOGY:

Most of the site is rocky with clay sand and fertile soil covering it.

The direct surrounding of the water will turn into mud and then will harden and crack during dry season.

HYDROLOGY:

The river and lake are deep and wide during the winter season due to the dam that collects the water. But during summer the water will lower, and the far end of the lake will disappear completely during very dry years.

There are some winter streams that will find their way through the site.

TOPOGRAPHY:

50% of the site is nearly flat between 1% -- 10% slope.

20% of the site is between 10% -- 20%.

10% of the site is between 20% -- 30%.

10% of the site is between 30% -- 50%.

10% of the site is 50% and above.

This will make the site a smooth slope in general where the lowest area is the river path and the lake.

FLORA AND FAUNA:

The site consists mostly of vacant land from trees except for a small portion which forms a forest. The rest is full of shrubs and bushes of all sizes.

Some lots are or were planted with vines.

The absence of trees consists the major problem of landscape as it needs a complete replanting. But the ground being fertile and with the abundance of water the forestation would be easy.

For the first years of using the village scouts will accept the situation and even will help to plant the site. Structures could also be dressed to compensate for the trees.

ROAD NETWORK:

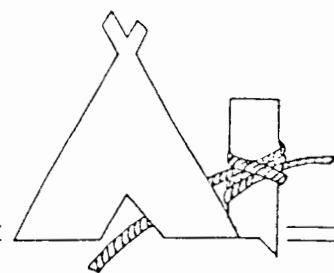
There is a main road that passes through the Bekaa from north to south which passes just next to the site.

In the site itself there is no car road but there exist a network of footpaths that will lead to all the corners of the site.

VIEWS AND MAJOR ATTRACTIONS:

The higher parts of the site give a nice direct view of the lake and the river, which are the main attractions (NOW).

There is also a set of ruins which will attract cubs as a playing area.





LITANI RIVER

ROAD OF WATER

WINTER STREAMS

PART THAT DOES DOING SOMETHING



10% →

1% → 10%

10% → 20%

1% → 10%



THICK FOREST

HIGH SHRUBS

TREES

VINES

THICK FOREST

THICK FOREST



PATHWAY

PATHWAY

ROCK LITTLE

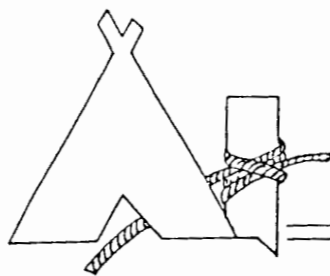


ZUNO

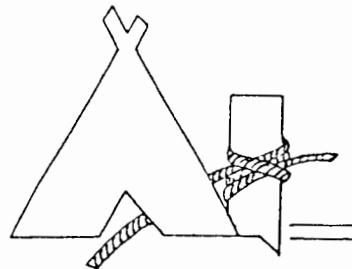
LITAJI ZIVEZ

LAKE

CONCEPT



CONCEPT





SANITARY
INSTALLATIONS

WATER SPOTS

ATTRACTIONS

THE BLANKET

EQUESTRIAN CLUB

SOME SPORT CLUBS ARE
PLACE WHERE THEY WILL
BEST FUNCTION.

BIG OPEN
MEETING AREAS
SHOULD BE
BETWEEN CAMPING
SITES.

