

2008

Winter Survival  
Camp

January 18 – 21, 2008

Camp Morrison, McCall,  
Idaho

# Judged Events

## Daily:

1. Uniform and/or Cold Weather (layered clothing) inspections

## Saturday:

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

## Sunday Round-Robin Stations:

1. Ice-Break-Through Rescue Scenario  
Includes fire building/cold weather first aid/rescue signaling
2. Animal Tracks and Tracking/Plant and Tree ID/  
Log Raising Knot Challenge
3. Scout Knowledge/Flag Etiquette/Fire & Tool Safety
4. Map & Compass Work
5. Avalanche Rescue/Transponder Use  
Includes cold weather first aid

**Winter Survival Camp 2008**  
**Camp Morrison, January 18-21, 2008**  
**What They Need to Bring**

Cost

\$25.00 per person (\$10 should have been paid in October)

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

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  
Two-burner propane stove, with propane tank and hose connections  
Frying Pan (to brown meat and onions)  
Stew Pot  
Ladle  
Cutting Knife  
Cutting Board (cut up onions; dice celery and carrots)  
Meal Service (plates, cups, utensils) for Troop Members  
First aid kit  
Competition materials (see each contest description for details)

Adults & Scouts

Compass, pencil, paper, signaling mirror, Scout handbook  
Full Uniforms  
Winter rated sleeping bag  
Canvas or plastic ground cloth + insulating pad  
Change of clothes for three days (especially wool socks, wool underwear)  
Layered Winter clothing:  
    boots, boot liners, gloves and/or mittens, stocking cap, heavy coat, ski pants and/or overalls, wool socks and wool underwear

**Winter Survival Camp 2008**  
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**Program of Events**

Friday, January 18<sup>th</sup>

- 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 19<sup>th</sup>

- 0700 Community breakfast (Lodge. Eggs & Sausage)
- 0800 Opening Flag Ceremony (T-160 = Last year's winner)
- 0830 Uniform inspection before getting into cold weather clothing (Lodge)
- 0900 Demonstration/Training – cold weather survival techniques (Lodge)
- 1000 Demonstration – Life Flight (landing area)
- 1030 Snow shelter building and winter camp setup competition (Scouts can ferry materials on sleds)
- 1200 Lunch, delivered to the boys/adults while working (Soup & Sandwich)
- 1330 Dinner materials delivered to campsite (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)
- 1830 Demonstration/training events in Lodge:  
Realistic First Aid, or Military Rescue Transportation, or Emergency Signaling  
Snowshoe construction (Jim Thompson)
- 2100 Snack (Lodge)

Sunday, January 20<sup>th</sup>

- 0700 Community breakfast (Lodge. Oatmeal and/or cold cereal)
- 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 + Ice-Break-Through Scenario.)  
0900 – Ice-Break-Through – Teams 1/6  
0900 – 1000 Station 1  
1030 – Ice-Break-Through – Teams 2/7  
1030 – 1130 Station 2  
1200 – Lunch (Soup & Sandwiches delivered)  
1230 – Ice-Break-Through – Teams 3/8  
1300 – 1400 Station 3  
1400 – Ice-Break-Through – Teams 4/9  
1430 – 1530 Station 4  
1530 – Ice-Break-Through – Teams 5/10
- 1700 Community Dinner (Lodge. Chili)
- 1830 Survival "quiz" – graded and part of the competition (Harold Nevill)
- 1930 Movie Night + Popcorn (Lodge) or Sledding

Monday, January 21<sup>st</sup>

- 0700 Community breakfast (Lodge. Left over chili, oatmeal, etc)
- 0800 Cold weather clothing inspection = layered = gear check (Lodge)
- 0830 Demonstration/training events in Lodge:  
Realistic First Aid, or Military Rescue Transportation, or Emergency Signaling
- 1000 Break camp/Cleanup
- 1130 Awards ceremony
- 1155 Closing Flag Ceremony (winning Troop)
- 1200 Lunch (Grab on the way out. Sandwiches)

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**Areas of Responsibility**

| <u>Responsible Troop/Person</u> | <u>Competition Activity</u>                              |
|---------------------------------|--|
| T-112, T-61                     | Winter Fire Building/Fire and Tool Safety                |
| T-118                           | Animal Tracks and Tracking/Plant and Tree Identification |
| T-160, T-40                     | Scout Knowledge/Flag Etiquette/Rescue Signaling          |
| T-181                           | Log Raising Knot Challenge                               |
| T-323                           | Avalanche Rescue/Transponder Use                         |
| Mike Schaller, Medical          | Ice-Break-Through/Cold Weather First Aid                 |
| T-77/T-116                      | Map & Compass  |
| All                             | Snow Cave or Shelter/Winter Cooking/Uniform Inspection   |

| <u>Responsible Troop/Person</u> | <u>Demonstration Activity</u>  |
|---------------------------------|--------------------------------|
| Jim Thompson                    | Building Snow Shoes            |
| Chris Garvin                    | Life-Flight Helicopter Visit   |
| Chris Garvin                    | Military rescue Transportation |
| Chris Garvin                    | Emergency Signaling            |
| Mike Schaller                   | Realistic First Aid            |

| <u>Responsible Troop/Person</u> | <u>Non-Activity Function</u> |
|---------------------------------|------------------------------|
| Harold Nevill                   | Survival quiz                |

## Troop Briefing Sheet and Study Guide for Survival Quiz Winter Survival Camp 2008

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.

