

2009

Winter Survival
Camp

January 16 – 19, 2009

Camp Morrison, McCall,
Idaho

Judged Events

Daily:

1. Uniform (Saturday) and/or Cold Weather (layered clothing) inspections (Sunday & Monday)

Saturday:

1. Survival Shelter Construction
2. Judged "survival" Meal

Sunday Round-Robin Stations:

1. Scenario #1 – Winter Rescue Scenario.
Includes fire building (tool safety)/cold weather first aid/emergency communications/signal for life flight/ability to locate coordinates on a map for rescue
2. Scenario #2 – Avalanche Rescue Scenario
Includes transponder use/ cold weather first aid (trauma)/and transport of injured person
3. Animal Tracks and Tracking/Plant and Tree ID
4. Log Raising Knot Challenge
5. Scout Knowledge/Flag Etiquette
6. Map & Compass Work

**Winter Survival Camp 2009
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What Troops Need to Bring**

Cost

\$20.00 per person (\$10 should have been paid in December with pre-registration)

Troop Supplies (for campsite, "judged" meal, and contests)

- *Troop Flag/Patrol Flag(s)
- *Sheppard's Tent or other large tent to "warm" scouts
- *Propane or other suitable tent heater for the warming tent
- *Leave-no-trace fire container and wood for contest site (warming)
- *2 – 5 gallon containers of water (to cook, wash, clean mess kits)
- * Small cooler (to transport soup at lunch)

Supplies and materials needed to prepare Saturday judged meal.

Nothing will be provided by the camp staff for this meal.

Mess Kits (plates, cups, utensils) for Troop Members for judged meal at camp site and when soup (lunch) is delivered.

Note: Paper/plastic will be provided by camp staff for group meals in the Lodge

First aid kit

Competition materials (see each contest description for details)

Adults & Scouts

Compass, pencil, paper, signaling mirror, Scout handbook

Full Class "A" Uniforms (opening, closing/awards, first inspection)

Winter rated sleeping bag

Canvas or plastic ground cloth + insulating pad

Change of clothes for three days (especially winter socks, winter underwear)

Layered Winter clothing:

boots, boot liners, gloves and/or mittens, stocking cap, heavy coat, ski pants and/or overalls, winter socks and winter underwear

*= mandatory. Let somebody know if you can't bring these.

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Program of Events

Friday, January 16th

- 1700 Arrival day
No guarantee of access to water. No plan for an evening meal.
DO NOT allow the scouts to start building snow caves
Scouts and leaders sleep in the Lodge in designated areas
- 2100 SPL/SM Meeting (Lodge)

Saturday, January 17th

- 0700 Community breakfast (Lodge. Eggs & Sausage) – turn in EXACT count for lunch + turn in cooler
- 0800 Opening Flag Ceremony (Last year's winner)
- 0830 Uniform inspection before getting into cold weather clothing (Lodge)
- 0900 Demonstration/Training – survival shelter construction (start in Lodge)
- 1030 Snow shelter building and winter camp setup competition (Scouts may ferry materials on sleds)
- 1200 Lunch. Send two scouts to pick up and return to patrol camp (Soup & Sandwich – cooler)
- 1330 Start judged meal (stew needs to simmer for 2-3 hours)
- 1700 Snow shelter + bedding judging (judged by adults from Troops other than those being judged)
- 1730 Dinner, judged by adults (at campsite. "Survival" stew) – provide your own ingredients
- 1900 Demonstration/training events in Lodge:
Mountaineering/Search and Rescue
- 2030 Snack (Lodge)

Sunday, January 18th

- 0700 Community breakfast (Lodge. Eggs & Hashbrowns) + turn in cooler
- 0800 Non-denominational church service (Scouts Own Service - SPLs)
- 0830 Cold weather clothing inspection = layered = gear check (Lodge)
- 0900 Round-robin scout skill competitions (4 stations + Two Scenarios)
- 0900 – Scenarios. Patrols 1 & 9, 2 & 10
- 1000 – Scenarios. Patrols 3 & 11, 4 & 12
- 1100 – Scenarios. Patrols 5 & 13, 6 & 14. Lunch Patrols 1-4, 9-12
- 1200 – Scenarios. Patrols 7 & 15, 8 & 16
- 1300 – Scenarios. Patrols 2 & 10, 1 & 9. Lunch Patrols 5-8, 13 -16
- 1400 – Scenarios. Patrols 4 & 12, 3 & 11
- 1500 – Scenarios. Patrols 6 & 14, 5 & 13
- 1600 – Scenarios. Patrols 8 & 16, 7 & 15
- Patrols must make assigned time at scenarios, other stations are "non-scheduled" but mandatory. Lunch = send two scouts to pick up and return to Patrol (Soup & Sandwich - cooler)
- 1700 Demonstration/training in Lodge: Idaho National Guard Medical Evac Procedures
- 1830 Community Dinner (Lodge. Chili)
- 1930 Survival "quiz" – graded and part of the competition (Harold Nevill)
- 2000 Movie Night + Popcorn (Lodge) or Sledding