BOAT HOUSE

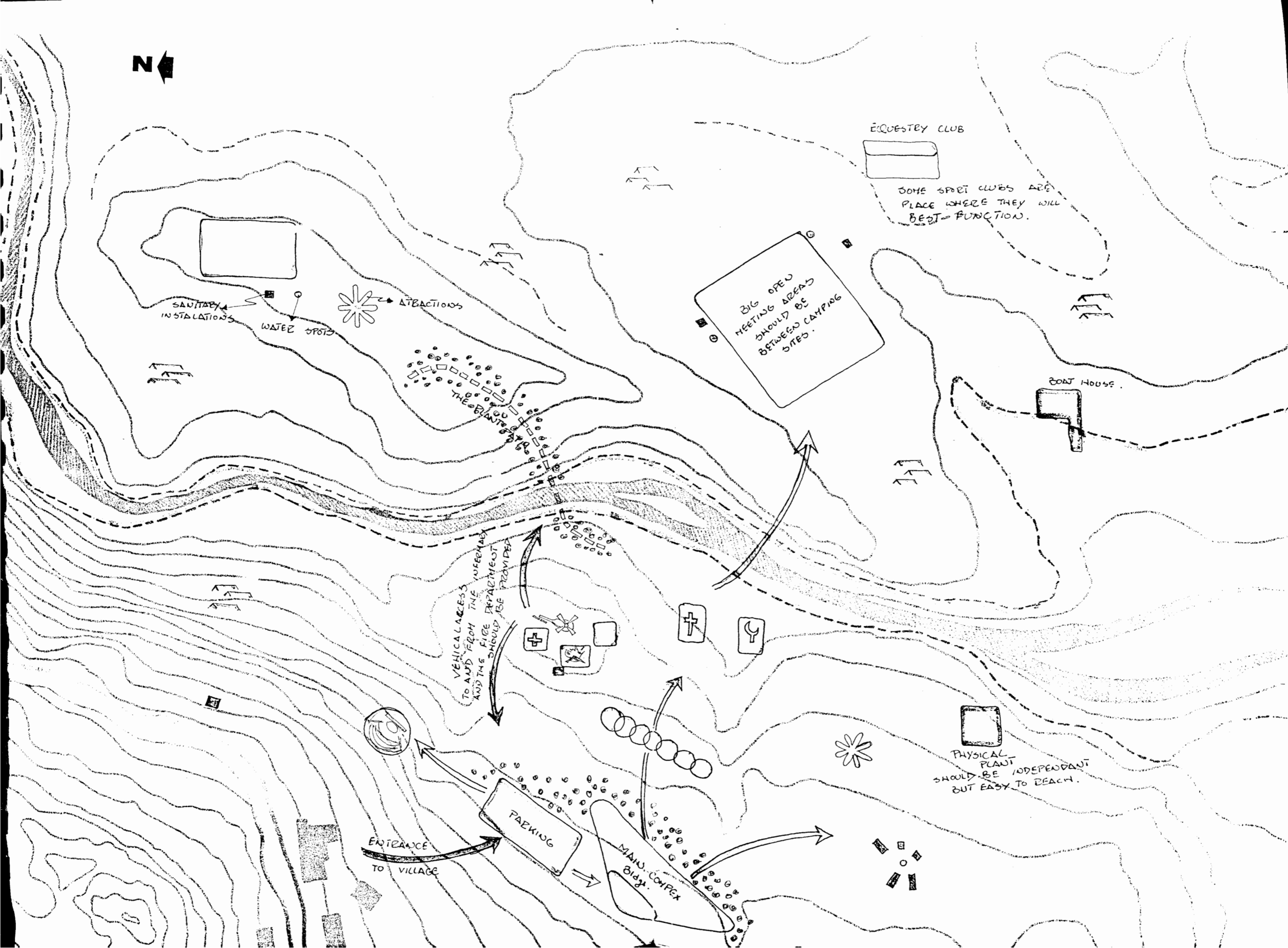
VEHICLES
TO AND FROM THE INFIRMARY
AND THE FIRE DEPARTMENT
AND THE SHOULD USE PROVIDED

PHYSICAL
PLANT
SHOULD BE INDEPENDANT
BUT EASY TO REACH.