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 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 =            | <u>1</u>            |
|          | 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 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 in. You need to keep snow out of your boots and away from your pant legs.

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 thing 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. 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 go pee, 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.
2. Poisonous plant leaves and fruit.

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 and then administer first aid to the accident victim (asphyxiation from burial, compound fracture, concussion, hypothermia – first aid graded separately).

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 (first aid graded separately).

Training Preparation Notes:

1. Use of the transponders will be discussed at Saturday morning’s pre-course brief.

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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**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.

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 seek help.

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 (first aid may be graded separately).

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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**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 (fire starting is graded separately).
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).

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. There is another element of this station that deals with the fire itself.

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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**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 gather 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 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.

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.
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.
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. Maps
4. 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

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**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 2008  
Camp Morrison, January 18-21, 2008

**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   |
|--|--|---|---|
| <b>Graded Area</b>                       | <b>Exceeds Expectation</b>   | <b>Meets Expectation</b>  | <b>Below Expectation</b>  |
| 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.<br>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.<br>2. Appropriate ventilation holes are installed.<br>3. No danger of collapse.                 | If any shelter is judged <b>WILL NOT</b> Deduct points on based on number   | to be unsafe the scouts <b>SLEEP THERE.</b> a percentage basis of shelters completed.                     |
| Functionality                            | 1. Scouts must actually be able to stretch out and sleep.<br>2. Heating mechanism present (candle, etc).<br>3. Doorway or other means to block cold air. | 1. Scouts are cramped but still able to sleep.<br>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.<br>2. Youth leader did not keep all members working toward common goal.                  | 1. Total chaos.<br>2. Adults have to intervene in order to stop fights or to get a few shelters complete. |

Participation Score: \_\_\_\_\_

Safety Score: \_\_\_\_\_

Functionality Score: \_\_\_\_\_

Imagination/Innovation Score: \_\_\_\_\_

Coop/Leadership Score: \_\_\_\_\_

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 the attached 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

- \_\_\_\_\_  
= \_\_\_\_\_

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**WINTER COOKING SKILLS**

Objectives:

1. Follow a menu provided, using materials provided, to prepare, cook, and present a meal for Troop/Crew/Patrol members and selected guests (judges).

Procedure:

1. Troop/Crew/Patrols will be given the menu and scoring rubric Saturday morning before departure from the lodge. Food will be delivered Saturday afternoon, with plenty of time to properly prepare the designated meal.
2. Troop/Crew/Patrols will make necessary assignments and will cooperatively prepare, cook, and present the meal per the menu.

Equipment Provided at Scene:

1. Food, menu.

Equipment Needed from Scouts:

1. Standard first aid kit (those items normally carried on a backpacking trip).
2. Required cooking equipment – list provided separately.

Assessment Notes:

1. Troop/Crew/Patrols must follow the menu – no substitutions unless prior approval has been given, although 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 maximum points being awarded.

Training Preparation Notes:

1. *Cooking* merit badge booklet.

Scoring:

120 possible points based on a separate scoring rubric

## Meal Preparation Scoring Rubric

Troop/Crew/Patrol: \_\_\_\_\_

|                         | 15-20 points   | 10-15 points  | 0-10 points   |
|-------------------------|--|---|---|
| <b>Graded Area</b>      | <b>Exceeds Expectation</b>   | <b>Meets Expectation</b>  | <b>Below Expectation</b>  |
| 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.<br>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.<br>2. Stew does not taste like stew.<br>3. Unable to tell stew meat from dinner roll but it is still edible. | 1. Not edible – Yuuckk!<br>2. Meat not fully cooked = trichinosis!  |
| Cleanliness             | 1. Food preparers have clean hands.<br>2. Serving and eating areas are clean.<br>3. After the meal, all food preparation items are properly cleaned.     | If any area is judged automatically = ZERO to be unsanitary meal is <b>unsatisfactory</b> POINTS  |   |
| Presentation            | 1. Meal is served on time.<br>2. Table manners, common courtesy to guests, and scout-like behavior are exhibited at all times.                           | 1. Meal is 1 – 30 minutes late.<br>2. Some scouts are not scout-like in their behavior at all times (minor infractions).                              | 1. Meal is > 30 minutes late.<br>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.<br>2. Youth leader did not keep all members working toward common goal.                                | 1. Total chaos.<br>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.<br>2. Incorrect survival cooking methods used.   | 1. No attempt at survival cooking methods.  |

Menu Score: \_\_\_\_\_

Edibility Score: \_\_\_\_\_

Cleanliness Score: \_\_\_\_\_

Presentation Score: \_\_\_\_\_

Coop/Leader Score: \_\_\_\_\_

Survival Skills Score: \_\_\_\_\_

Total Meal Score: \_\_\_\_\_