Monday, January 19st

- 0700 Community breakfast (Lodge. Continental + Left overs)
- 0800 Cold weather clothing inspection = layered = gear check (Lodge)
- 0830 Demonstration/training events in Lodge: Life Flight
- 1000 Break camp/Cleanup
- 1130 Awards ceremony
- 1155 Closing Flag Ceremony (winning Troop)
- 1200 Lunch (Grab on the way out: sandwiches/trail mix)

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Areas of Responsibility

<u>Responsible Troop/Person</u>	<u>Competition Activity</u>
T-112, T-33	Winter Fire Building/Fire Tool Safety [part of scenario]
T-118	Animal Tracks and Tracking/Plant and Tree Identification
T-160, T-40	Scout Knowledge/Flag Etiquette
T-181/T-100	Log Raising Knot Challenge
T-323/T-400	Avalanche Rescue Scenario
Mike Schaller, Medical	Winter Rescue Scenario
T-77/T-116	Map & Compass
All	Snow Cave or Shelter/Winter Cooking/Uniform Inspection

<u>Responsible Troop/Person</u>	<u>Demonstration Activity</u>
Chris Garvin	Life-Flight Helicopter Visit
Chris Garvin	Military Rescue Transportation
Chris Garvin	Emergency Signaling

<u>Responsible Troop/Person</u>	<u>Non-Activity Function</u>
Harold Nevill	Survival quiz
Harold Nevill	*Meal Planning & Preparation (in lodge)
	*Adults NOT involved in contests should assist in the kitchen

Troop Information Sheet and Study Guide for Survival Quiz Winter Survival Camp 2009

Senior Patrol Leaders:

Study the following information with your Troop members. As a Troop, you will take a survival quiz that will count as part of your total score.

SURVIVAL – GENERAL

1. To lower stress and keep a clear head in a survival situation you should learn to see the positive in everything. Concentrate on the good.
2. Before you trek or camp you should create a personal survival kit. Above all else, make sure that it is waterproof.
3. The body must lose at least 15% of its water before death occurs, so do not panic if you do not immediately have a source of water. It takes several days to use up 15% of a body's water.
4. If you need water and all that is available is salt water you still should NOT drink it. It takes twice as much of your remaining body water to digest the salt water.
5. Insects are an excellent source of protein, but you should not eat all of them. Avoid all insects with the following traits:
 - Adults that sting or bite.
 - Hairy or brightly colored ones.
 - Caterpillars and insects that have a pungent odor.
6. When performing the Universal Edibility Test to see if you can eat an unknown plant, separate the plant into its basic components and test only one at a time. Wait at least 8 hours to determine if the portion that you ate makes you sick.
7. To help you avoid poisonous plants, it is best just to avoid all mushrooms. You do not need to be hallucinating or ill during a survival situation.
8. When signaling with fire, form the international distress signal by placing 3 fires in a triangle.

SURVIVAL – COLD WEATHER

9. To stay warm, remember the acronym C.O.L.D.:

C = keep Clean (dirt and grime conduct cold away from the body)

O = avoid Overheating

L = dress in Layers

D = stay Dry

10. Warmth depends on producing as much heat as is lost. Heat production comes from: food, activity, and circulation. Layering does not PRODUCE heat, it stops heat loss due to conduction, convection, and evaporation.

11. Cotton acts as a negative insulator when wet (like when you sweat). This means it carries heat AWAY from the body. Cotton is known as the “death cloth” because wearing it in winter survival situations can kill you.

12. Put zip ties or parachute cord pull-loops on every zipper on your clothing. This allows operation of the zipper with gloved hands.

13. “Start cold” means to remove layers BEFORE you start an activity that will result in sweating. DO NOT allow yourself to sweat. That is a recipe for death.

14. Your body will protect vital organs; moving internal heat to them by circulation. Your brain is the most vital organ in your body. Wear a wool stocking cap AT ALL TIMES even when sleeping.

15. The remedy for cold feet is to add a layer to the legs. The remedy for cold hands is to add another layer to the torso. Warming these central areas will allow the body to move heat out to the extremities via circulation. If your hands and feet are really cold, add layers to the legs and torso, eat something warm (soup), and then dance around and wave your arms and legs to help get warm blood out to your hands and feet.

16. Layering is the key to cold weather clothing. Minimum layering rules are:

Head = wool hat/cap or equivalent

Upper body (torso & both arms) = 2 ½ to 3 insulating layers, including:

1 layer = heavy sweater

½ layer = wool underwear, shirt

Example:	wool underwear top =	½
	Long-sleeve wool shirt =	½
	Heavy wool sweater =	1
	Ski jacket =	1
	Total	3 insulating layers

Lower body & both legs = 2 to 2 ½ insulating layers, including:
1 layer = insulated ski pants
½ layer = wool underwear

Example:	Wool underwear pants =	½
	Wool pants =	½
	Ski pants =	1
	Total	2 insulating layers

Feet = light silk or polypro socks
Heavy wool socks
Insulated boot insert
Insulated boot

Hands = thin wool gloves
Heavyweight gloves or mittens
Mitten shell or covering

17. Sleeping bags should be down or synthetic insulation. Mummy or tapered bags only; rectangular bags have too much unused space that needs to be heated by the body. No flannel lining. Do not breathe into your sleeping bag, as the moisture in your breath will cause problems.

