



Event Guide

February 12 - 14, 2016

Gatlinburg, Tennessee



TO: Explorer Post Advisors
Venturing Crew Advisors

FROM: Scott Sorrels
Winterfest Incident Commander
Northeast Georgia Council

RE: Winterfest 2016

DATE: January 10, 2016

Winterfest 2016 is set for February 12-14, 2016, in Gatlinburg, Tennessee. Your post, ship, crew, or troop (ages 14 and older only) will experience an exciting weekend of competition unmatched by any other event in the United States! I hope your youth are excited and ready for Winterfest.

Contained in this packet is the information for each of the events that will be offered in 2016. You'll notice some of your favorites are back, and we've introduced many new activities as well. We intentionally "over program" Winterfest so your youth cannot do everything that is offered. This keeps the interest level high among youth across multiple years – our goal is for your youth to participate several years in a row!

This Events Guide, and all Winterfest guides, are available on the Winterfest website www.bsawinterfest.org. Be sure to check the site often as updates and changes will be published as they become available. Alternatively, please contact Amy Holbrook at the Northeast Georgia Council Service Center via phone 706.693.2446 or email amy.holbrook@scouting.org.

I look forward to having your unit at Winterfest this year. If there is anything you need that isn't covered in this material, please contact one of us at the Northeast Georgia Council immediately. A contact list follows.

See you in February!

Table of Contents

Important Information.....	7
Key Contacts.....	8
Law Enforcement.....	9
Law Enforcement Registration Form.....	10
Active Shooter	11
Bomb Threat Response	11
Burglar Alarm Response.....	11
Crime Scene Competition	11
Domestic Violence.....	11
Drug Identification.....	12
DUI Traffic Stop	12
Emergency Vehicle Operations Course	12
Felony Traffic Stop	13
Individual Tactical Fitness Challenge (Revised)	13
Physical Activities Readiness Questionnaire.....	18
Officer Down	19
Officer Survival	19
Shoot/Don't Shoot (New)	19
Suspicious Death.....	19
Uniform Inspection	20
Unknown Trouble	21
Warrant Service	21
Written Exam.....	21
Firefighting Competition Rules	22
Fire Event Registration Form.....	23
Advisor Event	24
Arriving on Scene	24
Cherokee Drill.....	26
Individual Tactical Fitness Challenge (Revised)	28
Rapid Dress - Individual	28
Rapid Dress - Team	29
Rapid Rescue and Resuscitate (New)	29
Triple Lay.....	30
“Z” Drag.....	31
Aquatic Events	33
Anchor Dive.....	33
Canoe Relay (New).....	33
Cardboard Box Regatta.....	33

Heaving Line.....	34
Knot Tying Relay.....	34
Lifeguard Relay	34
Mariner's Quiz.....	35
Ring Buoy Toss.....	35
Rubber Ducky Regatta.....	35
Veterinarian.....	36
Written Exam.....	36
Tournament Events	37
Bowling.....	37
Disc Golf.....	37
Dodge Ball	37
4-on-4 Basketball	38
Ultimate.....	38
Volleyball.....	38
Team Events.....	39
Advanced Emergency Medical Competition	39
EMS Combat Challenge	45
Engineering Design.....	45
Moot Court.....	45
Urban Orienteering (Land Navigation).....	46
Individual Events	47
Archery Competition and Match Shoot	47
Backpacking Challenge	47
Backpacking Stove Cooking Competition.....	48
Basic First Aid	48
Bouldering.....	49
Caving Challenge - Squeeze Box	49
Climbing Wall.....	49
Crab Cage Caving Challenge.....	49
Dutch Oven Cooking	49
Georgia Sport Shooting Assoc. - Air Rifle Shooting Range	50
Outdoor Range Events - Shooting (NRA)	50
Outdoor Range Events - Knife Throw	51
Outdoor Range Events - Tomahawk Throw	52
Photo Challenge	52
Rope Climb	52
Tabletop Display Contest.....	52
Talent Show	53
Non-Competitive Events.....	54

Archery Free Shoot	54
Flying Squirrel	54
Radio Scouting.....	54
Rappelling	54
V-Squeeze	54
V-Swing	54
Roundtable - Exploring.....	55
Roundtable - Venturing.....	55
Ripley's Late Night Registration Form.....	56
Addendums	60
Addendum #1: Cardboard Regatta Rules	60
Addendum #2: Disc Golf	63
Addendum #3: Dodge Ball	64
Addendum #4: 4 X 4 Basketball Rules.....	66
Addendum #5: Ultimate Rules.....	67
Addendum #6: Moot Court Case Study.....	68

This page intentionally left blank.

Important Information

- **Event Guide Updates:** Changes, updates, and other notes regarding Winterfest and the events will be posted to the Winterfest web site www.bsawinterfest.org. Be sure to check the site regularly for the latest information. The rules for each event that are published in the latest revision of this guide will be followed at Winterfest.
- **Pre-Registration for Events:** All Law Enforcement and Fire Service Events require pre-registration. Pre-registration forms for Law Enforcement and Fire Service events are contained in this guide. All other events will offer registration on Friday night in the Convention Center.
- **Show Updates:** Winterfest has an active Facebook page. Make sure you “like” [bsawinterfest](https://www.facebook.com/bsawinterfest) so you can follow any changes. We will be using Facebook as our **primary communication** to update attendees prior to and during the event.
- While we do not plan on it, due to unforeseen circumstances, certain events may deviate from those listed in this packet. We will do our very best to not let this happen. We appreciate your positive attitude about the events.

Key Contacts

Winterfest Incident Commander

Scott Sorrels

scott.sorrels@sutherland.com

Deputy Chief

Tom Roberts

troberts@mindspring.com

Administration Executive Chief

Katie Emory

770.962.2105

katie.emory@scouting.org

Administration Chief

Tom French

404.861.1656

tafrench@windstream.net

Events Executive Chief

Daniel Victorio

706.693.2446

davictor@scouting.org

Events Chief

Tom Boland

my.scouting@advancedmailingconcepts.com

Law Enforcement Supervisor

Lisa Weston

lisa_weston@hotmail.com

Fire Service Supervisor

Ronnie Register

firedancer02@yahoo.com

EMS Supervisor

Allan Dalrymple

adalrymple@gwinnetttech.edu

Winterfest Support Admin

Amy Holbrook

706-693-2446

amy.holbrook@scouting.org

Law Enforcement

These competitions are open only to Law Enforcement Explorers. The Individual Tactical Fitness will accommodate Fire/EMS posts with one person from each agency, not a team.

There are 17 competitions open only to Law Enforcement Explorers. **Each Post may submit up to four (4) teams with a maximum of four (4) Explorers on each team in addition to the Uniform Inspection competition, Written Exam, Fitness Challenge, and Officer Survival. One (1) team equals one (1) competition for that team due to time and space constraints.**

Once your registration form is received, we will randomly assign you to a competition(s). If possible, we will attempt to give you at least one choice of events. **ALL DECISIONS ARE FINAL.** You are not allowed to swap competitions with another Post.

The registration deadline is February 5, 2016 (must be postmarked by that date) and ***must only be sent to the Northeast Georgia Council. You must pre-register by sending in the conference registration, fees, and Law Enforcement registration to be eligible to compete.***

Wristbands will be checked at each competition site. Wristbands are provided upon payment and registration for the entire conference.

Law Enforcement Registration Form

There are 17 competitions open only to Law Enforcement Explorers. Each Post may submit up to four (4) teams with a maximum of four (4) Explorers on each team in addition to the Uniform Inspection competition, Written Exam, and Officer Survival. One (1) team equals one (1) competition for that team due to time and space constraints. **The registration must only be sent to the Northeast Georgia Council. You must pre-register by sending in the conference registration, fees, and Law Enforcement registration to be eligible to compete. Wristbands will be checked at each competition site.** Wristbands are provided upon payment and registration for the entire conference. Once your registration form is received, you will be randomly assigned to a competition(s). Hosting chairs will not be allowed to compete in their own competition. Be prepared for all competitions. We will attempt to allow each Post a chance to select **one** competition and the remainder will be randomly assigned. There is a possibility that Posts will not get their first or second choice as some competitions only have 17 competition slots and fill up quickly. In the event the competition requested is not available, all competitions will be randomly selected for your unit.

1st _____ 2nd _____ Random only, circle Y or N

If nothing is selected, you will not be scheduled for any of these events.

Uniform Competition; indicate Class "A" or "B" _____, Standards Attached Yes or No _____
Officer Survival _____ Yes _____ No (One Explorer per Post)

****The Law Enforcement registration deadline is February 5, 2016****

Please Print Clearly

Department: _____ Post #: _____

Advisor: _____

Address: _____

Day Phone: ____/____/____ Cell Phone: ____/____/____

Email Address: (required) _____

Number of Teams (up to 4 Explorers per team): circle 1 2 3 4

On-line Registration is available. E-mail, mail, or fax the competition registration form to:

Amy Holbrook 706-693-4849 (Fax)

Northeast Georgia Council

P.O. Box 399, Jefferson, Georgia 30549

amy.holbrook@scouting.org

E-mail confirmation of receipt will be available through: lisa_weston@hotmail.com, if desired. **Please refer to www.bsawinterfest.org for all updates and registration information. Updates will be made until a few days prior to the event. A schedule of events will be updated on the site the week prior to the event with all the latest changes.**

Active Shooter

Hosted by the Greenville County Sheriff's Office (SC)

The scenario will require Patrol's response to an Active Shooter in a school or public building. The active shooter will not be contained and poses an imminent risk of death or serious injury to potential victims. The scenario will be a dynamic situation that requires an immediate deployment by first responding Patrol Officers and will be evaluated using the National Tactical Officers Association's standards of Patrol Response to Active Shooter.

Bomb Threat Response

Hosted by the Boyle County Sheriff's Office

Each team will consist of two (2) to four (4) explorers. The explorer team will be acting as patrol officers, not as an EOD team or bomb squad, responding to a reported bomb threat. The team will be graded on their 1) response and arrival, 2) their preliminary investigation with persons on the scene, 3) decisions to (and methods of) investigation, evacuation, search, re-occupancy, and summons of additional resources, 4) decisions and procedures if/when a suspicious device is located, and 5) conclusion of the scenario. The majority of the scenario and scoring for this event will follow the *Learning for Life* Study Guide for Bomb Threat Response.

Burglar Alarm Response

Hosted by the Cedartown Police Department (GA)

Explorers will get a call to a burglar alarm, find an open door, and have to clear the building and look for signs that someone may have entered the building. There may or may not be a suspect inside.

Crime Scene Competition

Hosted by the White House Police Department (TN)

Teams will consist of two (2) to four (4) explorers. Each team will have 30 minutes to process the crime scene based on the scenario. Each team member should be familiar with all aspects of crime scene processing.

All materials will be provided by the host agency. **Red guns ARE NOT required.**

Domestic Violence

Hosted by the Paducah Police Department (KY)

This competition will be graded on the following:

1. Officer Safety;
2. Separation, mediation, and interview skills;
3. Determination of a primary aggressor, if there is one;
4. Handcuffing technique;
5. Collection of evidence; and
6. Whether the victim was advised of available services. If the arrest is made, on what charge(s) and why?

Drug Identification

Hosted by the Union County Sheriff's Office (TN)

This event will consist of 2 Explorers (per team). The team will be taken into a room and be seated at a table with an undisclosed number of poster boards; each poster board will have pictures of different types of drugs and pills. The Team will be provided with a drug bible and will have to work together by identifying each photo which will show drugs and pills. The team must write the proper common name of each drug on a log sheet. The poster boards will be numbered and the numbers must match the numbers placed on the log sheet with proper identification. Each team will be given up to 15 minutes to properly identify as many of the pictured drugs and pills as possible. The event will be timed, so the faster the team finishes identifying the photos and logging them on the log sheet properly, will determine how that team places. The team will have one or possibly two bonus questions that will add points to their score if answered properly. Time will start when the Judge tells the team to begin and time will stop when the team tells the Judge they are finished or when the Judge lets the team know the 15 minute time period is up.

(Note) - It will be beneficial for the teams to know how to use a drug bible, how to look up numbers and markings on pills and also be familiar with what different types of drugs look like in picture form. Each team will consist of a maximum of two team members. If you do not have a copy of the Drug Id Bible, one can be found at www.drugidbible.com at a cost of \$39.95.

DUI Traffic Stop

Hosted by the Union County Sheriff's Office, (TN)

This competition will test the Explorer's ability to determine whether a subject is too impaired to operate a motor vehicle. Each team may have two (2) or four (4) members. Each team will have 20 minutes to complete the scenario and determine the fate of the suspect.

Explorers are scored on officer safety, ability to instruct as well as perform field sobriety tasks, dealing with the suspect, handcuffing, and implied consent (if applicable in your state).

The scenario is that you as officers have stopped a vehicle for suspicion of driving under the influence. You have already obtained your probable cause to believe that the driver is possibly impaired. It is up to the Explorer to finish the investigation and make a determination.

Emergency Vehicle Operations Course

Hosted by the Springfield Police Department (TN)

This will be a precision driving course. Vehicle that will be used is a Kawasaki Mule 550. Explorers will negotiate turns, an offset alley, a 180 degree turn and parallel parking. There will be required stops. Participant's requirements: At least 16 years of age with a driver's license. Participants must wear a helmet and seat belt. (Provided) An advisor will be required to ride with the participant.

Grading will be timed and a five second deduction will be made for each cone that is hit. One practice run will be allowed per participant. This will be a walk-up event and only one Explorer per post will be allowed to compete due to trying to fit approximately 80 Posts into an 8 hour period.

Felony Traffic Stop

Hosted by the Snellville Police Department (GA)

You and your partners have been dispatched to a reported armed robbery at a local bank. You receive a lookout on the vehicle and at least two armed suspects. While in route to the call, you observe a vehicle matching the description coming from the location. You and your secondary unit initiate a felony traffic stop on the vehicle.

You will be graded on how safely you remove the occupants utilizing proper cover and contact officers. In addition, you will be graded on proper person and vehicle search techniques. This exercise utilizes two patrol vehicles operating as two-man units. You are expected to safely execute the stop from beginning until vehicle impound.

Individual Tactical Fitness Challenge (Revised)

Hosted by the Gwinnett County Sheriff's Department (GA)

**A PHYSICAL ACTIVITY READINESS QUESTIONNAIR MUST BE COMPLETED
BY ALL PARTICIPANTS**

Only **one (1)** Explorer from a Post will be allowed to compete as part of the timed competition.

Team Members: - 1 (solo event)

Tasks: - Review the booking wanted photo and attempt to complete the following events:

- Maximum number of correct chin ups
- Carry battering ram 45 yards
- Sit ups
- Pushups
- Shooting Event
- Squats
- Defensive Tactics
- Drag dummy 10 yards
- Identify the suspect in the wanted photo

The event is timed and the Explorer will have to make critical decisions affecting time versus proper completion of tasks.

Standards: - The event will be monitored by GCSO Deputy Sheriffs. The head evaluator acts as chief safety officer. An evaluator will be at each station to monitor the Explorer's performance. Explorers participating will be given a briefing prior to the event to assure that the event standards are understood. The Explorer will be given the instructions briefing one time and one time only. Once the briefing is completed, no other questions will be answered.

Briefing: - This event is designed to test your physical fitness level, ability to think under stress, time management and raw drive to overcome. The event timed is separated into 10 tasks. **TIME IS ESSENTIAL.** You will be assessed from the time you cross the start line until you cross the finish line. You are required to stop at each station and attempt each task but it is not essential that you complete each task. At most stations, you will be given a maximum of 30 seconds to complete a task. If you choose to skip or partially complete a task, you will receive less bonus points.

