

OWEN SOUND WINTER CAMPOUT
EMERGENCY RESCUE MISSION ACTIVITY
SCOUT GROUPS PARTICIPATION

Rules and information

- Each Scout group can only enter one team
- Each team must consist of 6 members including one casualty
- Casualty cannot be substituted during event (except in case of a real injury)
- Sleds must be pulled by ropes or harnesses
- You must follow the route marked and show your number at each checkpoint or lose points
- Sled must be equipped with a warm blanket and all necessary equipment to complete the challenges

ALL INSTRUCTIONS MUST BE FOLLOWED AT EACH CHECK-POINT

A patrol of scouts are on a one day outing when one of their group suffers a severe injury which leaves him/her unable to walk on their own. The remaining health patrol members must apply first aid to the injury/injuries and transport the injured member for medical help following the market trail and completing these activities along the way:

1. Start at **CP#1** where **first aid** must be applied to the casualty's injuries (Diagnosis & treatment). The casualty must be safely loaded on the sled and made secure and comfortable for the journey.
2. Proceed to **CP#2** where the group will be tested for a safe method of getting the sled up and down a **steep hill** while keeping the casualty's safety and comfort in mind.
3. Proceed to **CP#3** where the group will be tested on **orienteering skills and tree identification**. **Two bearings** will be given to the group; each bearing will point to a particular tree, which must be identified. (Additional points awarded if two separate scouts complete bearings).
4. Proceed to **CP#4** where group will encounter a 5-meter wide creek, 3 meters deep with only 5 centimeters of questionable ice covering it. The group must figure out the best (safest) method to get the whole group including the casualty and the sled **across the creek safely**.
5. Proceed to **CP #5** the group finds their **casualty becoming weak and cool**. The group must lay and light a small fire, heat some water (2 tablespoons) **supply your own water and tablespoons**, then feed the water to the casualty without burning the casualty, clean up the area (no trace must be left behind).
6. Proceed to **CP#6** where each healthy member of the team must tie a different **knot** and **explain it's intended and proper use**.
7. Proceed to **finish** area and indicate what group you are.

The points awarded for each activity by the inspector at each checkpoint will determine the rankings for the event. The activity at each checkpoint will be worth a possible 400 points and the overall time taken will be worth up to 500 points on a graduated scale. The winner will be the group with the highest number of points accumulated.

If you look carefully at the marking sheets, you will see that it is far more advantageous for a group to complete the activities skillfully than it is to complete the whole activity quickly. The ideal situation (and likely the winning group) will be the one that combines strong scouting skills and teamwork with a respectable time to complete the event.