18. You need to keep your sleeping bag dry and insulated from the cold of the ground. You need a waterproof nylon ground cloth AND an insulating pad (foam or open-cell inflatable). The ground cloth keeps your bag dry; the insulated pad keeps heat from moving away from your bag into the ground.

19. Always carry some candles. They are used to heat all types of snow shelters.

20. Wear ski pants or carry nylon or canvas gaiters. Remember, one of your objectives is to stay DRY. When you are digging in the snow, you will sink into the snow. You need to keep snow out of your boots and away from your pants.

21. Dehydration is a major issue in cold weather. Plan meals with extra liquids such as hot soup. Keep hot cocoa and apple cider available.

22. Wear your thin wool gloves when cooking, since the wool won't melt and stick to the heat source and/or your skin.

23. If you plan to eat any food with water content, it must be pre-cut into easy-to-cook pieces, since frozen food is impossible to cut in the field.

24. Insulating clothing works both ways. Therefore, never use an open flame to warm yourself. Your clothes will melt and catch fire before you feel any warmth.

25. Anything you leave out will be buried and lost by morning. Take everything you can into your snow shelter to fill unused space. If you must leave something outside (such as long skis), stand them upright.

26. Switch to a fresh, dry pair of socks at night. Remove boot liners and dry them out in your sleeping bag. Moisture from the clothing you keep warm in your sleeping bag will accumulate in your sleeping bag, so air it out as soon as you are able during the day.

27. Create a “pee bottle” from a wide-mouthed water bottle with a tight lid. Wrap it with duct tape or something so that you can distinguish it from your water bottle in the dark. Keep it in your sleeping bag and you will not have to get up and go outside at night to urinate, which lets the cold air into your sleeping bag.

SURVIVAL – MEAL PREPARATION

28. Your body needs carbohydrates for energy. Keep a supply of trail mix (nuts, dried fruits, chocolate, etc) in your pockets and “munch” often throughout the day.

29. In the absence of normal stew ingredients, substitute plants/animals found in nature:

Potatoes (tubers - carbs) = cat tail roots

Carrots, celery (vegetables - vitamins) = chicory leaves, dandelion leaves

Chicken/beef (meat - protein) = large insects, fish, crayfish

Wrap the tubers in mud and bake in the coals of your fire 30 – 40 minutes before washing, cutting, and adding to the stew.

Boil the vegetables in water, pour off that water, and boil the vegetables again before adding to the stew.

Remove head, legs, and wings from insects. Fry in oil (if you have oil, otherwise just brown) before adding to the stew. Remove fish entrails, fins, head, etc. Fry before adding to the stew.

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ANIMAL TRACKS/TRACKING

Objectives:

1. Correctly identify North American mammal and bird tracks and scat.
2. Correctly interpret a nature "scene" that depicts an encounter between various wild animals.

Procedure:

1. Patrols will be shown various pictures, representations, and actual tracks and scat from common North American mammals and birds. Patrol members may confer amongst themselves and use whatever resources (Boy Scout Handbook, Field Guide) they have brought with them to identify the mammals and birds that left the tracks and scat.
2. Patrols may also play a wild animal "Kim's Game." In this game, Patrol members will be shown a "scene" for approximately five seconds (a blanket or tarp will cover the scene until the site coordinator uncovers the scene). The scene will then immediately be re-covered. Patrol members are to confer amongst themselves to determine what they saw and what it means. For example, a possible scene may indicate a rabbit taken by a lynx (two tracks in, fur, blood, scene of struggle, drips of blood and lynx tracks leading away).

Equipment Provided at Scene:

1. Tracks and scat (real and/or pictures and/or representations).
2. Blanket/tarp to cover Kim's Game scene.

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.
3. Boy Scout Handbook. Boy Scout Field Guide.

Assessment Notes:

1. Patrol members may collaborate and use their Boy Scout Handbook and Field Guide (no points will be deducted for this).
2. Patrol members will only be given one look at the "scene" for the wild animal Kim's Game, so ensure they understand this and are ready to observe the scene with their full attention.

Training Preparation Notes:

1. Past editions of the Boy Scout Handbook may prove useful.

Possible Scoring:

80 points for tracks
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

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PLANT & TREE IDENTIFICATION

Objectives:

1. Correctly identify North American tree leaves and fruit.
2. Correctly identify North American poisonous and harmful plants, their leaves and fruit.