The event is timed and to gain a competitive score the competitor has to sprint 50 yards between evaluation stations and perform the maximum exercise repetitions. **NO HORSEPLAY or UNSAFE ACTS** will be tolerated.

Starting Line: The event time begins at this point. Competitors are shown the booking photo for 5 seconds. The Explorer moves to the pull up area and told when to begin.

Station 1 (Chin Ups): Upon arrival, 30 seconds is given to perform a maximum number of proper pull ups/chin pull ups. After 30 seconds, they are given the time warning and instructions to run to the station 2.

Proper Chin Ups execution - Grab a chin up bar with an overhand grip (**palms forward**) and your hands slightly more than shoulder-width apart and ankles crossed. Hang with your arms straight. Pull yourself up and then lower back to the starting position. Each time the body goes up and your chin goes over the bar 1 rep will be counted. You may rest in the down position but ankles must remain crossed. You may skip, but once ankles uncross, you begin to bicycle, or let go of the bar, this part of the event is over.



Station 2 (Battering Ram Carry): Upon arrival, they carry a battering ram 50 yards. Each competitor will follow the traffic cones for the designated route. The Explorer proceeds to station 3.

Station 3 (Pushups): Upon arrival, 30 seconds is given to perform the maximum of proper pushups. After 30 seconds, they are given the time warning and instructions to run the cones and proceed to station 4.

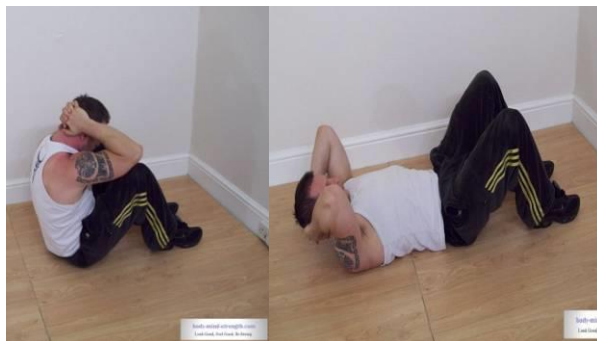
Proper Pushup execution - Assume the classic pushup position (legs straight, hands beneath your shoulders). Keep your body rigid, bend your arms and lower your entire body as a unit, until your chest is just off the floor, upper arms parallel to the ground. Push back up until your arms are extended again. Each time you go down it is counted as 1 repetition. You may rest **ONLY** in the up position. If at any time any part of your body (except hands or feet) touches the ground, this portion of the event is over. Upper body “worm” styled pushups and half pushups (not going all the way down or up) **WILL NOT BE COUNTED**.



Station 4 (shooting event): Upon arrival, the Instructor will shout out a color. Using an airsoft rifle the Explorer will then proceed to knock down three targets of the same color. The Explorer will be standing approximately 10 yards from the targets behind a table. Eye protection will be made available and must be worn while shooting. After completion, Explorer will move to station 5.

Station 5 (sit ups): Upon arrival, 30 seconds is given to perform the maximum of proper sit ups. After 30 seconds, they are given the time warning and instructions to run the cones and proceed to station 6.

Proper Sit up execution – Start with knees bent and hands behind head. Using your abdominal muscles, sit up and touch your elbow to your thighs. Lower your body back down with shoulders touching the ground. This is counted as 1 repetition. **You may rest only in the up position and your elbows must touch your thighs for repetitions to count.** Hands must remain in contact with head at all times. If the hands come away from the head or you rest in the down position, the event is over.



Station 6 (shooting event): Upon arrival, the Instructor will shout out a color. Using an airsoft rifle the Explorer will then proceed to knock down three targets of the same color. The Explorer will be standing approximately 10 yards from the targets behind a table. Eye protection will be made available and must be worn while shooting. After completion, Explorer will move to station 7.

Station 7 (Squats): Upon arrival, 30 seconds is given to perform the maximum number of squats. After 30 seconds, they are given the time warning and instructions to run the cones and proceed to station 8.

Proper Squat execution - Grab a 10 lb dumbbell and stand holding it vertically, by one end, against your chest (**weight must remain above the waist line**). This is the ready position. With your elbows pointing down, bend at the hips and knees to lower your body until your thighs are at least parallel to the floor (elbows will touch knees). Return to the start. Down and up is counted as 1

repetition. You may rest in the up “ready” position. Once the dumbbell comes out of the hands (dropped or any portion falls below the waist line) or you come out of the ready position, the event is over.



Station 8 (shooting event): Upon arrival, the Instructor will shout out a color. Using an airsoft rifle the Explorer will then proceed to knock down three targets of the same color. The Explorer will be standing approximately 10 yards from the targets behind a table. Eye protection will be made available and must be worn while shooting. After completion, Explorer will move to station 9.

Station 9 (defensive tactics/Redman suit): Using a rubber baton and proper commands, the Explorer must demonstrate a knowledge of defensive tactics by delivering 10 strikes to the designated areas (arms, back, legs, or chest) in 30 seconds. Any strikes to the head or losing the baton will be a ten second penalty. Failure to deliver 10 strikes in the allotted time will result in an incompleteness for this station only. (Note): The instructor will not go on the offensive for obvious safety reason but, will charge the Explorer in an attempt to take their baton.

Station 10 (dummy drag): The Explorer will drag a dummy 20 yards. The Explorer will be given instructions to run the cones course and return back to the starting line.

Station 11 (Suspect ID): The Explorer correctly identifies the suspect that was in the wanted photo from a photo lineup. Once the suspect is identified the time stops.

Scoring: - Competitors are evaluated on the overall time it takes to complete the event.

You must attempt every station, but it is not essential that you continue working the entire time.

- You receive a time bonus of one (1) second for the proper number of repetitions completed at the push up, sit up, pull up, and squat stations.
- At the exercise stations, **FAILURE TO ATTEMPT** at least one (1) rep of the exercise **or leaving prior to 30 seconds** results in a NO GO for that station.
- On the shooting stations failure to knock down all three targets will result in a NO GO for that station.
- On the dummy drag and battering ram stations, failure to cross the completion line will result in a NO GO for that station.
- On the suspect ID Station, failure to identify the correct suspect results in a NO GO for that station.

- Receiving more than one (1) NO GO results in overall disqualification from the event.
- During defensive tactics the Explorer must maintain control of their baton. Failure to do so will result in a NO GO for that station.

In the event of a tie, competitors will be given a chance to perform the maximum number of pull ups. This run off event will not be timed. The competitor that performs the most proper pull ups will be deemed the winner. If there is a 3-way or greater tie, the same run off tie breaking event will be used. If there is a tie on the run off, competitors with the same number of pull ups will participate against each other for their standing.

Physical Activities Readiness Questionnaire

If you are planning to compete in Tactical Fitness Event, please complete this form and present it to the Event Leader or their designee. It is recommended that you share your answers from this form with your physician or health practitioner and obtain their approval before participating in the physical aspect of this event. Common sense is your best guide when you answer these questions. Please read the questions carefully and answer each one honestly. Final decision regarding participation will be determined by the Event Leader and EMS.

YES NO

- ☐ ☐ 1. Has your doctor ever said that you have a heart condition and that you should only do physical activity recommended by a doctor?
- ☐ ☐ 2. Do you feel pain in your chest when you do physical activity?
- ☐ ☐ 3. In the past month, have you had chest pain when you were not doing physical activity?
- ☐ ☐ 4. Do you lose your balance because of dizziness or do you ever lose consciousness?
- ☐ ☐ 5. Do you have a bone or joint problem that could be made worse by a change in your physical activity?
- ☐ ☐ 6. Is your doctor currently prescribing drugs (for example, water pills) for your blood pressure or heart condition?
- ☐ ☐ 7. Do you know of any other reason why you should not do physical activity?
- ☐ ☐ 8. Do your parents have any concerns about your taking this test?

If you answered NO

If you answered **NO** honestly to all questions, you can be reasonably sure that you can take part in this physical fitness awards testing.

If you answered YES

If you answered **YES** to any questions, or if you have any question about your ability to take part in this testing, please talk to your doctor. Tell your doctor about the questionnaire and which questions you answered YES.

Delay testing

If you are not feeling well because of a temporary illness such as a cold or a fever - wait until you feel better.

I have answered this Questionnaire truthfully, to the best of my knowledge.

Name and Post Number of Explorer _____

_____ Signature of Explorer	_____ Date	_____ Signature of Parent or Guardian (If under 18 years of age)	_____ Date
--------------------------------	---------------	--	---------------

For Winterfest Use Only:

Y N Have you had any energy drinks or more than 3 cups of coffee in the past 12 hours?

Y N Have you consumed 16 oz. or more of water in the past 4 hours?

Before

Pulse _____ / B/P _____

After

Pulse _____ / B/P _____

Officer Down

Hosted by the Gilmer Co SO (GA)

Scenario: An officer responded to a domestic disturbance in progress. Communication is lost with the responding officer after his arrival on scene. Explorers are dispatched and respond to the scene for backup. Upon the Explorers arrival, they observe the following: An officer down with a bloody knife beside him, an unknown handcuffed male and an unknown female trying to assist the handcuffed male.

Scenario graded on the following:

- Officer Safety
- Scene Management
- Verbal Commands
- Contact and control with suspect(s)
- Assisting the down officer
- Communication with the dispatch center

Officer Survival

Hosted by the Paulding County Sheriff's Office (GA)

The Explorer will complete a practical exercise designed to evaluate the Explorer's decision making and physical skills needed to deal with violent encounters. The Explorer will deploy various tools they commonly carry to react to possible escalation and de-escalation of force. The Explorers may be evaluated on one or more of the following topics relevant to Officer Survival:

- Weapon Retention
- Arrest and Control Techniques
- Dealing with Multiple suspects
- Edged weapon defense
- Operating in Low Light Environment
- Use of Force Law (Based on the Explorers home State)

The Explorers will be responsible for bringing duty gear and other items they feel necessary to successfully complete the scenario. Only ONE Explorer per post will be eligible to compete. This event will be held inside the Convention Center.

Shoot/Don't Shoot (New)

Hosted by the Bay County Sheriff's Office (FL)

Event will be open to all individuals attending Winterfest. Please compete once only to give other Explorers the opportunity.

Suspicious Death

Hosted by the Morgan County Sheriff's Office (GA)

You will enter a suspicious death scene. Your role is to interview witnesses, observe the crime scene, and identify aspects of the scene that are important in solving a potential crime.

You will need to make an initial finding of manner of death based on all the information each Explorer has identified. A graphic crime scene will be recreated using props and photos from a real crime scene. The Explorers will be graded on communication with team members, strength of the individual taking control of the scene, and their observation, analytical, and interview skills. Only 16 teams will be selected for this 30 minute competition. If you believe your Explorers would have trouble dealing with the graphic photos or props, please note that in the comments section.

Uniform Inspection

Hosted by the Spartanburg County Sheriff's Office (SC)

Only two categories of uniform competition are graded Class A and Class B. Only one team, which may consist of 4-6 members, per each Post may compete. Ten minutes is allotted for each team.

Upon entry into the room, consideration is given for mode of entry and line-up. This includes military preparatory commands (dress, left-face, right-face, etc.). Major emphasis is given towards professionalism and command performance. Exclusions for competition will be denim, corduroys, and sneakers. Judges are looking for how the post handles themselves and how the uniforms are kept overall as opposed to elements and worth of the items. In other words, posts need not have expensive and fancy uniforms to compete. Well-kept and groomed uniforms are the key element of this competition.

A copy of your post's uniform standards should be provided prior to competition, if available. If not, a copy of your agency's standards should be provided with your registration if those are the standards your post follows. Explorers may be asked questions during the competition to clarify uniform questions. An understanding of departmental or Explorer policy standards would be beneficial for grading.

Standards and Grading Specifications:

Category I: Overall Appearance

- A. Neatness
- B. Cleanliness
- C. Professionalism

Category II: Grooming

- A. Hair and nails
 - a. Hair must be off collar, nails trimmed,
 - b. Females, proper hair pinning, no nail polish
 - c. Males must be clean-shaven and no hair on ears

Category III: Equipment

- A. All pins and chevrons must be placed accordingly
- B. All equipment must be clean and ready for inspection
- C. Shoes must be edge dressed
- D. Uniforms must be free of lint and strings (Irish pennants)

Category IV: Accessories

- A. Uniforms must be free of all items in pockets unless it is issued equipment

Category V: Command Performance

- A. Does the uniform command respect?
- B. Is it worn well by the individual representing their agency with the utmost respect?

- C. Is the uniform an appropriate representation of a police explorer?
- D. Entry and exit into the competition room was with military style and commands
- E. Is the Explorer able to answer questions regarding the policies and standards of the uniform?

Unknown Trouble

Hosted by the Chattanooga Police Department (TN)

This competition will rely on and test problem solving skills, communication skills, teamwork, and officer safety. This is meant to be a “think on your feet competition.”

Warrant Service

Hosted by Mauldin Police Department (SC)

Each Post may enter one team consisting of two (2) to four (4) members. Teams are given an arrest warrant to serve. The arrest warrant is based on a previously occurring forcible felony. A confidential informant (used 7 times with positive results in past) has just seen the suspect inside the residence.

Written Exam

Hosted by the Gwinnett County Sheriff's Department (GA)

Each post will be scheduled for the written exam. Only one Explorer per Post will be allowed to compete.

The test will consist of 25 multiple choice questions and one scenario based essay. There is a 30 minute time limit. All questions will be general law enforcement based on current practices and case law.

Firefighting Competition Rules

1. Professionalism will be shown at all times. This means no profanity, arguing with judges, unruly conduct, etc.
2. SAFETY is of utmost importance. Explorers will conduct themselves in a safe manner at all times.
3. If an Explorer argues with the judges their team is disqualified. Coaches may confer with judges after completion of an event but professionalism must be maintained.
4. No Explorer can participate in any event more than once and teams must be made up of participants from the same post. An Explorer can participate in more than one event, just not more than once in the SAME event. This rule is in effect to allow as many Explorers as possible to participate in each event but still complete the competition in a reasonable amount of time.
5. Order of competition for each event will be selected on a “First Come, First Serve” basis during event registration which begins at 8:00 AM Saturday.
6. Each event has an event sponsor. This person is responsible for managing the event and has final say; if any problems occur. The event sponsor is not a judge but will resolve issues among the judges if necessary.
7. Timed events judging are done by 3 adults - one each from the sponsoring Post, the team competing, and the next team to compete. Each judge will keep an official time. A fourth time is kept by the event sponsor who is used in place of one of the judge’s times if a judge has a stopwatch problem.
8. Three times will be recorded for each run. High and low times are thrown out and the middle time used as the official time. Times will be kept to the 100th of a second.
9. Sponsoring Posts are allowed to enter teams in the event they sponsor. Whenever a team from the sponsoring Post is competing the event sponsor will select an impartial judge from the audience to replace the judge that would normally come from the competing team (so the event sponsor would not have 2 judges from their post).
10. If a team misses their turn in an event they are placed at the end of that event’s list and given opportunity to participate when their turn comes up the second time. If they miss the second turn that team is disqualified from that event.
11. Rulings by the event sponsors in regard to safety issues, rule infractions, or disqualifications are unbiased and final. Disputes or disagreements will be brought to Fire Events staff member, not to the event sponsor.
12. Each event has its own rules that must be followed in addition to these general rules.

Wristbands will be checked at each competition site. Wristbands are provided upon payment and registration for the entire conference.

Fire Event Registration Form

Only youth may participate in competitive events with the exception of the Advisor Event. There is a maximum of two (2) teams per Post, per event unless otherwise noted. We encourage each Post to please plan to participate in as many events as possible.