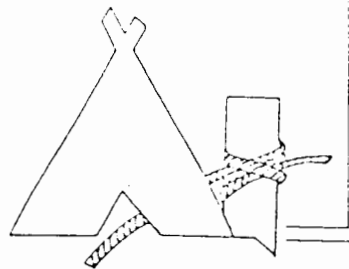
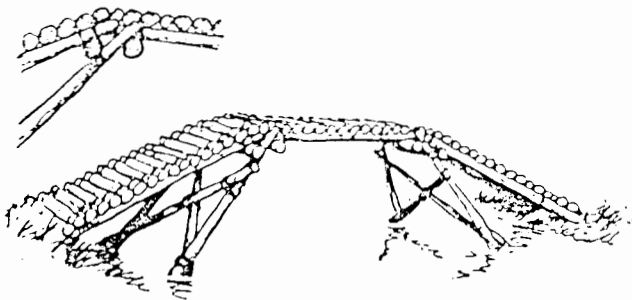
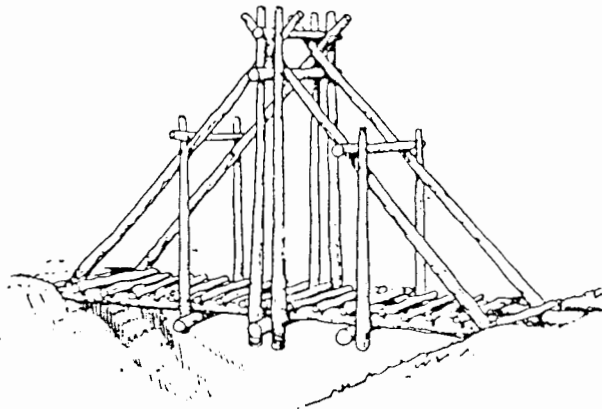
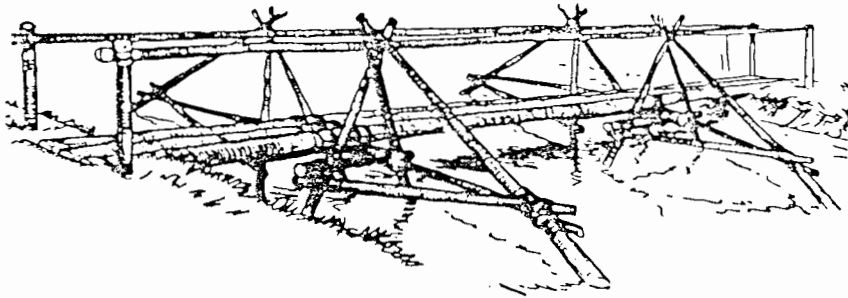
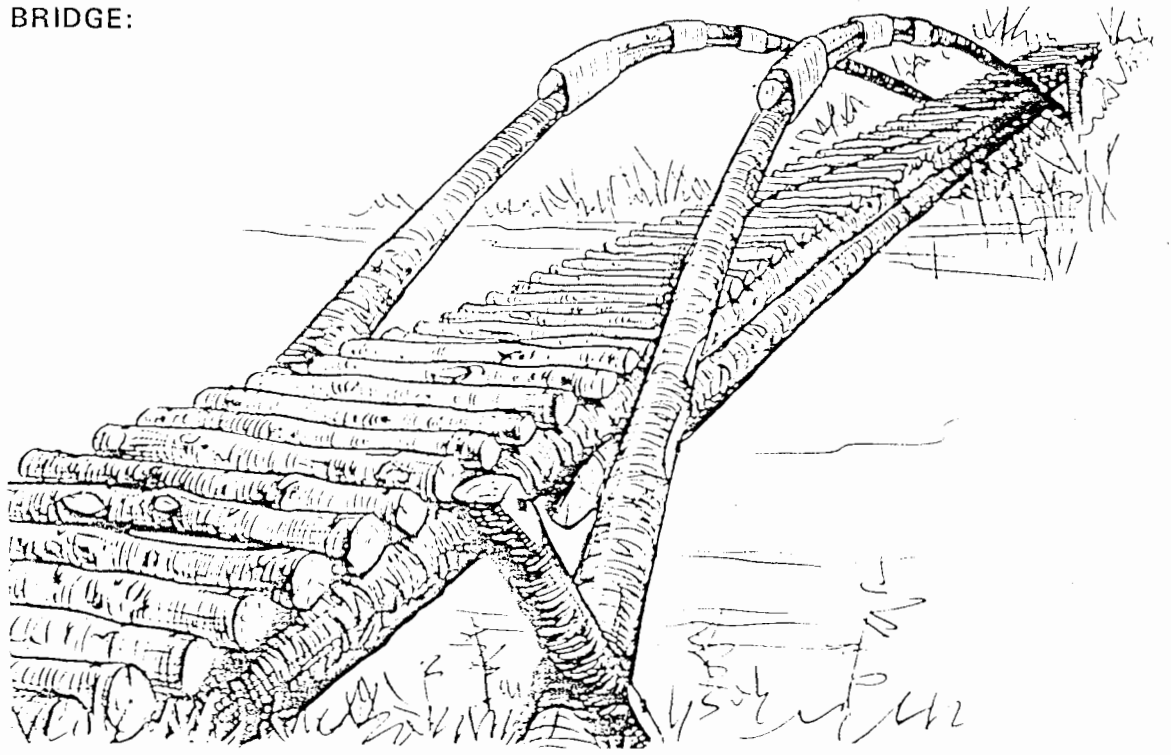
PARKING