Procedure:

1. Patrols will be shown various pictures, representations, and actual leaves and fruit from common North American trees, shrubs, and plants. Patrol members may confer amongst themselves and use whatever resources (Boy Scout Handbook, Field Guide) they have brought with them to identify the trees, shrubs, and plants.
2. Patrols will be shown various pictures, representations, and actual leaves and fruit from common North American poisonous and harmful plants. Patrol members may confer amongst themselves and use whatever resources (Boy Scout Handbook, Field Guide) they have brought with them to identify the plants.

Equipment Provided at Scene:

1. Tree/shrub/plant leaves and fruit (or pictures).
2. Poisonous plant leaves and fruit (or pictures).

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.
3. Boy Scout Handbook. Boy Scout Field Guide.

Assessment Notes:

1. Patrol members may collaborate and use their Boy Scout Handbook and Field Guide (no points will be deducted for this).

Training Preparation Notes:

1. Past editions of the Boy Scout Handbook may prove useful.

Possible Scoring:

80 points for identification
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

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AVALANCHE RESCUE

Objectives:

1. Correctly use battery-powered, back-country transceivers to locate a skier trapped in a snow avalanche, “homing in” on the buried skier using the transceivers to conduct a rapid but effective search. Dig out the buried skier without adding injury.
2. Correctly assess, triage, and transport injured person(s) involved in an avalanche.

Procedure:

1. Conduct an avalanche rescue using transponders.
2. Administer first aid to the accident victim (asphyxiation from burial, compound fracture, concussion, hypothermia – first aid graded separately).
3. Transport victim without adding to injury.

Equipment Provided at Scene:

1. Volunteer “victims” and/or department store dummy.
2. Mulage kits and/or paint (used if dummy is selected).
3. Battery-powered, back-country transceivers.

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.

Assessment Notes:

1. Patrols must properly set the transponders to receive and use the received signal to “home in” on the buried skier in a rapid and efficient manner.
2. Patrols must dig out the skier without adding injury.
3. Patrols must assess the situation and victim(s) properly, call for help, transport, and prepare to treat injuries in the proper order of urgency and follow all BSA rules of conduct in First Aid situations.

Training Preparation Notes:

1. Use of the transponders will be discussed at the contest site (if requested) before Scouts are allowed to start this contest.

Possible Scoring:

80 points for avalanche rescue
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

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Note: Cold Weather Rescue may take several forms, and may combine some elements of several

COLD WEATHER RESCUE – ICE-BREAK-THROUGH

Objectives:

1. Correctly rescue a simulated “victim” of an ice-break-through accident. Rescue without overly endangering the “rescuers” and without adding injury to the victim.
2. Correctly assess, triage, render appropriate first aid, and transport injured person(s) involved in an ice-break-through accident.
3. Fire building and rescue signaling judged events may occur in conjunction with this scenario.
4. Coordination of a Life Flight Rescue may occur in conjunction with this scenario. Scouts must be able to locate “landing zone” on a map.

Procedure:

1. Conduct an ice-break-through rescue using approved techniques and then administer first aid to the accident victim (hypothermia – warm at an emergency fire, treat for shock, etc). Use rescue signaling techniques to bring Life Flight in to transport the victim.

Equipment Provided at Scene:

1. Volunteer “victims” and/or department store dummy.
2. Mulage kits and/or paint (used if dummy is selected).

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.

Assessment Notes:

1. Patrols must use ice-break-through rescue techniques that do not endanger the patrol members or add injury to the victim.
2. Patrols must assess the situation and victim(s) properly, rescue signal for help, transport, warm at an emergency fire, and prepare to treat injuries in the proper order of urgency and follow all BSA rules of conduct in First Aid situations.

Training Preparation Notes:

1. PLs assignment of some Patrol members to start the fire while others effect rescue will reduce the overall time between “rescue” and “treatment”.

Possible Scoring:

80 points for avalanche rescue
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

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Note: Cold Weather Rescue may take several forms, and may combine some elements of several

COLD WEATHER RESCUE – INJURED SKIER/HIKER

Objectives:

1. Correctly recognize a simulated “victim” of a winter sports accident. Rescue without overly endangering the “rescuers” and without adding injury to the victim.
2. Correctly assess, triage, render appropriate first aid, and transport injured person(s) involved in a winter sports accident.
3. Fire building and rescue signaling judged events may occur in conjunction with this scenario.
4. Coordination of a Life Flight Rescue may occur in conjunction with this scenario. Scouts must be able to locate “landing zone” on a map.

Procedure:

1. Conduct a winter rescue using approved techniques and then administer first aid to the accident victim (hypothermia – warm at an emergency fire, treat for shock, etc). Use rescue signaling techniques to bring Life Flight in to transport the victim.

Equipment Provided at Scene:

1. Volunteer “victims” and/or department store dummy.
2. Mulage kits and/or paint (used if dummy is selected).

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.