Please check if your Post is interested in competing in the following:

# TEAMS	#YOUTH	
		Advisor Event - TBD
		Arriving on Scene
		Cherokee Drill - 3 Teams per Post (4 per team)
		Individual Tactical Fitness Challenge (1 per Post)
		Rapid Dress - 2 Teams per post (5 per team)
		Rapid Rescue & Resuscitate
		Triple Lay
		Z Drag - 2 Teams per Post (4 per team)

Council Name _____ **Post #** _____

Sponsoring Organization _____

Post Advisor's Name _____

Phone # day: ____/____/____ **evening:** ____/____/____

Cell Phone: ____/____/____

E-mail _____

Note: Competition subject to change. Posts/Crews please submit this registration form to the Northeast Georgia Council by the deadline.

We will not be responsible for forms that have not been submitted to the Northeast Georgia Council (please do not submit to your local council office!)

Direct questions to: Ronnie Register at firedancero2@yahoo.com

E-mail, mail, or fax the competition registration forms to:

Amy Holbrook 706-693-4849 (Fax)

Northeast Georgia Council

P.O. Box 399, Jefferson, Georgia 30549

amy.holbrook@scouting.org

Please refer to www.bsawinterfest.org for all updates and registration information. Updates will be made until a few days prior to the event. A schedule of events will be updated on the site the week prior to the event with all the latest changes.

Advisor Event

Details are still being determined for this event. Please check back

Arriving on Scene

This event simulates activities involved when arriving on scene. Participants will catch a hydrant, make entry, and exit to a structure.

Teams will be composed of 4 participants per team with 2 team maximum per post. All participants will start in the seated position with full Personal Protective Equipment, and SCBA. (Flash hood optional) (No Mask)

The event will start with Ready, Set, Go. Once the “Go” command is given the participants will start the evolution. The Truck Officer will call (Command) and report a single family dwelling with ordinary construction.

The participants will exit the apparatus and proceed to gathering equipment to complete each task. Hoses will be in position prior to the start of the evolution.

- Two (2) participants will be attaching the needed equipment to a hydrant. The equipment that needs to be attached are the supply line on one side, a closed gated wye on the opposite side, and a hydrant wrench left secured on the stem. (When completed will move up to structure door).
- There will be two (2) participants to force entry into the structure. (Command will be inherited by the event host) The participants will force entry to the structure using appropriate tools to force entry to an in swinging door. Once the door has been breached the participants will follow the charged hose line to the nozzle. Once at the nozzle the participants will evacuate the structure thru the wall.
- Participants will proceed to exit the structure through a wooden frame wall. Using the appropriate tools the participants will evaluate, breach and exit thru the wooden frame wall.
- Once outside of the structure the Officer will verify each participant is accounted for and report face to face with Command with a correct final Personal Accountability Report. (Command – All 4 personal accounted for.) Once the PAR has been received the event will be concluded.

All defective gear must be reported to event staff before evolutions start, failure to report gear defects can result in penalties assessed to the team.

Penalties and Disqualifications

Penalties:

Penalties will be in 10 second increments for each infraction

1. Personal Protective Equipment not properly donned (loose straps, missing equipment, etc.)
2. Leaving the seated position before the “Go” command
3. Hydrant connections not hand tight (quarter inch tolerance)
4. Officer report not given
5. Gated Wye in the open position
6. Hydrant wrench not secured to the stem
7. Not trying before prying

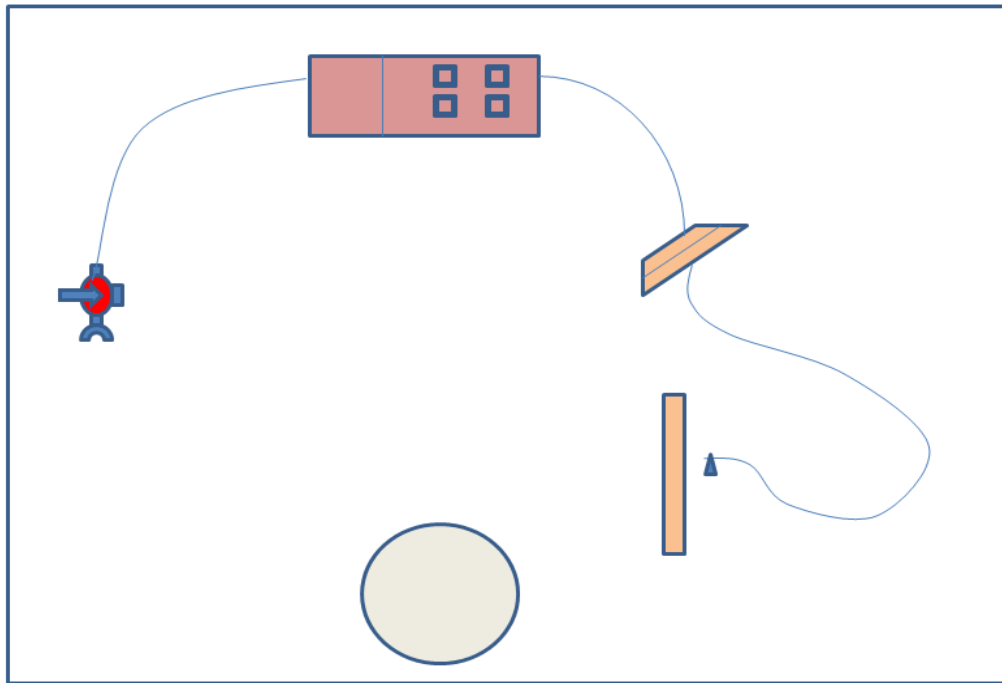
8. Not using equipment to open door
9. Not in contact with the charged hose line
10. Not using equipment to open wall

Disqualifications:

1. Throwing equipment
2. Running, Cursing, Arguing
3. Skipping functional steps to the operation

Definition:

Throwing Equipment – To propel a piece of equipment in the air more than 1 foot without being touched.



Cherokee Drill

Rules and nature of event explained on Friday Night during Fire Events Meeting.

Host Post will not be allowed to compete for time.

An Explorer may only run event once.

- **Member 1** will begin the event in street clothes behind the start line. (*remaining team members will be completely dressed in full structural PPE including SCBA [no face piece] in pre-determined locations.*)
- On the command of “GO” **member 1** will quick dress in full PPE including SCBA (no face piece) then proceed to the door prop, pick up the K-12 saw from the staging area, make two(2) simulated cuts along the identified area. When cuts are completed the K-12 will be placed back in the staging area and the member can proceed to and **must** tag **member 2**.
- Once **member 2** is tagged they leave the staging box and pick up the hose attached to a tire and drag it 25feet until it completely crosses the marked line. Once it crosses the line **member 2 must** tag **member 3**.
- Once **member 3** is tagged they leave the staging box. **Member 3** crawls along a 50 foot section of 1¾” hose to a victim. The victim (110 lbs.) will be dragged 10 feet and must completely cross the identified line. Once the victim is across the line **member 3 must** tag **member 4**.
- Once **member 4** is tagged they will leave the staging area and hit a tire 10 feet using horizontal chops with an (8 pound) sledge hammer until it completely crosses the marked line. Once the tire crosses the line **member 4** will crawl through a 24 inch pipe approximately 6 feet long and cross the marked finish line.
- Time will stop when **member 4** completely crosses the designated finish line.

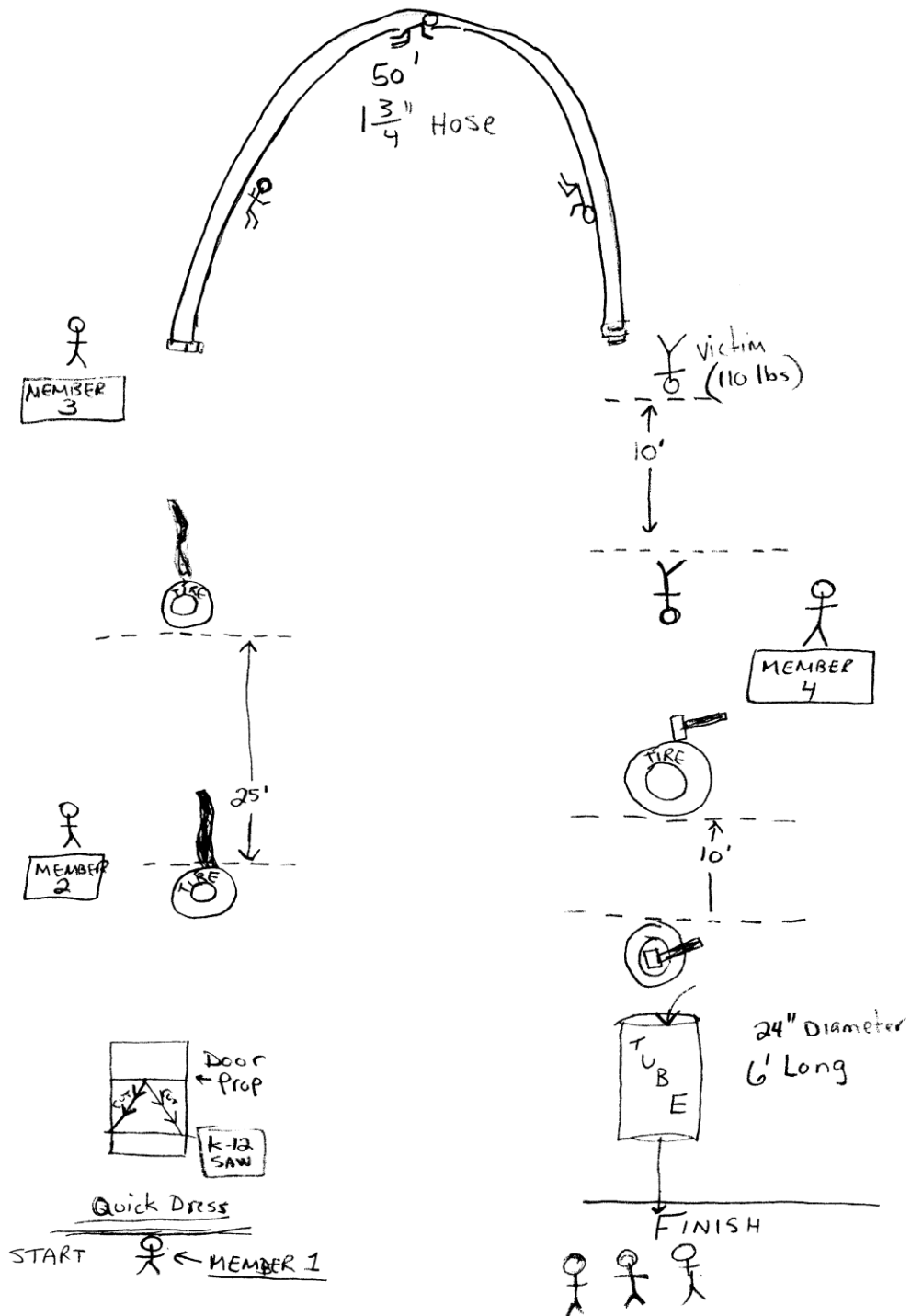
Penalties (each is 5 seconds)

1. Leaving staging box prior to being tagged
2. Any prop that does not completely cross the designated line
3. Not placing K-12 back in designated staging area

Penalties (each is 10 seconds)

1. Any member not properly dressed
2. Any compromise or loss of any PPE at any time during the drill
3. Losing contact with the hose line, (straddling is OK)
4. Failure to maintain control of the sledge hammer
5. Dropping the K-12 saw

IN AND OUT



Individual Tactical Fitness Challenge (Revised)

Hosted by the Gwinnett County Sheriff's Department (GA)

**A PHYSICAL ACTIVITY READINESS QUESTIONNAIRE MUST BE COMPLETED
BY ALL PARTICIPANTS**

This year we are opening this event to Fire Posts as well as Law Enforcement Posts. Please refer to the description outline under Law Enforcement Events for full details of this competition.

Only one (1) Explorer from a Post will be allowed to compete as part of the timed competition.

Team Members: - 1 (solo event)

Tasks: - Review the booking wanted photo and attempt to complete the following events:

- Maximum number of correct chin ups;
- Carry battering ram 45 yards;
- Sit ups;
- Pushups;
- Squats;
- Drag dummy 10 yards; and
- Identify the suspect in the wanted photo.

The event is timed and the Explorer will have to make critical decisions affecting time versus proper completion of tasks.

Standards: - The event will be monitored by GCSO Deputy Sheriffs. The head evaluator acts as chief safety officer. An evaluator will be at each station to monitor the Explorer's performance. Explorers participating will be given a briefing prior to the event to assure that the event standards are understood. The Explorer will be given the instructions briefing one time and one time only. Once the briefing is completed, no other questions will be answered.

Briefing: - This event is designed to test your physical fitness level, ability to think under stress, time management and raw drive to overcome. The event timed is separated into 10 tasks. **TIME IS ESSENTIAL.** You will be assessed from the time you cross the start line until you cross the finish line. You are required to stop at each station and attempt each task but it is not essential that you complete each task. At most stations, you will be given a maximum of 30 seconds to complete a task. If you choose to skip or partially complete a task, you will receive less bonus points.

Rapid Dress - Individual

1. Timing of the individual Rapid Dress will be done during the Team Rapid Dress competition.
2. The **Top Three** (3) times will be recorded from each team.
3. The three (3) fastest dressers from the whole competition receive 1st, 2nd, and 3rd place trophies.
4. **The rules are the same for all quick dress events.**

Rapid Dress - Team

Objective: - The five (5) member team demonstrates their ability to correctly don personal protective equipment in a safe and timely manner in order to conduct emergency operations.

Equipment - Full protective clothing: coat, pants, boots, fire fighting gloves, flash hood and SCBA (without mask).

Participants must provide all equipment except SCBA. Peach County Fire Department will provide Survive Air Packs with 30 minute Aluminum / Composite cylinders. Posts may elect to use their own SCBA if they wish.

Rules:

1. All team members will be sitting in chairs side by side with no shoes on.
2. Personal protective gear will be set on the floor in front of each team member in whatever manner they desire. All equipment must be opened and unfastened.
3. Any broken equipment must be brought to the attention of the judges prior to the "GO" command. In case of any broken equipment the effort or motion to secure that part must be made. However, the judge will check that piece of equipment if it works (buttons, Velcro, etc.) the team member will get a penalty, even if motion is made.
4. On "GO" time begins and all team members will start dressing in gear.
5. When a team member finishes they must be standing with their hands in the air. Once hands are in the air team member is finished and may not put their hands down to fix anything. Each infraction will be a 1 second penalty. (Reason for this is so there will not be any confusion for the judges) Team members are encouraged to cheer on there other teammates who are still dressing.
6. Time stops when all five team members are complete and there hands are in the air.
7. A 1 second penalty will be imposed for each rule infraction:
 - All snaps, hooks, zippers, Velcro, etc. must be fastened securely;
 - All SCBA shoulder straps and waist belts must be fastened and pulled snug;
 - Helmet straps must be fastened under the chin and snug;
 - Collars on coats must be turned up and fastened;
 - Hoods must be on properly with **NO** hair showing;
 - No lubricants are allowed; and
 - Gloves have to be all the way on.
8. A judge checks equipment before the run. Straps on the air pack must be pulled out. If your packs do not have pull handles, you are allowed a thumb length. All buttons and Velcro, etc. on turnout gear have to be unbuttoned and opened.
9. Gear must be appropriate size and in working order.

Rapid Rescue and Resuscitate (New)

Objectives:

The purpose of this event is to test the individual's mental endurance, and the team dynamics at the most stressful time on the fire ground (Firefighter Down). This event simulates a fire crew managing a downed fire fighter that goes into cardiac arrest.