ENTRANCE
TO VILLAGE

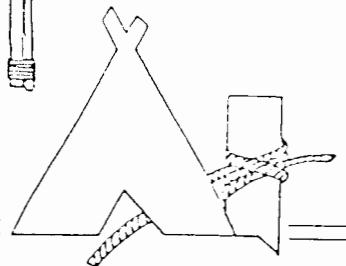
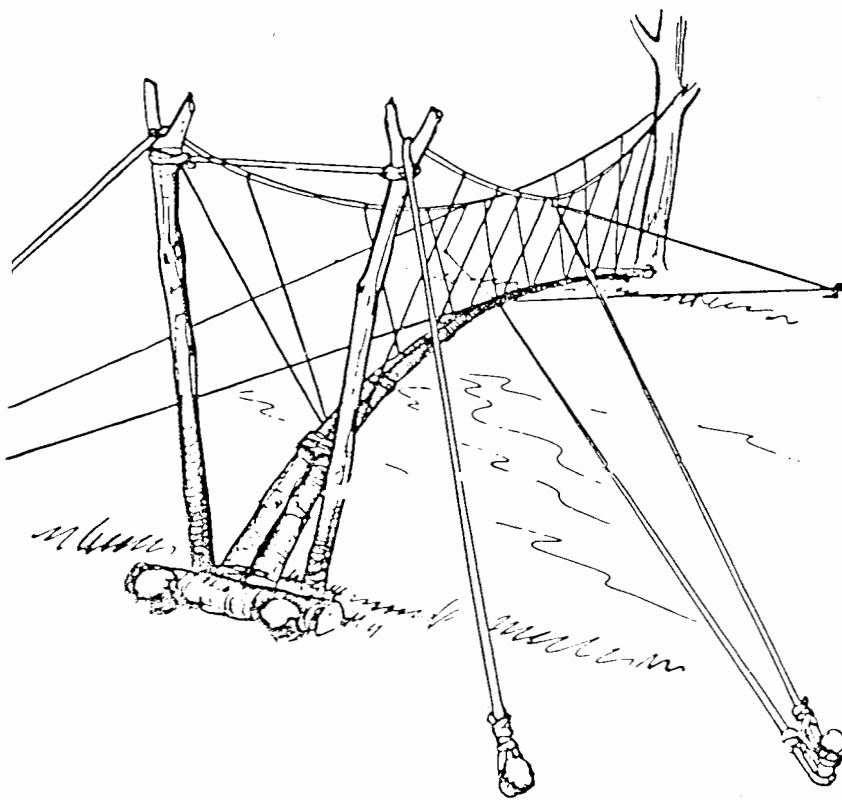
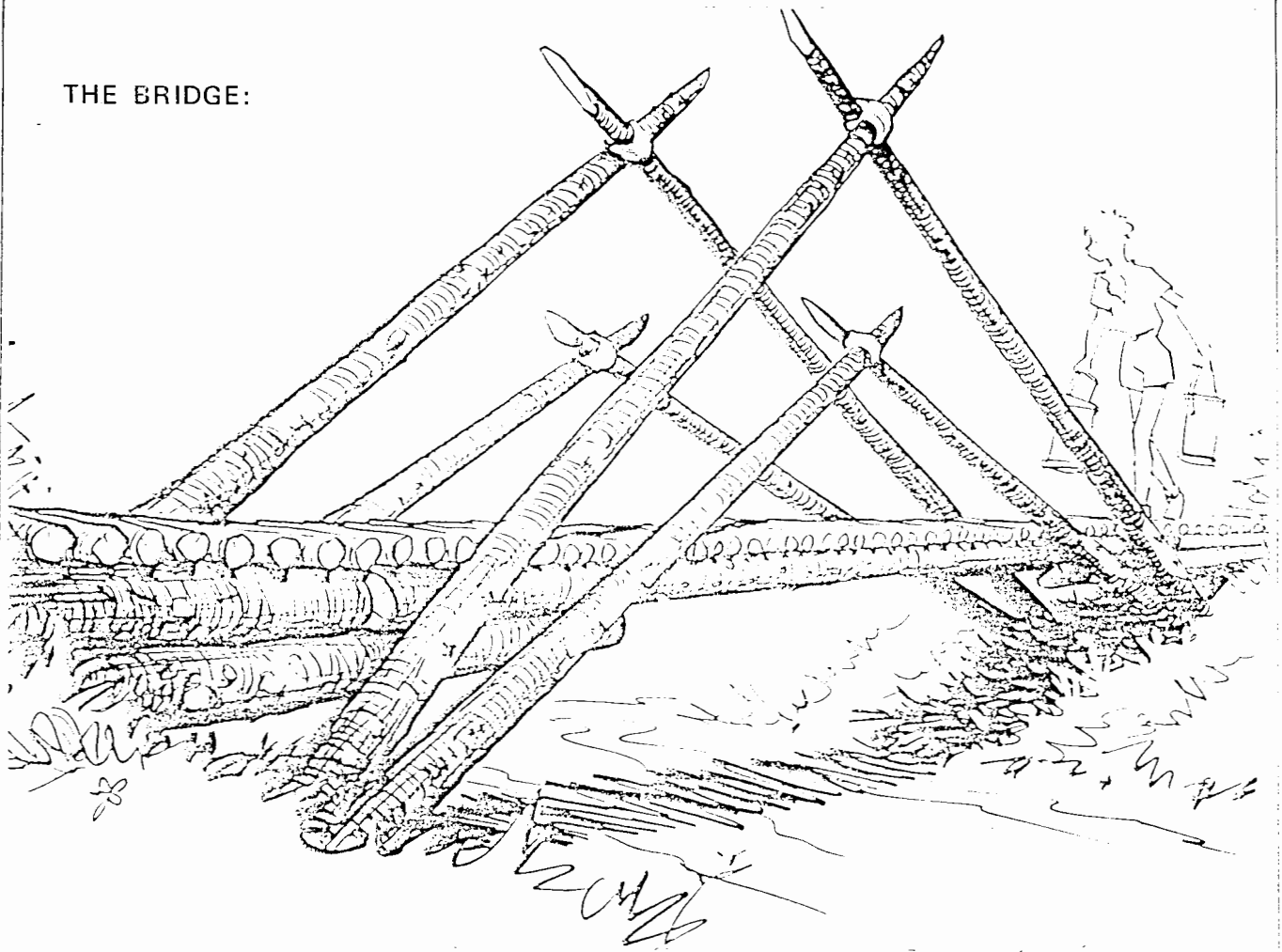
MAIN COMPLEX