Assessment Notes:

1. Patrols must use rescue techniques that do not endanger the patrol members or add injury to the victim.
2. Patrols must assess the situation and victim(s) properly, rescue signal for help, transport, warm at an emergency fire, and prepare to treat injuries in the proper order of urgency and follow all BSA rules of conduct in First Aid situations.

Training Preparation Notes:

1. PLs assignment of some Patrol members to start the fire while others effect rescue will reduce the overall time between “rescue” and “treatment”.

Possible Scoring:

80 points for avalanche rescue
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

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Note: Fire Tool Safety may be part of a larger “scenario”

FIRE TOOL SAFETY

Objectives:

1. Demonstrate correct knife, axe, and cross-cut saw safety procedures as Patrols prepare to start a winter fire. Demonstrate how to properly sharpen an axe and a knife.
2. Demonstrate correct fire safety procedures as Patrols prepare for, and start, a winter fire.
3. Demonstrate correct procedures to put a fire dead-out.

Procedure:

1. During the preparation for, and starting of, a winter fire, Patrols will demonstrate proper safety procedures for knife, axe, cross-cut saw, and fire.
2. Patrols may take a “fire and tool safety” oral quiz.

Equipment Provided at Scene:

1. Wood, axe, cross-cut saw, file, sharpening stones.

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.
3. Knife (BSA approved folding style).
4. Tinder, kindling, fuel.

Assessment Notes:

1. Patrols must demonstrate proper tool handling procedures during all phases of the fire building.
2. Patrols must demonstrate proper fire safety while their fire is burning.
3. Patrols must ensure their fire is “dead out” before departure.

Training Preparation Notes:

1. A Patrol on a winter hike should ALWAYS have the materials necessary to start a rescue fire.

Possible Scoring:

80 points for fire and tool safety
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

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Note: Fire Building may be part of a larger “scenario”

WINTER FIRE BUILDING

Objectives:

1. Demonstrate correct procedures for building a fire in the winter.
2. Demonstrate correct fire safety procedures as Patrols prepare for, and start, a winter fire.
3. Demonstrate correct procedures to put a fire dead-out.

Procedure:

1. Patrols will demonstrate proper safety procedures for tools and fire throughout this event (tool knowledge graded separately).
2. Patrols will prepare tinder, kindling, and fuel and will use these materials to start a fire.

Equipment Provided at Scene:

1. Wood, axe, cross-cut saw, file, sharpening stones.
2. Tinder, kindling, fuel.

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.
3. Knife (BSA approved folding style).
4. Matches, flint & steel, or other (non-fuel) fire starter.

Assessment Notes:

1. Patrols must demonstrate proper tool handling procedures during all phases of the fire building.
2. Patrols must demonstrate proper fire safety while their fire is burning.
3. Patrols must ensure their fire is “dead out” before departure.

Training Preparation Notes:

1. Tool and fire safety, while a necessary part of this event, is graded separately.

Possible Scoring:

80 points for firebuilding
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

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COLD WEATHER FIRST AID

Objectives:

1. Correctly assess, triage, and transport injured person(s) in an accident.
2. Administer proper first aid according to the *Boy Scout Handbook* and sections of the *First Aid Merit Badge Handbook*.

Procedure:

1. Conduct an “ice-break-through” rescue and then administer first aid to the accident victim (hypothermia, near drowning), AND/OR
2. Conduct a “winter sports accident” rescue and then administer first aid to the accident victim (hypothermia, trauma), AND/OR
3. Conduct an avalanche rescue using transponders (transponder use graded separately – not a part of first aid) and then administer first aid to the accident victim (asphyxiation from burial, compound fracture, concussion, hypothermia).

Equipment Provided at Scene:

1. Volunteer “victims” and/or department store dummy.
2. Mulage kits and/or paint (used if dummy is selected).

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.

Assessment Notes:

1. Patrols must assess the situation and victims properly, rescue, call for help, transport, and treat injuries in the proper order of urgency and follow all BSA rules of conduct in First Aid situations.

Training Preparation Notes:

1. The Ore-Ida Council’s Baden-Powell National Youth Leadership Training (NYLT) course includes a lesson on using mulage kits to “make-up” accident victims to make the scenario seem more real.

Possible Scoring:

80 points for first aid
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

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LOG RAISING KNOT CHALLENGE

Objective:

1. Lift a log using the provided equipment and ropes, demonstrating teamwork and knots skills in the process. This is a timed event.
2. Know the following knots and their uses: square, sheetbend, taut-line, clove hitch, double half-hitch, and timber hitch.

Procedure:

1. Scouts will throw a rope over a crossbeam, tie the thrown end to a log (timber hitch), bend the thrown line to a held rope (sheetbend), join the held end to another line (square knot), which is attached to a stake with a taut-line, and take up the slack to raise the log. On a separate station scouts will tie a clove hitch and double half-hitch.
2. Once a scout ties a knot he cannot tie another knot. Scouts may take on other tasks to assist the effort as they wait to tie their knot or after they have finished tying their knot (tasks such as pulling the rope or holding a rope for another scout who is tying a knot). Exception: patrols with too few members for each to separately tie a knot.