This event will be set up with two firefighters at the nozzle with a mannequin and two outside as the rapid intervention crew. Time will start on the "GO" command, at which time

one of the firefighters at the nozzle will shout “Mayday, Mayday, Mayday! Firefighter Down.”. At this point, the Rapid Intervention Crew (of two) will then crawl, following the hose line and make their way to the down firefighter. After the ‘Mayday’ is called, the initial group of two at the nozzle can begin *packaging* the downed firefighter.

Packaging the down firefighter will consist of:

- Opening the bypass valve on the downed firefighter’s regulator.
- Securing the waist strap by placing it underneath one of the downed firefighter’s legs, and reconnecting it.

Once the downed firefighter is secured using the above method, the remaining crew members must drag the downed firefighter along the hose line and across the start/finish line. Once all members are across the start/finish line you may begin your firefighter CPR as demonstrated in the following video: <https://www.youtube.com/watch?v=45qDPFj4IpI>. Time will not stop until both hands/arms are pulled completely out of the jacket, and compressions are resumed.

Each penalty constitutes 10 seconds added to your final time.

Penalties will be issued for the following violations.

- Failing to verbalize the Mayday call
- RIC starting before the Mayday is called
- Standing up before crossing the start/finish line
- Not packing the downed firefighter properly
- Not crossing the line with the downed firefighter
- Not completing a Step in the CPR
- Anytime CPR is stopped, once it has been started, except when the jacket is removed from the victim in the final step.
- Any unsafe act.

Participants must wear full PPE with an air pack until they cross the start/finish line with the mannequin at which time participants may remove whatever they deem necessary.

Triple Lay

This event is performed using a hose bed prop and 6 foot tail section of 1.5 or 1.75 inch hose that will already be connected, three 50 foot joints of 1.5 or 1.75 inch hose, and a nozzle. The prop represents an engine crosslay bed. The hose bed itself is 80 inches long, 10.5 inches wide, and 10.5 inches high. The prop itself sits on the floor and a normal height person can comfortably load hose without having to kneel over or stretch high.

Event Description:

The four man team will have pre-rolled the three sections of hose however they wish and the sections of hose along with the nozzle will be placed in a marked area on the floor. No flaking of the hose and no throwing the hose will be allowed. No running during the event is allowed. When time starts, the team can assemble the hose and nozzle however they wish, as long as the three layer loop with an S shape and the nozzle attached is accomplished, with the nozzle on top. The 6 foot tail section will already be connected and the hose sections will then connected to the tail section by the team. The instructions for a Triple Lay load are included in *NFPA Fundamentals of Fire Fighter Skills Third Edition*. When loading the triple lay onto the hose bed, the entire length does not have to be picked up, but can be dragged along the floor to the hose bed, since this is only a four man team.

Neatness does count. Both sides of the triple lay when laying in the hose bed should be identical. In other words, if you have extended loops of hose on one side of the hose bed on the bottom layer, then the other side should be the same. Folds should be as neat as possible and should be in the same location as practicable.

Once the triple lay is loaded properly, the judge will give the signal immediately and the team should deploy the hose lay correctly. The team should grasp the nozzle and top fold of hose, and walk away from the hose bed until the entire load is out of the bed. When the load is out of the bed, the cadet should drop the fold and extend the nozzle the remaining distance. The team will be required to stretch the hose line out to the 140 foot mark. At that point time will stop.

In this event; the proper loading and deployment of the hose lay is key. Each team that performs each aspect of the load correctly will then be judged on its time.

“Z” Drag

Scope - The purpose of this event is to expose the Explorer to the basics of ropes and knots as well as the basic rigging of a 3:1 mechanical advantage.

Equipment:

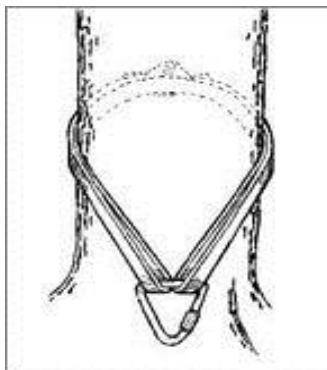
200' Rescue Rope
2 Pre-tied Prussic Knots
Anchor Straps (i.e. Webbing)
3 Carabineers

2 Single Sheath Pulleys
1 Rescue Dummy “pre-rigged harness”

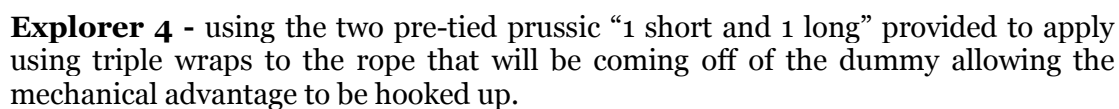
This event consists of a team of 4 and is timed in a traditional manner from the words Ready, Set, GO....Once this command is given “all work can be completed simultaneously”

Clothing Requirements - This is conducted in turn out gear with no air packs. The system may be constructed with no gloves; however, all explorers must don their gloves prior to hauling on the mainline to move the dummy.

Explorer 1 - is responsible for completing the anchor in any manner possible with the webbing provided and a carabineer. The anchor will be marked. There are many different anchors so any anchor that the competing Post feels comfortable using for the purpose of this event will be fine. Use a Water Knot if the webbing is going to be tied together in a loop.



Explorer 2 & 3 - using the rescue rope and pulleys to construct a 3:1 mechanical advantage or “Z” drag in a manner that it can be “piggy backed” or attached to an existing line that will be pre-attached to the rescue dummy. The rescue rope will not have a knot tied in the end. We will accept either a bowline knot or a figure 8 on a bite both knots will require a safety.



Once the 3:1 system is completed the entire team hauls the dummy to a predetermined location on the floor marked by tape. The tape is at a distance so that the Explorers will not have to reset the system. It will be one continuous pull and the time stops once the dummy's feet cross the tape.

Carabineers not locked	+5
Improper Knot on Mainline (wrong knot and/or the absence of the safety knot)	+5
Not donning gloves prior to hauling rope	+5
Prussic improperly placed “short versus long”	+5
Improper 3:1 System (As long as it is a 3:1 you can rig it how you would like)	
Penalties are assessed for example if you rigged a 2:1 with a change of direction or something other than a 3:1)	+10

Aquatic Events

For those events taking place at the pool proper attire must be worn

Males - Swimming trunks with drawstring.

Females - One piece bathing suit or must be covered above the waist.

As the saying goes: "If you don't want your grandmother or minister to see you in it, then don't wear it; Please."

Anchor Dive

Individual Event

This is a physical challenge, intended for those who are already Lifeguards (BSA, Red Cross, etc.) or strong swimmers. This event is taken directly from the Pre-Requisites for BSA Lifeguard:

- Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim with the object 20 yards back to the starting point with both hands holding the object, and exit the water, all within 1 minute and 40 seconds

Scoring: Fastest time wins. Time penalties will be assessed for improper strokes, not keeping both hands on the object, etc.

Canoe Relay (New)

Teams of 2

Participants will paddle a course in the pool through a set of markers. This event is not about who can paddle a distance the fastest, but rather who can execute a wide range of canoeing strokes and turns most efficiently. (This event is intended only for those that have experience paddling a canoe)

Scoring: Fastest time wins.

Penalties: Will be assessed for hitting the side of the pool and using improper strokes.

Cardboard Box Regatta

Team event

This challenges units to design, build and navigate boats made entirely of corrugated cardboard and propelled by paddles, oars, etc. The goal is to build the best boat you can and to be able to complete a 100 yard course in the fastest time. You will find this both intriguing and challenging. Awards recognize Best Construction, Team Spirit, Best Decorated, Best Original Design, and -- most coveted the Most Spectacular Sinking Award.

You are given two hours to build a boat using the supplies and rules in Addendum #1, additional items may be brought by each unit but must conform to the Rules. **Any paint or adhesives used must be applied and DRY before the event begins or the boat will be disqualified.**

Heaving Line

Teams of 4

Objective - Two groups of 2 face each other, in a column, at a distance of thirty-five (35) feet. Line is 50 feet of 3/8" nylon, whipped at each end (no weighting, knotting or splicing) is coiled and tossed by person #1, standing within designated marks, to person #2 without the line touching the ground before being caught. The line is then raised by #1 and #2 in order for the judge to signal a fair catch. Any toss not approved must be repeated until approved before the next competitive toss.

Person # 2 then coils and tosses to #3, #3 tosses to #4 tosses to #1, etc. The last person coils the line and holds it overhead, in proper coil, as signal of finish. Clock stops, when eight (8) successful tosses have been accomplished. Contestant may not move out of markings either tossing or receiving.

A maximum of four (4) unsuccessful throws is allowed by each person, then the line will be hand carried to the next member.

As #2 is coiling the line #3 will enter the square replacing #1. As #3 is coiling the line, #4 will come into the square and replace #2 and so on.

Scoring - Best time; with a 10 minute limit to successfully complete. Least number of throws is the tiebreaker, if needed.

Knot Tying Relay

Teams of 3 to 8

Objective - Team must start and end this relay event at attention. On signal, the first member in line will run up and tie the knot assigned by the judge. They return to the line, tags the second member who ties their assigned knot, returns, tags the third person, etc. The following are the required knots:

Bowline

Slipped Reef Knot (slipped square)

Bowline on a bight

Two half Hitches

Double Carrick bend

Figure 8

Sheet Bend

Taut Line

Each member should be able to tie all knots. Knots will be tied over/around a rail or rope. Line to be used will be 1/4 "to 3/8", 3-strand nylon.

Scoring: Best time wins. A 15-second penalty will be added for each incorrect knot

Lifeguard Relay

Teams of 4

In the spirit of the 550 yard swim for BSA Lifeguard, teams of 4 will complete a relay using the Approach Crawl and the Approach Breaststroke. Each stroke will be used twice, so two team members will swim the Approach Crawl, and two team members will swim the Approach Breaststroke. Team members will enter the water using any lifesaving entry which keeps the head above water. Each team member will swim one length of the pool (25 meters)

Scoring: Fastest time wins. Time penalties will be assessed for improper strokes, head going underwater during entry, etc.

Mariner's Quiz

Individual Event

Objective - A quiz, with a 45 minute time limit, will be given, consisting of multiple choices, true false and matching, as appropriate. Questions will cover lights, signaling, horns, buoys and markers, radio codes, international code flags, and nomenclature. Test will cover material required for Apprentice and Ordinary rank.

Scoring - Percentage of questions answered correctly and scores will be averaged based on the number of participants on team.

Ring Buoy Toss

Teams of 3 (Picked by Judge)

Objective - All Unit members must report for this event and the Judge will select three (3) members, from the Unit's complement to compete. Each person has two throws, using a life ring on approximately 50 ft. of line, at a 5 ft. wide target, 30 ft. away in the water. A successful throw is counted if the ring buoy lands beyond the target with the line across the target. Time counted from the judge's "GO" until the buoy has been retrieved following the 6th toss.

Scoring: 10 Pts. for each successful throw - maximum score 60. Unit with the highest number of points is first, etc. Time will be used as a tiebreaker.

Rubber Ducky Regatta

Individual competition

At the judge's signal, contestants wearing a PFD and carrying/wearing all other objects provided by judges, contestants will swim from the start to the finish line.

Scoring: Fastest time wins, penalties will be assessed for any lost objects.

Veterinarian

Written Exam

Each post will be scheduled for the written exam. The test will consist of 25 multiple choice questions and one scenario based essay. There is a 30 minute time limit. All questions will be general veterinarian based on current practices and case law.

Tournament Events

Tournaments are open to all participants. Block scheduling is to be used to allow teams to plan to participate in other events at Winterfest. No later than 8 AM Saturday units will be given a starting time for their first game.

Tournaments are single elimination. The tournaments are not being played in a morning/afternoon flight system. Volleyball will be entirely in the morning. Ultimate, Dodge Ball, and Basketball will be played in the afternoon. Bowling will take place all day in the time slots units sign-up for.

Each tournament event will have a maximum length to be played and is determined based on the number of teams and space availability. If a game has not been decided by usual scoring, the team with most points at the end of the time limit is the winner. In the event of a tie, a coin toss will determine the winner.

To assure a smooth tournament, we request that units arrive at least 15 minutes prior to their starting time for each game. A team forfeits the game if they are more than 5 minutes late.

Any post, crew, ship, or troop that enters a tournament must contribute one adult leader to assist with judging and scorekeeping during each game played by their team.

Bowling

Teams - will consist of 4 players.

Awards will be given for the top 3 team scores. This event will take place in the Gatlinburg Recreation Center.

Rules:

1. Each Post, Crew, Ship, or Troop is eligible to enter one four-person team. Teams smaller than 4 need to be willing to share a lane.
2. Each player gets two practice throws and then will bowl ONE 10-frame game.
3. You must follow the facility's rules regarding bowling shoes and food.
4. You may bring your own bowling ball and shoes.

Disc Golf

The event will take place at the Mills Park Disc Golf Course. Disc Golf is played like traditional golf, but with flying discs instead of balls and clubs. The object of the game is to throw the disc from a tee area into a basket with chains in the fewest throws possible. One point (stroke) is counted each time the disc is thrown. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins.

Scoring is on the honor system and players will not be penalized for rule infractions. Other players will keep you honest.

Plan on 45 minutes to complete a round. You may bring your own discs.

See Addendum #2 for rules

Dodge Ball

Teams - will consist of 8 players with a minimum of 6 players to avoid forfeit.

Beginning the game - Prior to the game beginning, 8 dodge ball balls are placed on the center line. Players then take a position behind the end line. Following a signal by the official, teams may approach the center-line to retrieve the balls. Once balls are retrieved from center line at the beginning rush the balls must be brought back to the respective end lines before they are considered "live".

Declaring a winner - The first team to legally eliminate all opposing players is the winner. If neither team is eliminated at the end of regulation, the team with the greater number of remaining players is the winner. In all overtime periods, the first team to legally eliminate any **one (1)** opponent will be the winner.

See Addendum #3 for rules

4-on-4 Basketball

See Addendum #4 for full rules.

Single elimination bracketed tournament.

Ultimate

The 5-on-5 Ultimate tournament will be a single elimination bracketed tournament. Each game will last between 10 and 20 minutes (time permitting). See addendum #5 for rules.

Volleyball

The tournament will again be held at the Gatlinburg Community Center.

Rules

1. Each Post, Crew, Ship, or Troop is eligible to enter one six person team.
2. Rally scoring will be used to speed the play of each match.

Team Events

Advanced Emergency Medical Competition

Description:

1. This team event will have two parts as a competition.
 - Part one is a written exam
 - Part two is a practical exam
2. The event is designed to evaluate the team as a Medical First Responder in knowledge and hands-on patient care.
3. The team will be evaluated in these areas and scored
 - Score will be tallied and awarded as First, Second, and Third place.

Competition Rules:

1. Professionalism will be shown at all times. This means no profanity, arguing with judges, unruly conduct, etc.
2. SAFETY is of utmost importance. Explorers will conduct themselves in a safe manner at all times. This includes lifting and moving of any patient or equipment.
3. If an Explorer argues with the judges the team is disqualified. Coaches may confer with judges after completion of an event but professionalism must be maintained.
4. Order of competition for each event will be selected on a “First Come, First Serve” basis. The entire team must be present before they can start the competition.
5. During the completion once a team has entered into the scenario box, they cannot leave for any reason. If any team members leave the scenario competition box, the scenario will stop and the team will be judged based on what they have completed.
6. Any teams caught discussing any of the scenarios with any other teams will be automatically disqualified from the competition.
 - This include any advisors discussing information with other teams from the same post/crew competing.
 - This includes and recording during the scenario.
7. Advisors may observe the scenario, but may not provide the team with direction of any kind.
8. Once the scenario is over the team may proceed to the next scenario, (please understand, each scenario will be a first come first tested bases).
9. After all teams are tested and scored the advisors may be allowed to ask about the scenario and their team performance, but may not see the final score sheet until after the final announcement of award is done.
10. All testing and team scenarios will be done Saturday morning starting at 0800 hrs.
11. All teams need to be at the team meeting on Friday night.