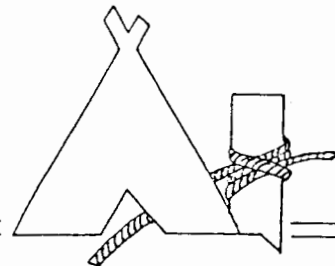
THE BRIDGE:



THE BRIDGE:

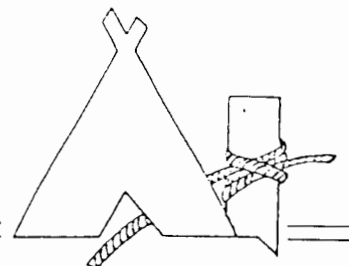


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- Carnet d'Epreuves et de Badges,
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Published by the Scout Association, London
second edition (1969), eighth printing, Dec. 1978.
- Les Equipements Sportifs et Socio-Educatifs.
- Interview with the " Scouts Du Liban " association commissary Antoine Assaf.
On the 10th of November, 1983.
He had visited scout villages out of Lebanon and thereby explained their containance and functions.
- All pictures with (*) are taken from the "Scouting" magazine,
Published in England by the Scout Association.
- *Special thanks to my brother scouts, who whith their ideas and sugestions made the work more interesting.*



CHATEAU DE JAMBVILLE

CENTRE NATIONAL DE FORMATION DES SCOUTS DE FRANCE