Equipment Provided at Scene:

1. Ropes, log, stake.

Equipment Needed from Scouts:

1. None

Assessment Notes:

1. Patrols must use their members efficiently, since scouts can tie only one knot. Judges will make allowances for patrols which do not have enough members for one-per-knot (six knots total).
2. This is a timed event, where points will be awarded for speed and accuracy (proper tying of knots).

Training Preparation Notes:

1. Teamwork is the key, since no one individual can raise and hold the log while tying knots to join and shorten the ropes that will hold the log off the ground once competed.

Possible Scoring:

80 points for log raising and knots
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

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SCOUT KNOWLEDGE/FLAG ETIQUETTE

Objectives:

1. Demonstrate general scout knowledge and teamwork as Patrol members work together and use their resources to answer questions on a scout knowledge quiz.
2. Demonstrate proper flag etiquette while handling, hoisting, lowering, and folding a U.S. flag.

Procedure:

1. Patrols will take a "general scout knowledge" quiz. Patrol members may confer amongst themselves and use whatever resources (Boy Scout Handbook, Field Guide) they have brought with them.
2. Patrol Leader will lead the patrol through a flag ceremony to demonstrate calling the ceremony, proper actions of color guard, and proper handling of the flag during hoisting, lowering, and folding. Flag etiquette knowledge questions may be asked of scouts at any time.

Equipment Provided at Scene:

1. Quiz.
2. Flag, flag pole.

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.
3. Boy Scout Handbook. Boy Scout Field Guide.

Assessment Notes:

1. Patrol members may collaborate and use their Boy Scout Handbook and Field Guide (no points will be deducted for this).

Training Preparation Notes:

1. Knowledge items for the quiz will come from the latest edition of the Boy Scout Handbook.

Possible Scoring:

80 points for knowledge/flag etiquette
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

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ORIENTEERING/COMPASS/MAP WORK

Objective:

1. Demonstrate proper magnetic compass use by orienting.
2. Locate points given a bearing and a distance.
3. Use a compass to determine distance (equilateral triangle method).
4. Create a detailed map of a course prepared in advance. Include bearing and distance from way points.

Procedure:

1. Patrols will demonstrate proficiency with a compass as they orient themselves from a starting point to a final destination. AND/OR
2. Patrols will demonstrate an understanding of how a compass can be used to determine distances across barriers, such as rivers, using the equilateral triangle method. AND/OR
3. Patrols will demonstrate proficiency using a compass and pacing as they create a map of a course they traverse.

Equipment Provided:

1. Magnetic compass course
2. 100 foot pacing scale.
3. Artificial "barrier" to demonstrate distance measurement with the compass.

Equipment Needed:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.
3. Magnetic Compass.

Training Preparation Notes:

1. The equilateral triangle method of finding distance can be found in older Boy Scout Handbooks.

Scoring:

80 points for compass
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

Winter Survival Camp 2009
Camp Morrison, January 16-19, 2009

RESCUE SIGNALING

Objectives:

1. Correctly demonstrate emergency signaling.

Procedure:

1. Patrols will demonstrate emergency signaling given a “lost in the back-country” scenario, OR, as part of an accident rescue scenario.

Equipment Provided at Scene:

1. None – scouts must be carrying their own emergency signaling devices.

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, etc.
3. Normal back-country emergency signaling supplies, i.e. mirror, flag.

Assessment Notes:

1. Patrols must have their own materials. Failure to bring emergency signaling material will result in zero points being awarded for this event.
2. Fire building is assessed elsewhere, but Scouts may be asked to make a “signal fire” (3 fires in a triangle pattern).

Training Preparation Notes:

1. Emergency signaling is covered well in older Boy Scout Handbooks.

Possible Scoring:

80 points for signaling
10 points for uniforming and scout spirit
10 points for teamwork and PL leadership
100

Winter Survival Camp 2009
Camp Morrison, January 16-19, 2009

SNOW CAVE/SHELTER CONSTRUCTION

Objectives:

1. Build and sleep in an appropriate winter survival structure.

Procedure:

1. Construct snow caves and/or snow shelters using natural materials and any other materials normally carried on a backpacking trip. Maximum shelter occupancy to qualify is two scouts.
2. Sleep all members of your Patrol in the caves/shelters (unless a patrol member is excused prior to the start of the competition).
3. Webelos and/or young scouts with parents, scouts with a health problem, scouts otherwise excused, and adult leaders may build shelters but will not be scored.

Equipment Provided at Scene:

1. Snow, depending on the weather.

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Patrol backpacking materials: staves, rope, neckerchiefs, collapsible shovels, other digging implements.

Assessment Notes:

1. Death from hypothermia is an automatic disqualifier.
2. The number of "qualified" scouts participating in this graded competition will be determined ahead of time (Webelos, special needs scouts, etc. may be exempt).