Written Exam:

1. The Advance Emergency Medical Competition will be an 80 question, multiple-choice test, covering material from the Current Brady First Responder Textbook. No other source will be used.
2. Each team will designate one member who will take the exam
 - The score from the exam will be averaged for an overall team score (see scoring

matrix)

- The designation of the exam takers must be done on the registration sheet or during Friday night registration.

Practical Scenario:

There are two scenario based practical check offs, Medical and Trauma. All scenarios use the standard National Registry of EMT's psychomotor skills sheets. The scenarios will utilize simulated patients where the team will have to interact with the patient

1. Each Team may consists up to four Explorers and/or Venturers. Each team will need to have a designated team leader to communicate with the evaluator during the scenario.
2. Teams are to bring the following items with them to competition.
 - A Fully stocked EMS Responder bag
 - The bag should contain supplies needed to handle both scenarios (Trauma & Medical)
 - The Jump Bag should carry only supplies designated for the Emergency Medical Responder, Pre-scenario inspections will be performed on each team.
 - C-collars (1 of each size or adjustable)
 - Long spine board with strapping system (1 per team)
 - Body Substance Isolation supplies for each team member

These items will be checked prior to competing.

3. All team members start from behind a pre-designated start line with all their equipment, once a team has entered the competition box no member may leave and no additional equipment may be brought in.
4. Each team may communicate with each other, but may not communicate with anyone outside the competition box.
5. When the team is ready the patient will be uncovered and time will begin when the team will enter the competition box.
6. Time will end when the patient is placed in the transport box.

Medical Scenario Station

1. The team will have to assess and manage a medical patient accurately within a 15 minute time period.
2. The patient used will have been given signs and symptoms that a real patient would have. The patient may be moulage to simulate any look needed to represent a medical patient.
3. Each team will be responsible for assessing and managing the patient based on the guidelines in the Brady First Responder Textbook.

Trauma Scenario Station

1. The team will have to assess, manage and package up for transport a trauma patient within a 10 minute time period.
2. The patient will be moulage to look and properly respond like a trauma patient would in the field.
3. Each team will be responsible for assessing and managing the patient based on the guidelines in the Brady First Responder Textbook.

NOTE: QUESTIONS WILL BE ANSWERED AT ORIENTATION ON FRIDAY NIGHT

Team Scoring:

1. All Practical Competition will have a 10 minute time limitation. Any team not having the patient in the transportation box will receive a 1 point reduction for each minute they have not completed the competition.
 - a. Each practical is worth 100 points
 - i. Deduction will be made for critical items left off from the patient care provided.
(see score sheet)
2. Written Test score will be averaged and added to the practical competition score from the trauma and medical practical.
3. The winning team will have the best score between the practical competition and written exam.
4. In the event of a tie, the teams will then take a 100 question comprehensive tiebreaker exam from the Brady First Responder Text.
5. The team with the highest combined score will be the winning team.

Scoring Matrix:

Team Name	Score from Written Exam	Score: Medical Assessment	Score: Trauma Assessment	Total Team Score
Post 1	85+80-165	80%	100%	345



Advanced Emergency Medical Competition
Team Registration Form – One form for each team competing
(Please print)

Team POST/CREW/UNIT Name:

Advisor: _____

Advisor Contact information (number & email):

Team Members & Team Name:

1	
2	
3	
4	

Advisor Signature and Date:



PATIENT ASSESSMENT - MEDICAL

Team: _____ Examiner: _____
 Date: _____ Signature: _____
 Scenario: _____

	Possible Points	Points Awarded
Actual Time Started: _____		
Takes or verbalizes body substance isolation precautions	1	
SCENE SIZE-UP		
Determines the scene/situation is safe	1	
Determines the mechanism of injury/nature of illness	1	
Determines the number of patients	1	
Requests additional help if necessary	1	
Considers stabilization of spine	1	
PRIMARY SURVEY		
Verbalizes general impression of the patient	1	
Determines responsiveness/level of consciousness	1	
Determines chief complaint/apparent life-threats	1	
Assesses airway and breathing		
-Assessment (1 point)	3	
-Assures adequate ventilation (1 point)		
-Initiates appropriate oxygen therapy (1 point)		
Assesses circulation		
-Assesses/controls major bleeding (1 point)	3	
-Assesses skin [either skin color, temperature, or condition] (1 point)		
-Assesses pulse (1 point)		
Identifies priority patients/makes transport decision	1	
HISTORY TAKING AND SECONDARY ASSESSMENT		
History of present illness		
-Onset (1 point)	8	
-Severity (1 point)		
-Provocation (1 point)		
-Time (1 point)		
-Quality (1 point)		
-Clarifying questions of associated signs and symptoms as related to OPQRST (2 points)		
-Radiation (1 point)		
Past medical history		
-Allergies (1 point)	5	
-Past pertinent history (1 point)		
-Events leading to present illness (1 point)		
-Medications (1 point)		
-Last oral intake (1 point)		
Performs secondary assessment [assess affected body part/system or, if indicated, completes rapid assessment]		
-Cardiovascular	5	
-Neurological		
-Integumentary		
-Reproductive		
-Pulmonary		
-Musculoskeletal		
-GI/GU		
-Psychological/Social		
Vital signs		
-Pulse (1 point)	5	
-Respiratory rate and quality (1 point each)		
-Blood pressure (1 point)		
-AVPU (1 point)		
Diagnostics	2	
States field impression of patient	1	
Verbalizes treatment plan for patient and calls for appropriate intervention(s)	1	
Transport decision re-evaluated	1	
REASSESSMENT		
Repeats primary survey	1	
Repeats vital signs	1	
Evaluates response to treatments	1	
Repeats secondary assessment regarding patient complaint or injuries	1	
Actual Time Ended: _____		
CRITICAL CRITERIA	TOTAL	48

- _____ Failure to initiate or call for transport of the patient within 15 minute time limit
- _____ Failure to take or verbalize body substance isolation precautions
- _____ Failure to determine scene safety before approaching patient
- _____ Failure to voice and ultimately provide appropriate oxygen therapy
- _____ Failure to assess/provide adequate ventilation
- _____ Failure to find or appropriately manage problems associated with airway, breathing, hemorrhage or shock [hypoperfusion]
- _____ Failure to differentiate patient's need for immediate transportation versus continued assessment and treatment at the scene
- _____ Does other detailed history or physical examination before assessing and treating threats to airway, breathing, and circulation
- _____ Failure to determine the patient's primary problem
- _____ Orders a dangerous or inappropriate intervention
- _____ Failure to provide for spinal protection when indicated



PATIENT ASSESSMENT - TRAUMA

Team: _____ Examiner: _____

Date: _____ Signature: _____

Scenario # _____

Actual Time Started: _____	NOTE: Areas denoted by "*" may be integrated within sequence of primary survey	Possible Points	Points Awarded
Takes or verbalizes body substance isolation precautions		1	
SCENE SIZE-UP			
Determines the scene/situation is safe		1	
Determines the mechanism of injury/nature of illness		1	
Determines the number of patients		1	
Requests additional help if necessary		1	
Considers stabilization of spine		1	
PRIMARY SURVEY/RESUSCITATION			
Verbalizes general impression of the patient		1	
Determines responsiveness/level of consciousness		1	
Determines chief complaint/apparent life-threats		1	
Airway		2	
-Opens and assesses airway (1 point)			
-Inserts adjunct as indicated (1 point)			
Breathing		4	
-Assess breathing (1 point)			
-Assures adequate ventilation (1 point)			
-Initiates appropriate oxygen therapy (1 point)			
-Manages any injury which may compromise breathing/ventilation (1 point)			
Circulation		4	
-Checks pulse (1 point)			
-Assess skin [either skin color, temperature, or condition] (1 point)			
-Assesses for and controls major bleeding if present (1 point)			
-Initiates shock management (1 point)			
Identifies priority patients/makes transport decision based upon calculated GCS		1	
HISTORY TAKING			
Obtains, or directs assistant to obtain, baseline vital signs		1	
Attempts to obtain SAMPLE history		1	
SECONDARY ASSESSMENT			
Head		3	
-Inspects mouth**, nose**, and assesses facial area (1 point)			
-Inspects and palpates scalp and ears (1 point)			
-Assesses eyes for PERL** (1 point)			
Neck**		3	
-Checks position of trachea (1 point)			
-Checks jugular veins (1 point)			
-Palpates cervical spine (1 point)			
Chest**		3	
-Inspects chest (1 point)			
-Palpates chest (1 point)			
-Auscultates chest (1 point)			
Abdomen/pelvis**		3	
-Inspects and palpates abdomen (1 point)			
-Assesses pelvis (1 point)			
-Verbalizes assessment of genitalia/perineum as needed (1 point)			
Lower extremities**		2	
-Inspects, palpates, and assesses motor, sensory, and distal circulatory functions (1 point/leg)			
Upper extremities		2	
-Inspects, palpates, and assesses motor, sensory, and distal circulatory functions (1 point/arm)			
Posterior thorax, lumbar, and buttocks**		2	
-Inspects and palpates posterior thorax (1 point)			
-Inspects and palpates lumbar and buttocks area (1 point)			
Manages secondary injuries and wounds appropriately		1	
Reassesses patient		1	
Actual Time Ended: _____		TOTAL	42

CRITICAL CRITERIA

- ____ Failure to initiate or call for transport of the patient within 10 minute time limit
- ____ Failure to take or verbalize body substance isolation precautions
- ____ Failure to determine scene safety
- ____ Failure to assess for and provide spinal protection when indicated
- ____ Failure to voice and ultimately provide high concentration of oxygen
- ____ Failure to assess/provide adequate ventilation
- ____ Failure to find or appropriately manage problems associated with airway, breathing, hemorrhage or shock [hypoperfusion]
- ____ Failure to differentiate patient's need for immediate transportation versus continued assessment/treatment at the scene
- ____ Does other detailed history or physical exam before assessing/treating threats to airway, breathing, and circulation
- ____ Failure to manage the patient as a competent EMT
- ____ Exhibits unacceptable affect with patient or other personnel
- ____ Uses or orders a dangerous or inappropriate intervention

EMS Combat Challenge

This team event will on Friday Night after the EMS team meeting.

Description:

The objective of this event is for a 3 member team to spinally immobilize a weighted patient and safely move that patient from the starting point to the end point while negotiating obstacles.

- When the challenge starts the team will properly secure the weighted mannequin using a long spine board, c-collar, and spider straps (all provided).
 - A ball will be placed on the patient's harness by the team and then the patient has to be safely moved from the starting point to the end point for the event to be completed.
- The event course (see basic diagram) will have traffic cones forming pathways that the team will have to negotiate the patient as well as obstacles the team will have to overcome to reach the end of the course safely with their patient.

The team will be evaluated and scored

- Score will be tallied and awarded as 1st, 2nd, and 3rd place.

Competition Rules:

1. SAFETY is of utmost importance. Team members will conduct themselves in a safe manner at all times. This includes performing proper lifting and moving of the patient as taught in EMS and negotiating the course.
2. Order of competition for each event will be selected on a "First Come, First Serve" basis. The entire team must be present before they can start the challenge.
3. During the challenge once a team has entered the course they cannot leave the course area until the challenge is completed or the entire team will be disqualified.
4. If an Explorer argues with the judges the team is disqualified. Coaches may confer with judges after completion of an event but professionalism must be maintained. Professionalism will be shown at all times. This means no profanity, arguing with judges, unruly conduct, etc.
5. There is no limit to how many teams can sign up for the challenge, all teams must be present on the completion floor and ready to go when the event starts. Fellow team members, family friends are encourage attending and supporting their teams as long as they all act with respect.

Engineering Design

The engineering design event is open to all youth participants at Winterfest.

A set of building materials will be provided for each team to use to address an "unknown" engineering problem.

Moot Court

This event does not involve the presentation of evidence and is focused solely on arguing the application of the law to a set of facts. While it usually involves drafting briefs and participating in oral argument, there won't be time to prepare briefs. Materials will be available in advance and the competition is limited to their presentation of the oral

argument to a panel of three judges, similar to arguing before an appellate court. The “justices” will have the materials in advance as well and can interrupt to ask questions. Before the US Supreme Court, each side gets 30 minutes to present the case, participants will be limited to 15-20 minutes. Each team may allot its time as it sees fit, but each team member must argue for a minimum of 5 minutes. They can participate in teams of 2-3.

No charts, diagrams, or other visual aids shall be used during oral arguments. However, competitors are allowed to read their notes from computers (e.g., iPads, tablet PCs, laptops) at the podium during oral arguments.

Judging will be based on the following:

- Accuracy of the statement of the facts
- Persuasiveness of the argument
- Relevant case citations
- Ability to respond to questions from the court
- Transition back to the oral argument
- Knowledge of the opposing party's case
- Etiquette/respect towards the appellate panel

*The simple factual scenario is listed in **Addendum 6**.*

Urban Orienteering (Land Navigation)

Pick up your event information at Friday night registration or Saturday morning from the Winterfest Headquarters area (in the Convention Center) to participate. This is a group activity.

There will be a 13 point orienteering course meandering through Gatlinburg. For each bearing, a brightly colored paper decorated with a geometrical design will be found. Copy the design on space provided inside the course pamphlet. Use leap frog techniques to cover great distances or overcome obstacles along the way. Approximate distance 2.5 miles. GPS units will not be available for checkout (please bring your own!). This event will take you through downtown Gatlinburg Prizes for 1st, 2nd, and 3rd place finishers. This event is open to all youth participants at Winterfest.

Please bring your own compass and GPS receiver to participate.

Individual Events

Archery Competition and Match Shoot

Rules:

This is an individual competition
3 shots per archer
Targets will be 3-D and paper
Scoring may only take place once
60 second time limit
Targets will be shot in order
Ties will be broken with highest scoring arrows
Ex. (A) $6+10+5=21$ (B) $8+8+5=21$ A is winner
Three places will be awarded: 1st, 2nd, 3rd

Scoring

Bear: 5 points body, 6 points inside large area, 8 points small area
Deer: 5 points body, 8 points inside large area, 10 points small area
Multicolor target will be ring value with a bonus dot in the blue rings worth 14 points
Head shots will be deducted 5 points from total score
Head shots are anything from ears forward
0 points for targets shot out of order
Bounce outs will be re-shot with no time limit
Total score based on 3 shots
Total possible score= 31

Backpacking Challenge

Objective - How fast can you get ready to go backpacking? Let's find out!!

The Backpacking Challenge tests a Venturer's or Boy Scout's ability to select and pack the appropriate gear for a backpacking trip. A backpack and a variety of items are available to choose from; some of these items are necessary for a backpacking trip, others are not.

Scoring – Crews/Troops are judged on how many correct items are chosen, as well as their knowledge of why the item is necessary. The manner in which items are arranged in the pack will also be evaluated.

- Points are assigned on the time required to load the pack and place it on your back 5 second penalty for each required item missing
- Points are assigned to the items chosen and deductions/additions are made for choice and knowledge of items.

Backpacking Stove Cooking Competition

Cooking Core Requirements: **YOUTH COOKS ONLY**.

Demonstrate that you can prepare backpacking-type trail food using a backpacking style stove.