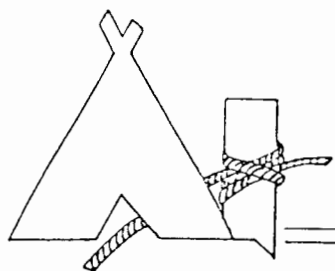
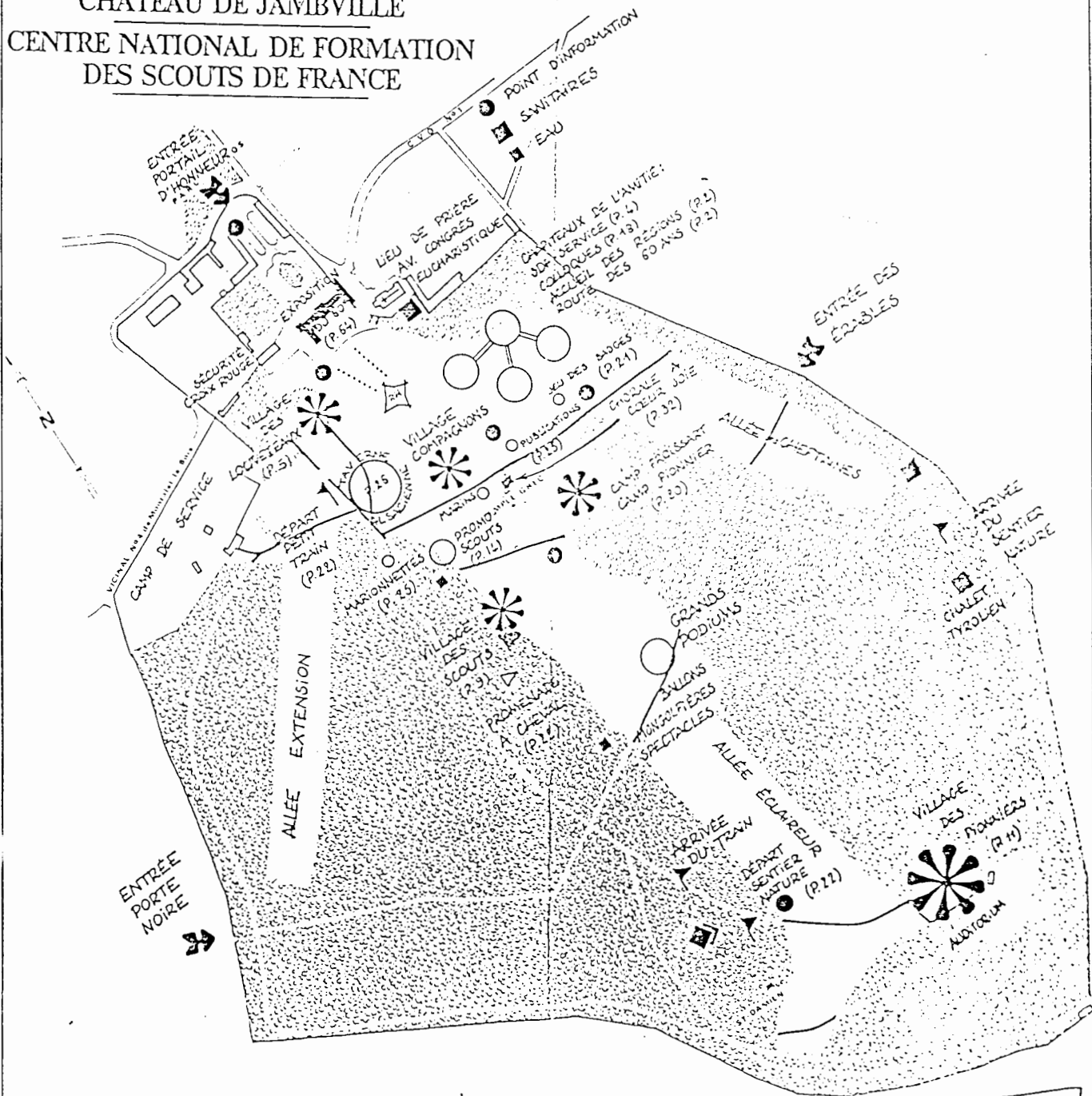
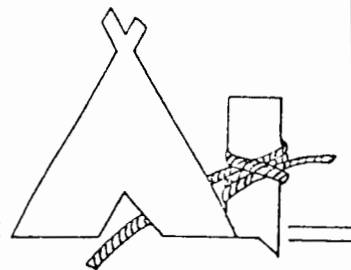
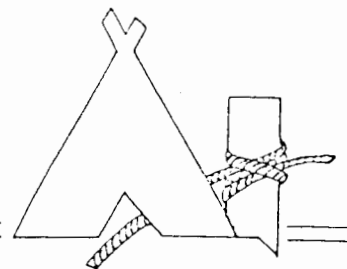


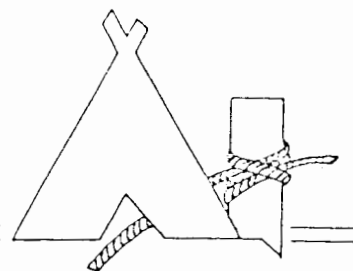
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who participated in printing and copying this research.



Another day at camp comes to an end for the boys, and they reflect over a bedtime tea on the sort of day it has been. A day of fun, activity, frustration, of growing up, of learning to live together.

These boys' thoughts will be mirrored all over the country as scouts go on with their annual camps. What will they remember when the week or ten days comes to an end? Will it be the comradeship, the laughter – the joy of camping? We certainly hope so.

Have fun – and remember that your boys will recall the days at camp for years to come. Let's hope that their memories will be happy ones....