Training Preparation Notes:

1. Go to <http://www.wilderness-survival.net/cold-7.php/> to view possible shelters.

Scoring:

100 possible points based on a separate scoring rubric

Winter Survival Structure Scoring Rubric

Troop/Crew/Patrol: _____

Number of "Eligible" Scouts Building Shelters (pre-determined): _____

	15-20 points	10-15 points	0-10 points
Graded Area	Exceeds Expectation	Meets Expectation	Below Expectation
Participation	1. All "eligible" scouts make a satisfactory survival shelter (maximum of two scouts per shelter).	1. A small number of scouts in the Troop/Crew/Patrol do not complete their shelter. 2. More than two scouts are in a shelter.	1. Less than ½ of the scouts complete their shelters.
Safety	1. Shelter will safely sleep scout(s) through the night. 2. Appropriate ventilation holes are installed. 3. No danger of collapse.	If any shelter is judged WILL NOT Deduct points on based on number	to be unsafe the scouts SLEEP THERE. a percentage basis of shelters completed.
Functionality	1. Scouts must actually be able to stretch out and sleep. 2. Heating mechanism present (candle, etc). 3. Doorway or other means to block cold air.	1. Scouts are cramped but still able to sleep. 2. Adult judge is able to "correct" inappropriate ventilation or other minor problem.	1. No way that many scouts can fit into that tiny hole = reduce number of scouts.
Imagination/Innovation/ Scout Cleverness	1. Scouts used materials carried in their backpacks in an innovative and meaningful way (staves, ropes, tarps, etc).	1. Shelter meets minimum requirements.	1. Ugly, ugly, ugly!
Cooperation/Leadership	1. All members of the Troop/Crew/Patrol helped in some way to prepare survival shelters for all eligible members.	1. Some Troop/Crew/Patrol members slacked off. 2. Youth leader did not keep all members working toward common goal.	1. Total chaos. 2. Adults have to intervene in order to stop fights or to get a few shelters complete.

Participation Score: _____ (20 max)

Safety Score: _____ (20 max)

Functionality Score: _____ (20 max)

Imagination/Innovation Score: _____ (20 max)

Coop/Leadership Score: _____ (20 max)

Total Survival Structure Score: _____

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UNIFORM and/or COLD WEATHER (LAYERED) INSPECTION

Objectives:

1. Correctly wear the uniform of the Boy Scouts of America as described in the *Boy Scout Handbook*.
2. Correctly wear cold-weather (layered) clothing when building snow shelters and competing in cold-weather contests.

Procedure:

1. Troop/Crew/Patrol members will participate in a uniform and/or cold-weather clothing inspection, conducted by a Troop/Crew/Patrol Leader from a different troop/crew/patrol.

Equipment Provided at Scene:

1. Inspection checklist.

Equipment Needed from Scouts:

1. Boy Scout Uniform.
2. Pencil/pen (for leader conducting the inspection).
3. Layered cold-weather clothing.

Assessment Notes (for Uniform Inspection):

Required Items: If any Troop/Crew/Patrol member does not have these, they fail
= 0 points

Scout shirt
Scout neckerchief

Points: Starting with 100 points total, 10 points will be deducted for every item missing from this list. Every Troop/Crew/Patrol member must be inspected (except Webelos).

Shirt, with proper insignia, rank badge, and epaulets
Neckerchief, tie, or bolo, properly worn, tied or with a slide
Scout belt (web or brown leather)
Scout cap/hat
Scout socks (BSA green/BSA brown)

Assessment Notes (for Cold Weather Clothing):

Every Scout is required to demonstrate that they have the following items (or an acceptable equivalent), properly layered, with adequate insulating layers.

Points: Starting with 100 points total, 10 points will be deducted for every item missing/improperly layered/inadequately layered from the attached list. Every Troop/Crew/Patrol member must be inspected who is building snow shelters or taking part in the competition.

Head = wool hat or equivalent

Upper body (torso & both arms) = 2 ½ to 3 insulating layers

1 layer = heavy sweater

½ layer = wool underwear, shirt

Example:	wool underwear top =	½
	Long-sleeve wool shirt =	½
	Heavy wool sweater =	1
	Ski jacket =	1
	Total	3 insulating layers

Lower body & both legs = 2 to 2 ½ insulating layers

1 layer = insulated ski pants

½ layer = wool underwear

Example:	Wool underwear pants =	½
	Wool pants =	½
	Ski pants =	1
	Total	2 insulating layers

Feet = light silk or polypro socks
Heavy wool socks
Insulated boot insert
Insulated boot

Hands = thin wool gloves
Heavyweight gloves or mittens
Mitten shell or covering

Uniform Inspection Scoring Sheet

Date (circle): Saturday

Troop/Crew/Patrol: _____

Number of **Missing**:

1) Shirts, with proper insignia, rank badge, and epaulets

If ANY member does not have a scout shirt the entire
Troop/Crew/Patrol fails = 0 points for the day.