Ingredients:

Must be ingredients (your choice) of a meal that would be backpacked in and eaten by two people. Your favorite Commercial Pre-packaged trail meals O.K.

Optional (Your favorite trail mix to share with audience observers)

Backpacking Cooking Gear:

- Backpack Cooking Stove (Fuel of your choice)
- Backpacking Pot (s) and or Pan (s)
- Backpacking Utensils

Be prepared to cook in weather conditions of January and February in the wilds of Gatlinburg.

Purpose of event is to have fun sharing and teaching backpack cooking with fellow adventurers and or complete Cooking Core Requirement (d).

Rules:

- Pre-registration Friday Night.
- Chef check-in Saturday at Mynatt Park
- Participants must bring everything (Food, Cooking Equipment, etc.)
- Must practice "Leave No Trace" during and after the demonstration

Time:

10:30	AM	Chef Meeting
10:30	AM	Start Demonstrating and Cooking
11:30	AM	Stop Cooking
11:45	AM	Present meal for Judging
11:45	AM - 12:15 PM	Judging

Basic First Aid

Written Test - Will consist of 50 questions, all multiple choice with a time limit of 45 minutes.

Practical Test - Includes medical and/or trauma scenarios with a posted time limit for each testing station.

CPR Practical - Includes any/or all practical skills taught in the American Heart Association Basic Life Support for Healthcare Provider – 2011 AHA Guidelines for Cardiopulmonary Resuscitation and Emergency Cardiovascular Care.

Required Supplies - All necessary supplies are provided: However, if you prefer, you can bring your own.

Testing Criteria:

First Aid related material: National Safety Council First Aid (2004)

CPR material: - American Heart Association Basic Life Support for Health Care Provider (80-1010). CPR written and practical components is based on the 2011 AHA Guidelines for Cardiopulmonary Resuscitation and Emergency Cardiovascular Care.

In Case of a Tie - A written test will be given to decide the winner.

Bouldering

Back again this year: our 'horizontal climbing' structure is newly re-designed and ready to challenge all levels of climbers. Bouldering problems will be judged on distance, then time (only the 1st attempt counts). Spotters needed, so bring your cheering section. You're welcome to bring your own shoes, but no barefoot climbing, please!

Caving Challenge - Squeeze Box

Have you ever wondered how tight a space that you can get through in a cave but didn't have a cave handy to try it out? How about the effect that stalagmites and stalactites might have on your ability to get through a tight passage? Would your friends on the outside like to see you suffer on the inside of the box? If these questions have kept you up at night then the Squeeze box is for you. Preliminary competitions for youth are held at 10 AM and 2 PM. Youth finals are held at 4 PM. Adult competition is held at noon (12 PM) come watch these guys squeeze thru the box.

What's a squeeze box? It's a five (5) foot long by three (3) feet wide tunnel with a ceiling that is adjustable in quarter inch increments. Don't worry if you get stuck, the ceiling is spring loaded and we can get you out quickly. We can also insert up to seven (7) stalagmites just to make things interesting. There is also a Plexiglas window in one of the sides so that everyone outside can see what is going on inside. By the way, the record for the box is six (6) inches, the same length of a dollar bill. What will you be able to do? Winners get to autograph the box!

Climbing Wall

Participants climb the wall with correct commands and responses to your belayer. The climbing wall will be judged on the fastest time to the top and use of proper climbing commands.

All climbing equipment provided for participants; you may use your own climbing shoes if you prefer. If you do not have climbing shoes, we recommend stiff-soled shoes (like trail-sneakers) that tie. No barefoot/flip-flops are allowed on the wall.

Crab Cage Caving Challenge

Another caving skill is being able to turn around in a tight space. To practice that skill, we bring a crab cage. Crawl in, turn around, and crawl out, sounds easy. But is it?

Dutch Oven Cooking

Are you ready to participate in a "Think outside the box" Dutch oven cook-off? The ingredients below are the only items to be used, at event check-in some ingredients maybe removed.

Food you must bring:

- 1 Pizza Crust
- 1-2 lbs Beef or Chicken (pre-cooked okay)
- 1 Block of Mozzarella Cheese
- 1 Block of Cheddar Cheese
- 1 two-liter bottle of Coke or Sprite
- 1 can of Fruit Salad
- 1 box of Taco Shells
- 1 can of beans (your choice)
- 1 box of noodles (your choice)
- 1 can of tomato sauce
- 1 loaf of your bread (your choice)
- 1 box of Wheat Chex
- 1 box of powdered milk
- 1 bottle of sweet and sour sauce
- 1 shaker of pepper
- 3 grade A large eggs
- 1 jar of peanuts
- 1 box of crackers (your choice)
- 1 canister of stuffing
- 1 box of instant potatoes (your choice)
- 1 item of your choice

Equipment

- 1-2 Dutch ovens
- Charcoal
- Dutch oven table or something safe to cook on
- Fire lighting and extinguishing materials
- Serving and cooking utensils
- Presentation items (your choice, plates, etc.)

Rules:

- Registration Friday night
- Chef check-in Sat. 10:00 AM
- Participants must bring everything (Food, Cooking Equipment, etc.)
- Only food items listed above maybe used. Must practice “Leave No Trace” clean-up afterwards. Presentation of prepared dishes will be very important.

This is a young adult Venture, Explorer, Sea Scout or Troop competition; adults are present for safety only (Fire). Disqualifications for Adults “Mixing the Pot”.

Time:

10:00	Chef Meeting, Start Coals, Prepare ingredients
10:15	Start cooking
11:30	Stop cooking
11:45	Present dishes for judging
11:50	Judging

Georgia Sport Shooting Assoc. - Air Rifle Shooting Range

A big hit in past years, this indoor range will be set up to try your aim at targets in our indoor Shooting Range. We will keep scores of the sharpest shot and give out awards on Saturday night.

You will find the shooting range in the Convention Center.

Outdoor Range Events - Shooting (NRA)

Rifle, Shotgun, and Pistol Shooting events will be held all day Saturday at the Gatlinburg Sportsman’s Club. Shooting events are open to registered Venturers, Boy Scouts, and Explorers who have either completed NRA certification or who have attended the

appropriate safety briefing at Winterfest. Boy Scouts **ARE NOT** allowed to participate in Pistol Shooting this event is only open to registered Explorers/Ventures.

Event registration will be held Friday evening at the Convention Center for all Saturday shooting events. Units can sign up for more than one event but must sign up for a separate time slot for each event. If there are any questions there will be Shooting Sports Staff on hand at the Convention Center Friday evening.

All individuals/units must register for a time slot and be sure to allow ample travel time to and from the sportsman's club. Please be punctual as this is a popular event and we want to ensure that everyone gets a chance to participate.

There will be safety briefings held at the Convention Center Friday evening and Saturday morning (time and place will be posted later) and all participants **MUST** either attend a briefing or present proof of NRA certification in order to shoot. All attendees of the on-site briefing will be given a wrist band that must be worn in order to participate (no exceptions).

New to the event this year will be a bus dedicated to transportation between the Convention Center and the Sportsman's Club making a round trip every 30 minutes. Participants that wish to drive themselves will be directed to park at the church outside of the Sportsman's Club where a shuttle van is provided to all shooting events as well as the Individual Tactical Fitness Challenge and Buckskin Games.

All events at the Gatlinburg Sportsman's Club will be outdoors so dress accordingly. There are portable toilets available throughout the venue for your convenience.

This facility is graciously provided to Winterfest by the members of the Gatlinburg Sportsman's Club and it is important to remember that we are guests and ensure that there is no horseplay and that we take care to leave the facility better than we found it.

Rifle: - There will be one range where participants will be given the opportunity to shoot a .22 cal rifle. We will keep scores of the sharpest shot and hand out awards at the Closing Show.

Shotgun: There will be two ranges where participants will have the opportunity to shoot 20ga shotguns at moving clay targets. We will keep scores of the sharpest shot and hand out awards at the Closing Show.

Pistol: Participants will have the opportunity to shoot one on one with an instructor with .22cal pistols at a fixed target. We will keep scores of the sharpest shot and hand out awards at the Closing Show.

Outdoor Range Events - Knife Throw

This is a skill patterned after the abilities of the frontiersmen and mountain men to throw a big knife into a log or tree. Participants are paired up, and throw the knives at targets of wood. The leader gives them a demonstration on how to throw the knife, pointing out safety concerns. The participants move to the target areas and receive their six knives. The participants throw when given the signal, and then when both have thrown their practice throws, they retrieve the knives and prepare to throw for points. If they have difficulty throwing, they can practice until they get an understanding of the skill. The challenge is to stick the knife into the bulls-eye of the target.

Rules: These apply to both events

1. The leader gives a demonstration of what they are to do and how to do it and assigns participants a station.
2. The leader directs throwing so that safety rules are observed.
3. The staff member demonstrates how to throw a "hawk" or knife

4. One participant throws the "hawks" or knives while the other watches. A staff member points out ways for the participant to improve after each throw.
5. The participant throwing retrieves the "hawks" or knives.
6. The participant not throwing stands at the throwing line while the "hawks" or knives are retrieved.
7. The next participant then takes their turn.
8. Only one set of "hawks" (three "hawks" in a set) or knives (six knives in a set) are used per throwing space (target).
9. Anyone not observing the safety rules will forfeit their right to participate.

Outdoor Range Events - Tomahawk Throw

Each participant will be taught how to throw a tomahawk and given a chance to practice throwing it. After they have had a chance to practice, they will throw three "hawks" for their score. The scoring will be based on accuracy. The target is a cross-sectional area of a log from 18 inches to 24 inches in diameter. A target will be painted or a card placed in the center of the target, and each participant is awarded points for how close to the center of the target they get and how many hawks stick.

Photo Challenge

On Saturday take as many photos of you and crew/troop/ship or post on the hunt for certain scavenger hunt items. A list of items will be provided that you should find and take a photo of. Make sure you include as many people as possible because extra points will be given for the amount of people in each photo. Each team should turn their scorecard and be prepared to show the photos taken at turn in. Turn in will be at the Southern Region Venturing Booth before 5; awards will be given for 1st, 2nd or 3rd.

Rope Climb

Participants will climb a rope using Prussic loops to the ceiling of the convention center and is judged on the fastest time to the top and the use of correct commands and responses to your belayer.

Tabletop Display Contest

Displays can be on Bronze, Ranger, or Quartermaster Awards, Crew/Post trips, careers, or any other topic related to your unit.

1. Computers are not provided and Internet access is not available, therefore websites must be stand alone.
2. All displays must be free standing.
3. Displays must be picked up before the Closing Show Saturday night. We hope you will leave your display for people to view throughout the day, but if you have security concerns leave only materials you feel comfortable left unattended.
4. The displays will be judged on:
 - Quality of layout and clarity of information;
 - How well you utilize chosen media(s) – traditional display, slideshow, website
 - Presentation of Display
 - 3 to 5 minute talk on why the display was made and what the display is

- about
- Answers to judges questions

At registration Friday night information is provided about the location of set up. Judging and presentations will be between 8:00-9:30 AM. There is no limit to the number of displays per Crew/Post or individual

Talent Show

Winterfest participants can showcase any form of talent as a group or individual. The top talent acts will be showing their stuff in front of all Winterfest participants at the Closing Show Saturday Night.

Preliminary judging starts at 10 PM Friday night, in Exhibit Hall 1 at the Convention Center. Groups and individuals will “pre-qualify” on a first-come first-served basis. Bring any equipment your need with you (cd, instruments, props, etc). Music cannot be on a MP3 player, iPod or cell phone. Pre-recorded music **MUST** be on a CD. A CD player and microphones will be provided. You **MUST** attend Friday’s Preliminary Judging in order to compete on Saturday night.

Only the top four acts advance to the finals. The top acts moving on to the finals will be listed at Winterfest Headquarters by 10 AM Saturday morning. At that time, you will be given instructions for rehearsal times on Saturday afternoon. After rehearsal the order of performance in the final show will be determined. **If you miss rehearsal you will forfeit performing at the closing show and will be withdrawn from the competition.**

Rules

1. You may participate as an individual or as a group. There is no limit as to the number of entries per Post or Crew.
2. No Adults
3. Each act is limited to 4 total minutes. This time limit includes any needed set up time your act may require.
4. If **recorded music** is to be used, it **MUST** be on CD.
5. NO PROFANITY OR GRAPHIC LANGUAGE OR INAPPROPRIATE DRESS AND/OR MOVEMENT CAN BE USED IN ANY TALENT ACT. BASICALLY, IF YOU WOULDN’T DO IT IN FRONT OF YOUR RELIGIOUS OFFICIAL OR YOUR GRANDMOTHER- DON’T PLAN ON DOING IT HERE.

Non-Competitive Events

Archery Free Shoot

Anyone registered youth or adult can walk up and try their hand at shooting bows and arrows. Get in line and test your skill you may find out you need to get a team together and try the Match Shoot.

Flying Squirrel

The Flying Squirrel is a favorite element of many participants. One participant at a time puts on a full body harness and gets connected to the belay/haul rope. The haul rope is then pulled on by a large group of participants which quickly and smoothly levitates the “squirrel” up into the air. The flying squirrel is an excellent element to use with groups that have both reluctant and energetic people because it naturally allows a wide range of “choice” in how to participate. Those that are reluctant can be pulled slowly or not very high while those who are enthusiastic can be rocketed off the ground!

Radio Scouting

This demonstration helps expose Scouts to the technology, fun, and magic of amateur radio. Amateur radio, also known as ham radio, is both a hobby and a service using radio communications equipment to communicate with other amateur operators for public service, recreation, and self-training. Radio Scouting covers all aspects of amateur radio within the Scouting Movement. Scouts will have the possibility to engage in conversations with radio operators across the country and around the world (where allowed). Presentations will cover many aspects of radio communication from long distance communication, to satellite communication, and communication support to local events and emergencies.

Rappelling

Climb up the stairs to the rafters and test your nerve as you rappel 30 feet to the floor. Harness, helmet, and gloves provided. Closed-toed shoes required. Happiness is found on the way down!

V-Squeeze

1,000,000's of combinations. See how few obstacles you have to move to make it through. Can you do it backwards? How about tied to a partner?

V-Swing

An element designed to test the capacity for the participant to scream. The element is built of wire rope in the form of a V and suspended approximately 30 feet to just above the floor.

The participant in a full body harness ascends a ladder where a haul line is wrapped around the harness with the participant holding the end of the line. The participant's team then pulls the line, pulling the participant to a height determined by the participant. When the

participant feels that they have gone high enough, they release the line to pendulum over a wide arch. At this point the participant's ability to scream is tested.

Roundtable - Exploring

This is an opportunity for Advisors and Explorers to discuss various issues affecting their Posts. Find out what other Posts are doing that is working (or not!) This event takes place in the Convention Center Saturday evening after competitive events have concluded. Check your pocket schedule for the time and location of the Exploring Roundtable.

Roundtable - Venturing

WANT TO KNOW WHAT OTHER VENTURING CREWS ARE DOING?

WANT TO BRAG ABOUT WHAT YOUR CREW HAS DONE?

DO YOU WANT TO KNOW WHERE VENTURING FRIENDLY CAMPS ARE LOCATED?

WHAT KIND OF SUPER ACTIVITIES ARE YOU DOING?

There is an opportunity for both youth and adults to participate and share their experiences. Come and learn what other Crews are doing and where great opportunities exist for your crew.

If we have enough registered we will try to hold separate forums for young people and adults with a combined summary session at the end.

This event will be held Saturday evening after all competitions/activities so everyone has the opportunity to attend. Check your Winterfest pocket schedule for the location.

Ripley's Late Night Registration Form

Ripley's Believe It or Not has partnered with Winterfest to provide late night fun to your youth and leaders again this year! On Friday night only, from 7 PM to 12 AM (midnight). Ripley's will keep 3 attractions open, solely for Winterfest participants, for just \$12 youth and adults can choose to go through one of the following Ripley's Haunted House, Believe It or Not, and/or Aquarium! Regular price is \$15 to \$29. Tickets must be ordered in advance (and received by the Northeast Georgia Council by Friday, January 29, 2016)

Use this order form to order your tickets for Late Night Ripley's Fun or go to bsawinterfest.org to order online:

Name of Unit Leader: _____

Daytime Phone: _____/_____

Cell Phone: _____/_____

Evening Phone: _____/_____

Unit: Crew: _____

 Ship: _____

 Post: _____

 Troop _____

Number of Tickets for Ripley's Late Night: _____ x \$12.00 = _____

Payment by: Check (Number: _____) check must be attached to this form

 Credit Card: _____ Visa

 _____ MasterCard

 _____ Discover

A convenience fee of \$2 per transaction is added to credit card payments.

Please print clearly:

 Name on Card: _____

 Account Number: _____

 Expiration Date: _____

 3 digit Security Code: _____

 Signature of Card Holder: _____

If you did not register on-line mail this form (with check enclosed) to Winterfest/Late Night Ripley's Event, PO Box 399, Jefferson, GA 30549.

OR fax this form (credit card information must be included and legible) to Amy Holbrook (706-693-4849).

Late Night Zip Gatlinburg Adventure Registration Form

Zip Gatlinburg is partnering with Winterfest to provide some exciting late night fun to your youth and leaders! For Friday night only, from 8 PM to 12 AM (midnight). Zip Gatlinburg will open their 9 line course which overlooks downtown Gatlinburg solely for Winterfest participants. For just \$26 your youth and adults get to experience a 1 hour treetop aerial experience! Tickets must be ordered in advance (and must be received by the Northeast Georgia Council by Friday, January 29, 2016).

A waiver is required; see attached and must be signed by a parent if under 18.

Use this order form to order your tickets to Gatlinburg Zip line Adventure or go to bsawinterfest.org to order on-line:

Name of Unit Leader: _____

Daytime Phone: _____/_____

Cell Phone: _____/_____

Evening Phone: _____/_____

Unit: Crew: _____

Ship: _____

Post: _____

Troop _____

Number of Tickets for Zip Gatlinburg Adventure: _____ x \$26 _____

Payment by: Check (Number: _____) *check must be attached to this form*

Credit Card: _____ Visa

_____ MasterCard

_____ Discover

A convenience fee of \$2 per transaction is added to credit card payments.

Please print clearly:

Name on Card: _____

Account Number: _____

Expiration Date: _____

3 digit Security Code: _____

Signature of Card Holder: _____

If you did not register on-line mail this form (with check enclosed) to Winterfest/Late Night Zip Gatlinburg Adventure, PO Box 399, Jefferson, GA 30549.

OR fax this form (credit card information must be included and legible) to Amy Holbrook (706-693-4849).

RELEASE AND WAIVER

GATLINBURG ZIPLINES TREETOP AERIAL ADVENTURES, LLC

125 Historic Nature Trail (main office); 222 Savage Garden (zip line/ropes course)

Gatlinburg, Tennessee 37738

CUSTOMER NAME: _____

DATE OF BIRTH _____

NAME OF GUARDIAN (IF CUSTOMER IS UNDER 18) _____

ADDRESS: _____

TELEPHONE: (_____) _____ WEIGHT (lbs.): _____ ARE YOU PREGNANT? _____

DO YOU HAVE ANY MEDICAL CONDITIONS WE SHOULD BE AWARE OF (IF SO, WHAT ARE THEY?) _____

NOTICE: THIS RELEASE AND WAIVER AFFECTS YOUR LEGAL RIGHTS.

PLEASE READ IT VERY CAREFULLY AND UNDERSTAND IT BEFORE YOU SIGN.

Gatlinburg Zip lines Treetop Aerial Adventures, LLC is referred to herein as "COMPANY". In consideration of the services that Company will provide to me, I hereby promise and agree on behalf of myself (and, if I am signing this document on behalf of a person who is under the age of eighteen, on their behalf as Legal Guardian), and my heirs, assigns, personal representatives and estate (or those of the minor if I am Legal Guardian) as follows:

1. I recognize and acknowledge that there are risks inherent in any activity. The same factors that contribute to enjoying an activity may also result in damages, injury, and illness or, in certain cases, serious injury or death. **Having acknowledged that these risks, while extremely rare, do exist in these activities, I hereby specifically accept and assume all risks, including the following specific risks, that may possibly arise by participating in the Gatlinburg Zip lines Treetop Aerial Adventures, LLC zip line or ropes tour or ride (the "Activity") and including any transportation to and from the course:** (a) my participation in the Activity may result in accidents, injury, serious injury and/or death; (b) such injuries or accidents, though rare, may occur where there are no immediately available medical facilities; (c) during the Activity, I may experience fatigue, extreme heat, chill and/or dizziness which may diminish my reaction time and that of others and may therefore increase the risk of accident; (d) changing weather, fog, rain, sleet, snow, lightning, falling branches, wild animals, and/or other conditions, slippery trails and/or roads, including course terrain, conditions of the treetop platforms, falling rocks, falling limbs or debris from trees and erosive cliff edges through or near which I will be walking and/or traveling, my own inability to properly participate in the Activity or to follow rules and directions concerning the Activity and unforeseeable events may all contribute to the chances of accident and/or injury including negligence, actions or errors by guides and/or staff members.

INITIAL (_____) _____

2. I hereby confirm that I am at least eighteen years of age or my legal guardian has read this Release and has taken all responsibility for my participation in the Activity, that I am physically and mentally capable of participating in the Activity, that I will comply with all of the instructions and safety requirements for participating in the Activity, that I am capable of using the equipment provided to me by the Company, and that I am participating in the Activity voluntarily and of my own free will. **I acknowledge that I will be required to listen to and follow rules and guidelines for participating in the Activity, including but not limited to the following:**

- I will abide by all instructions provided to me by the Company, and the Company's designated guides
- I will not make any adjustments to my equipment and I agree that all adjustments will be made only by or with the assistance of a Company tour guide; I will notify a guide of any concerns about fit or adjustment of equipment.
- I will not intentionally flip myself over or invert myself while on the zip line or Activity. I will hold on with at least one hand at all times while zipping or involved in the Activity.

INITIAL (_____)

3. I understand and agree that Company reserves the right to refuse to permit me to participate in the Activity, and that the Company may terminate my participation in the Activity if it believes me to be incapable of following the instructions or meeting the safety requirements or the rigors of participating in the Activity. I hereby release Company, its members, and its employees from any liability if I am prevented from participating in the Activity for any reason.

INITIAL (_____)

4. I agree that if anything in this Release cannot be enforced, then whatever is found to be unenforceable shall be severed from the Release and the rest of the Release shall be enforced without the severed section. I release Company from any liability, to the full extent allowed by law. INITIAL (_____)

5. RELEASE OF LIABILITY AND ASSUMPTION OF RISK: I hereby agree to assume full responsibility for myself and anyone else over whom I am legal guardian, for bodily injury, death, or damages incurred as a result of my participation in the Activity including transportation to and from the course. I further agree to defend, indemnify, release, and hold harmless Gatlinburg Zip lines Treetop Aerial Adventures, LLC and their affiliates, agents, employees, officers, members, and owners from any liability WHATSOEVER, including injury, death, loss of property, expenses, Company's costs of defense and Company's attorney fees, resulting from my participation in the Activity including transportation to and from the course or resulting from any negligence committed by the Company, any employee or agent of the Company, or any customers of the Company and/or any lawsuit or litigation resulting from my participation in the Activity including transportation to and from the course. INITIAL (_____)

6. I hereby agree and confirm that the venue of any claim, action, or dispute arising under this agreement and Release, or as a result of my participation in the Activity, shall be Sevier County, Tennessee. INITIAL (_____)

7. I further agree to allow Gatlinburg Zip lines Treetop Aerial Adventures, LLC to use any photos or videos for marketing purposes. INITIAL (_____)

Tours cancelled by the operator due to weather will be given a voucher up to a year. I acknowledge I must reschedule or cancel exceeding 72 hours of my scheduled tour or I am responsible for payment in full.

I READ, I UNDERSTAND AND I ACCEPT THE TERMS AND CONDITIONS OF THIS RELEASE AND WAIVER.

Customer Signature: _____

Print Name: _____ Date: _____

Legal Guardian Signature if Customer under 18 _____

Addendums

Addendum #1: Cardboard Regatta Rules

Supplies allowed for building your cardboard boat:

1. A box cutter or sharp cutting tool
2. Contact cement
3. Construction adhesive (like Liquid Nails) and a caulking gun
4. Duct tape
5. Yardstick or ruler
6. 2 pieces of cardboard (**provided by the judges**)
7. Pencil
8. Latex enamel or spray paint for final coats [no multi-part paints allowed]
(*optional*)
9. 2 sheets of plastic [one to be used to protect the work area]
10. Paint brushes and rollers (*optional*)
11. Building square (*optional*)
12. Wallboard screws for holding cardboard together while glue dries. These must be removed when glue dries. (*optional*)
13. Battery drill or screwdriver for installing screws (*optional*)
14. Decorations can be any material but not used to reinforce the structure of the boat (*optional*)

Getting Started

Along the way, you will enjoy encountering and dealing with many small details. But look ahead to the satisfaction of knowing you accomplished something that most people won't even try -- building a boat made of corrugated cardboard.

First- start with some objective in mind. Maybe you want to build the fastest boat. Perhaps you are more interested in one of the awards for design or eye appeal. Maybe you want to win the Team Spirit Award. Or just maybe you want to take home the Most Spectacular Sinking Award.

Next - start with a **design idea**, a vision of what you want your cardboard creation to look like. It can be any design you like or want to try out you can consider: submarines, aircraft carriers, PT boats, lake freighters, pirate ships, and so on.

To save time **build a model** using a manila folder or other heavy paper or lightweight cardboard. That way, you can fold, re-fold, and fold again to get your design. You can cut it up, glue it together, and try out your design idea in small scale before working on a full-sized creation. Or you can throw out an idea that sounded great, but just won't work, then try something else before you have wasted any cardboard.

How about a little science? If you want, you can toss in a little physics or other sciences. Maybe you will choose to calculate the **displacement** of your design idea so that you will have some certainty about the buoyancy of your design. Here's the basic number: a cubic foot of water weighs about 62 pounds. That means that a 180-pound man will float in a boat that is 1 foot by 1 foot by 3 feet - of course, that could be a bit uncomfortable! But at least you would know just how much boat you will need for you (and your crew) so you don't overdesign it and add unnecessary weight.

Creative problem-solving is the name of the game. Whether you get your creative insights from methodical effort or from wide-ranging trial-and-error, building a cardboard boat, will be - both fun and challenging.

There are no plans, no pre-set designs, and no step-by-step instructions here. No recipe cards, no fill-in-the-blank formats. The first ingredient in cardboard boat-building is creativity. The second important ingredient is problem-solving

Handling cardboard - you will find it easier and more fun if you keep in mind a few tips.

1. You can have strength and still keep your boat light if you laminate layers of cardboard. In fact, try placing one layer so that the corrugations run in one direction, then placing the second layer so that the corrugations run at a 90-degree angle to the first layer.
2. To fold cardboard across the corrugations, consider scoring the line of the fold with the butt end of your utility knife.
3. Don't step on your cardboard! If you break the corrugations - well, think about it.
4. To keep your cardboard dry, don't forget to seal the edges with duct tape. If water gets into your corrugations, you can have great fun watching it get drawn through the corrugation just like in a drinking straw. That may be okay when you have time to do something about it, but if you see this happen in the middle of a race.

Here's a bunch of other items to think about.

- A flat bottom is recommended. A V-shaped bottom is likely to tip over unless the V is very gentle.
- The lowest center of gravity is the most stable; kneeling or standing will cause you to tip over.
- Longer boats go faster, but they are harder to turn.
- Boats shorter than 3 feet are difficult to steer.
- For height, allow about 18 inches for you to sit and paddle effectively without the edge of your boat blocking your arms.
- For width, figure about 18 inches for a kayak, about 23-24 inches for a canoe. Figure about 30 inches maximum for 1 person, 48 inches for two people.
- Duct tape shrinks when it is painted.

Some of the fun is in the discovery. So that's it for tips. Now go for it! Keep in mind the other lessons you learn along the way. That will make building your next boat just that much easier.

"The Rules" for this event are primarily for safety: participants have to wear PFDs (lifejackets) while in the boat. There are some requirements regarding the use of certain substances and materials for boat construction. But the great part about the event is that there is really no one way to build a cardboard boat, so the rules don't limit the creativity of participants. But other than those, people are encouraged - no, expected - to be creative.

General Rules

1. Only corrugated cardboard will be used. It must not be bonded to any other material such as vinyl. Non-corrugated material may not be used. No solid cardboard and no carpet roll tubes may be used, except for decorations.
2. Wood, metal, Styrofoam, or other materials that would aid in flotation or make the hull rigid are prohibited, but may be used for decoration. This restriction applies to the keel, transom, ribs, hull, etc.
3. Hulls may be painted with any "one-part" paint. No epoxy glues, fiberglass resins or "multi-part" varnishes or paints may be used. Hulls may not be "wrapped" in plastic, duct tape or anything else. Tar based substances like roof coatings are not permitted.

4. Joints and seams should be taped. No nails, metal, wood fasteners, or staples may be used in the construction of the boat (small amounts may be used for removable decoration only).
5. Design is “builder’s choice.” Let your imagination reign supreme! A minimum of 65% of the boat’s volume must remain above water during racing. Failure to meet this rule will result in a 20 second time penalty.
6. Decorations may be made from any material but may not be used to reinforce the actual structure of the boat.
7. Boats from previous years will not be allowed.
8. No boat will be allowed to leave the starting gate unless all persons on board are wearing a Personal Flotation Device (PFD). (Participants will provide their own PFDs and paddles.)
9. Boats are subject to inspection and disqualification for each violation of the above General Rules, (with the exception of rule # 6 which results in a 20 second time penalty).
10. All entrants must ensure that their portion of the pit area has been cleaned prior to departure on Regatta day. All boats must be removed from the pool or cut apart and placed in trash containers.
11. Prior to the races, boats will be judged in the following categories: Best Original Design (most creative design and best use of corrugated cardboard), Best Construction or Construction Technique, Best Decorated, Team Spirit (most-spirited and best organized (?) team ... the looks of the boat aren’t considered), Most Spectacular Sinking (most spectacular sinking ... to qualify, you must salvage the remains completely).
12. Units may have multiple teams in the event.
13. Boats must be propelled by paddles, oars, etc.

Note: Rules are subject to change. Units will be notified in writing if changes are made.

Have fun! Be creative! If you can dream it, you can do it!

Addendum #2: Disc Golf

Tee Throws

Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.

Lie

The lie is the spot where the player's previous throw has landed. Mark lie with a mini disc or turn over the thrown disc, directly towards the hole or designated fairway. The player's subsequent throw is made from directly behind the marked lie.

Throwing Order

The player with the least amount of strokes on the previous hole is the first to tee off on the next hole. After teeing off, the player whose disc is farthest from the hole always throws first.

Fairway Throws

Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters of the target. Any shot within 10 meters of the target requires that the player not move past the lie until the disc is at rest.

Dogleg (or Mandatory)

A dogleg is one or more designated trees or poles in the fairway that must be passed as indicated by arrows. Until the dogleg is passed the closest foot to the dogleg must be on the lie when the disc is released.