2) Neckerchiefs properly worn, tied or with a slide

If ANY member does not have a neckerchief, tie, or bolo, the entire
Troop/Crew/Patrol fails = 0 points for the day.

3) Scout belts (web or brown leather)

_____ X 10 points each = _____

4) Scout caps/hats

_____ X 10 points each = _____

5) Scout socks (BSA green/BSA brown)

_____ X 10 points each = _____

Total Minus Points: _____

Final Score: 100 possible points

- _____
= _____

Cold Weather (Layered Clothing) Inspection Scoring Sheet

Date (circle): Sunday Monday

Troop/Crew/Patrol: _____

Number of **Missing and/or Improperly Layered and/or Insufficient Insulating Layers** for:

1) Head Coverings _____ X 10 points each = _____

2) Upper body (torso & both arms) 2 ½ to 3 insulating layers
_____ X 10 points each = _____

3) Lower body & both legs = 2 to 2 ½ insulating layers
_____ X 10 points each = _____

4) Feet = _____ X 10 points each = _____

5) Hands = _____ X 10 points each = _____

Total Minus Points: _____

Final Score: 100 possible points

- _____
= _____

Winter Survival Camp 2009
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PATROL COOKING SKILLS

Objectives:

1. Prepare, cook, and present a meal for Troop/Crew/Patrol members and selected guests (2 judges).

Procedure:

1. For the Saturday evening meal, Troop/Crew/Patrols will prepare a “survival” stew for all unit members plus two guests (judges). The preparation and cooking of this meal occurs at the same time as the snow shelter building, so SPLs must make assignments to ensure ALL required activities are completed. Points will be deducted if adults help cook this meal.
2. The content of the “survival” stew is up to the unit. All materials required to cook this meal must be provided by the unit, including: meat, vegetables, water, spices, cooking utensils, stoves, propane, etc.

Equipment Provided at Scene:

1. **Nothing will be provided by the camp staff except the judges.**

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Supplies and materials needed to prepare the judged meal. Nothing will be provided by the camp staff.

Assessment Notes:

1. Troop/Crew/Patrols must follow their menu. Troop/Crew/Patrols can “enhance” their meal presentation if they can find the time and materials.
2. Troop/Crew/Patrols will be graded on the following areas: (a) following the menu, (b) edibility, (c) cleanliness, (d) presentation, and (e) cooperation/leadership.
3. The judged part of the meal is not complete until cleanup is done.
4. Unsanitary meal preparation, service, or clean-up will result in a score of zero.
5. Using “survival cooking” procedures will result in bonus points being awarded.

Training Preparation Notes:

1. *Cooking* merit badge booklet.

Scoring:

- 100 possible points based on a separate scoring rubric
- 20 possible bonus points for using “survival cooking” procedures

Meal Preparation Scoring Rubric

Troop/Crew/Patrol: _____

	15-20 points	10-15 points	0-10 points
Graded Area	Exceeds Expectation	Meets Expectation	Below Expectation
Following the Menu	1. All items on menu are presented at the meal.	1. You think all items on the menu were there, but because you couldn't tell what you were eating you are not sure.	1. Missing food items without prior permission.
Edibility	1. Meat and vegetables are fully cooked. 2. Meal looks, feels, and tastes as it should (all items are recognizable for what they are supposed to be).	1. Some vegetables are not fully cooked. 2. Stew does not taste like stew. 3. Unable to tell stew meat from dinner roll but it is still edible.	1. Not edible – Yuuck! 2. Meat not fully cooked = trichinosis!
Cleanliness	1. Food preparers have clean hands. 2. Serving and eating areas are clean. 3. After the meal, all food preparation items are properly cleaned.	If any area is judged automatically = ZERO to be unsanitary meal is unsatisfactory POINTS	
Presentation	1. Meal is served on time. 2. Table manners, common courtesy to guests, and scout-like behavior are exhibited at all times.	1. Meal is 1 – 30 minutes late. 2. Some scouts are not scout-like in their behavior at all times (minor infractions).	1. Meal is > 30 minutes late. 2. Rude or severely un-scout-like behavior, either toward each other or to the guests, is exhibited.
Cooperation/Leadership	1. All members of the Troop/Crew/Patrol helped in some way to prepare and present the meal (could be tasks unrelated to cooking that free up the cooks).	1. Some Troop/Crew/Patrol members slacked off. 2. Youth leader did not keep all members working toward common goal.	1. Total chaos. 2. Adults have to intervene in order to stop fights or to get members fed.
Survival Cooking Skills	1. Food items were cooked in a manner that would have been necessary in a real survival situation.	1. Some food items were cooked using survival cooking methods. 2. Incorrect survival cooking methods used.	1. No attempt at survival cooking methods.

Menu Score: _____ (20 max)

Edibility Score: _____ (20 max)

Cleanliness Score: _____ (20 max)

Presentation Score: _____ (20 max)

Coop/Leader Score: _____ (20 max)

Bonus = Survival Skills Score: _____ (20 max)

Total Meal Score: _____