Completion of Hole

A disc that comes to rest in the basket or chains constitutes successful completion of that hole.

Unplayable Lie

Any disc that comes to rest above the ground is considered an unplayable lie. The disc must be thrown from the lie on the ground, directly underneath the unplayable lie, relocated to avoid damage to the vegetation.

Out of Bounds

If any area of out of bounds is visible between the disc and out of bounds line, then the disc is considered out of bounds. A throw that lands out of bounds, must be played from a point 3 feet in bounds from where the disc went out of bounds. Permanent water hazards and public roads are always out of bounds.

Penalties

Recreational players will not be penalized for rule infractions. Other players will keep you honest.

Course Courtesy

- Remain quiet and avoid unnecessary movements while others are throwing.
- Stand behind the player who is throwing until throw is complete.
- Remove disc from hole after completing the hole.
- Help new players learn the rules.
- Allow faster groups to play through when possible.
- Pick up trash and put in proper receptacles.
- Do not alter the course (trees, bushes, etc.) in any way.

Addendum #3: Dodge Ball

BOUNDARIES: During play, all players must remain within the boundary lines. There is no boundary for the end lines. Players may pass through their **end-line only** to retrieve stray balls. When retrieving the ball, the player must also immediately re-enter the playing field **only** through their end-line. A player may be handed a ball as long as they are inside the boundaries.

A player shall **not**:

- Have any part of their body contact the playing surface on or over a side line unless retrieving a stray ball and it must be noted by the Judge. (Only through end line)
- Exit or re-enter the field through their sideline.
- Leave the playing field to avoid being hit by, or attempt to catch, a ball.
- Have any part of their body cross over the center-line and contact the ground on their opponent's side of the court. During the "opening rush," many players will cross the center-line. Officials should refrain from calling players OUT at this time unless a definite advantage is gained by that action.

EQUIPMENT: The official balls will be provided by the Judge. All players must wear non-marking tennis shoes. The standard number of balls for a 12-person game (6 on a side), is six.

THE GAME: The object of the game is to eliminate all opposing players by getting them OUT.

An OUT is scored by:

- Hitting an opposing player with a thrown ball below the shoulders. NOTE: If a player ducks and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.
- Only the player who is hit by the ball can catch the ball once it hits their body. The person getting hit is out regardless of whether or not another person catches the ball. A player who gets hit by a deflected ball off another player's body or ball is not out.
- Catching a ball thrown by your opponent.

When a ball is deflected off another ball:

The player deflecting the ball is out when:

- They get hit in the body (including above the shoulders) after the ball is deflected.
- They attempt to catch the deflected ball but the ball used for deflection is hit out of their hand.
- They attempt to catch the deflected ball and drop the deflected ball.

The player throwing the ball is out when:

- The person deflecting the ball catches the thrown ball.
- The thrower is out if the deflector has both the deflected ball and the ball used for deflection in their hands or they intentionally put down the ball used for deflection and catch the deflected ball (determined by the Judge).

TIMING, TIME-OUTS & SUBSTITUTIONS: A 10-minute time limit has been established for each game. Each team will be allowed one (1) 60-second time-out per game. Only the Event Judge will start and stop the clock and will have the discretion to call a player out if there is a controversy. During time-outs, teams may substitute players. Subs may be players who did not start the game.

BEGINNING THE GAME: Prior to the game beginning, 6 dodge ball balls are placed on the center line. Players then take a position behind the end line. Following a signal by the official, teams may approach the center-line to retrieve the balls. Once balls are retrieved from center line at the beginning rush the balls must be brought back to the respective end lines before they are considered “live”.

DECLARING A WINNER: The first team to legally eliminate all opposing players will be the winner. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be the winner. In all overtime periods, the first team to legally eliminate any **one** opponent will be the winner.

OVERTIME: If an equal number of players remain after regulation play, a sudden-death overtime period will be played. The overtime period will begin the same as the start of a regular game with balls placed on center line and an opening rush. The first team to eliminate any ONE opposing player will be declared the winner. No time-outs allowed during overtime. Substitutions may be made prior to start of overtime.

STALLING & 30-SECOND VIOLATION: If one team possesses all of the balls they must throw at least two balls over the opposing team’s free throw line within 30 seconds:

First violation: Stoppage of play and balls will be divided evenly and play continues with players starting on the end line.

Second violation: Ejection of one (1) player from offending team.

NOTE: The stalling procedure does not apply to overtime periods.

Any ball thrown above the head first time will be a warning, second time person will be disqualified.

OFFICIALS AND EVENT JUDGE: All contests will be supervised by an Event Judge. Rules will be enforced primarily by the “honor system.” Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. The Event Judge’s responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the Event Judge if they feel a player has violated any rule. **THE EVENT JUDGE’S DECISION IS FINAL.**

Addendum #4: 4 X 4 Basketball Rules

TEAM SIZE: Teams consists of four to a side. Teams can start with no fewer than three players. There is no limit to the number of subs per team. Teams should wear matching jerseys.

GAME TIME: Time will be 15 minute running halves with each team allowed one (1), 30 second time out per half. Overtime is 2 minutes with no additional time outs. The clock will be stopped the last 30 seconds of the first half and the last minute of the game according to regular basketball rules. Half time break will be 3 minutes (a Winterfest staff member will blow a whistle to designate the time limit). Switch sides after halftime. Each basket counts as one (1) point. Please start games promptly. Do not warm up too long or your game time will be shortened.

THE GAME: 4-on-4 Basketball is self-officiated. No referees will be provided. Participants shall act as their own officials. The general rules shall be that player fouled should call the foul, not the person who fouled. Any person can make a call however, but it is up to the person who is fouled to honor it. In the event of a close call or disagreement, the alternating possession rule will apply. Please remember that you are playing for the enjoyment of the participation; it's no fun when tempers flare! Therefore, proper attitudes must prevail.

1. Winterfest will supply a scorekeeper. If a team wants a running tally of who made the baskets, they should supply someone to help with the scorekeeping.
2. Games are started by a "do or die" shot from the top of the key to determine possession.
3. Defense must be allowed to "check" the ball before it is put into play after a foul or play has stopped.
4. Jump balls will result in alternating possession of the ball.
5. If a game should be tied at the time limit, then a "sudden death" situation takes place. The team that scores next wins. Alternating possession still applies.
6. Substitutions may occur throughout the game ONLY after a made basket or a dead ball.
7. All protests must be settled at the time of the incident, and the same game should not continue until the conflict is resolved. The Winterfest staff member may be consulted for rules interpretation and judgment calls.
8. There will be no over and back calls.
9. 3-seconds in the key rule will not be formally enforced (Supervisor will not allow a team to take advantage of this and camp under the basket). Penalty-turnover.
10. All out-of-bounds will be taken near the top of the key except after a basket.
11. Defense may check ball anytime - except after a basket.
12. Offense may call a foul if it occurs. Disputes will be settled as follows:
13. Fouls will not be recorded; however, flagrant fouls or continuous misconduct may result in removal from game or league. No free throws except for intentional and/or flagrant fouls as determined by the supervisor. The fouled team will then have the clock stopped, shoot one free-throw shot worth 1 point, and get the ball out-of-bounds. Player may be ejected from the game by the supervisor.
14. Fouls by a defensive player against an offensive player going in for a breakaway lay-up will be an automatic one point (you must be even or better).

Addendum #5: Ultimate Rules

No set of rules can replace player's respect for one another and for good spirit.

Winterfest Arena Ultimate in 10 Simple Rules

- 1 **The Field:** A rectangular shape with end zones at each end. We play on a field significantly smaller than a standard ultimate field, often 1/3rd the size of a soccer field or less.
- 2 **Initiate Play:** Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. We play with 5 players (or less if captains agree) per team. Because we are indoors and the field is small, no change of possession will occur for dropped pulls by the receiving team.
- 3 **Scoring:** Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score. We play for a fixed amount of time, highest score at end of time wins, or if a tie play will continue until the next score.
- 4 **Movement of the Disc:** The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
- 5 **Change of Possession:** When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense. If the disc hits any object out of the field of play (wall) possession changes.
- 6 **Substitutions:** Players not in the game may replace players in the game after a score and during an injury timeout.
- 7 **Non-contact:** No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.
- 8 **Fouls:** When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone. Double coverage of the player in possession of the disc is a foul.
- 9 **Self-Officiating:** Players are responsible for their own foul and line calls. Players resolve their own disputes.
- 10 **Spirit of the Game:** Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

When in doubt, consult the full rules online at

<http://www.usultimate.org/resources/officiating/rules/default.aspx>

Addendum #6: Moot Court Case Study

STUDENT HANDOUT 1A-1

Preparing for Court

THE TOWN THAT DIDN'T DANCE

River City is a lot like other cities in Illinois, except for one thing. Dancing is rare in River City. Several of the churches in town teach that social dancing is a sin. For many years, the River City School District has had a rule that schools cannot have dances. Nor can school buildings be rented for dances sponsored by other groups. The rule is so old, no one knows why the school board adopted it in the first place.

River City High School students had an unofficial prom every year. It was not held at the school or sponsored by the school. Teachers and parents chaperoned the dance. The prom was known for being a fun evening. No one could remember any misbehavior happening at the dance. Students felt bad because pictures of prom couldn't appear in the yearbook.

Many students at the high school and middle school disliked the no-dances rule. In February 2009, the members of Students Against Drunk Driving (SADD) wanted to host a dance at the school. The dance would be a fund-raiser for their group, which educates high school students about the dangers of drinking and driving.

SADD members and their parents went to a school board meeting to ask the board to change the no-dances rule. A well-known minister in River City, Reverend Jones, also appeared at the board meeting. She spoke out against changing the rule. When one of the SADD members, Tanya Richman, asked Reverend Jones why she was against the change, the president of the school board, Robin Rhodes, said Reverend Jones did not have to answer.

SADD co-presidents Becky Greene and DeShaun Moore were studying the Constitution that semester, and they suspected religion was playing a large role in the issue. They raised the question of the separation of church and state. The board president responded, "You'd better hope there's never separation of God and school." The board did not make a decision that night.

Before the next board meeting, ministers in five different churches swung into action. They gave sermons about the evils of social dancing. They passed around a petition against changing the rule. They also requested that members of their churches attend the next school board meeting to oppose the change.

Sure enough, the turnout for the March board meeting was huge—more than 300 people. Reverend Jones made a presentation, and the petition from church members was presented to the board. The board took an informal poll of the people at the meeting. Most of them supported the no-dances rule. The board took no formal action, leaving the rule in place.

The parents of the SADD co-presidents—Becky and DeShaun—sued the school district. They claimed that dances were banned in the River City School District for religious

reasons. By enforcing a religious rule, the school district was favoring that religion. The students pointed out that the school district is a form of government. Thus, DeShaun

Greene v. River City © Constitutional Rights Foundation Chicago

STUDENT HANDOUT 1A-1

Preparing for Court

and Becky claimed, the school rule violated the First Amendment, which states, “Congress shall make no law respecting an establishment of religion...”

In response, the school board argued that religion was not mentioned in the rule. They said the rule was a convenience for administrators, who didn’t have to worry about fights or school did not have to pay for janitorial services or chaperones for the dances. The board said it wanted to put all its resources to educating students, not to providing social events.

The federal district court where the case was first heard found in favor of the students and their parents. It ruled that the no-dances rule did violate the First Amendment. The Court of Appeals reversed that decision. Thus, *Greene v. River City School District* is now being appealed to the U.S. Supreme Court.

PRECEDENT CASES

Courts use precedents in making their decisions. Precedents are earlier cases about similar issues. Sometimes the Supreme Court establishes rules or guidelines in the precedent cases that can be applied in cases that occur later. Other times, a precedent case may not establish a specific rule.

However, the way the Court decided that case will serve as a model for later cases. The cases described below are precedent cases related to establishment of religion. Decide which cases support your position on the case. Use those cases in making your argument before the court.

Lemon v. Kurtzman (1971): In this case, the Supreme Court established a three-part test for deciding when a law violates the Establishment Clause. The case involved a Pennsylvania law. The law provided funds to nonpublic schools. It allowed the state to pay the costs of teachers' salaries and learning materials in certain subjects. The subjects were not related to religion. But some of the money went to religious schools. The parent of a child attending public school sued. The parent claimed that the law violated the Establishment Clause by providing funding for religious schools. The U.S. Supreme Court agreed. In its decision, the Court defined the following three-pronged test, called the *Lemon* test, for determining if a law violates the Establishment Clause:

- The law must have a non-religious (secular) purpose.
- The law's main effect must not advance religion or hold religion back.
- The law must not encourage excessive government entanglement with religion.

Lynch v. Donnelly (1984): The city of Pawtucket, Rhode Island, put up an annual Christmas display. The display was in a park owned by a nonprofit organization. The display included a nativity scene, a Santa Claus house, a Christmas tree, and a banner that said "Seasons Greetings." Lynch was a resident of Pawtucket. He sued, saying the display violated the First Amendment. The U.S. Supreme Court held in favor of the city. It noted that the holiday display had many aspects. The display's purposes, according to the Court, was to celebrate the holiday and explain its origin. In a concurring opinion, Justice O'Connor proposed a change in the *Lemon* test. She suggested looking at whether the government was endorsing religion. This test was later adopted by the Court in the case of *County of Allegheny v. ACLU* (1989) case

Wallace v. Jaffree (1985): An Alabama law required students in public schools to observe a daily period of silence. The purpose of the period of silence was to allow students to pray privately. The Supreme Court ruled that the law had a religious purpose. Thus, it violated the First Amendment.

County of Allegheny v. ACLU (1989): This case involved a Christmas nativity scene paid for with government funds and appearing in a courthouse. The Supreme Court held that the nativity scene was an endorsement of Christianity. Therefore, it violated the First Amendment. The Court said that the display in the county courthouse sent "a message to

PRECEDENT CASES (continued)

nonadherents of Christianity that they are not full members of the political community, and a corresponding message to Christians that they are favored.”

Texas Monthly v. Bullock (1989): Texas had a state law that exempted religious magazines from sales taxes. *Texas Monthly*, a non-religious magazine, sued. The Court struck down the Texas law, saying that its purpose was to advance religion. They said that if the law had applied to more groups, such as charities, it would have been constitutional. While a broader law would have helped religious magazines, that would not have been its primary effect. Secular and religious interests can overlap if the secular purpose is primary (most important).

Lee v. Weisman (1992): This case was about prayer at school graduations. Lee was the principal of a middle school in Rhode Island. Weisman was the parent of a student at that school. Weisman sued to have prayers at graduation stopped. The Court ruled in Weisman’s favor. It said that prayer at graduation violated a basic idea: that government could not force someone to take part in religious practices. This line of thinking was called the Coercion Test.

McCreary County v. ACLU of Kentucky (2005): This case involved a display of the Ten Commandments in a county courthouse in Kentucky. The Court held a law’s non-religious purpose could not be a “sham” or fake. A sham purpose was one made up to hide the real religious purpose. In this case, the Kentucky County said it wanted to educate people about the role of the Ten Commandments in American law and government. The Court said that this purpose was a sham. It ruled that displaying the Ten Commandments violated the Establishment Clause.

Handout 3A-2

Precedent Worksheet

As you learned earlier, the U.S. Supreme Court has created several “tests” to decide whether a law or government action violates the “religious clauses” or “Establishment Clause” of the First Amendment. These tests were presented in the precedent cases described on Handout 3A-1. This worksheet will help you plan how to apply these tests to your side of the case.

<ul style="list-style-type: none"> • Does the law have a religious purpose? • Is the law’s primary effect to help or hurt a religion? • Does the law result in excessive entanglement of government with religion? 	Established in the case of _____	What arguments can you make for your side based on this test?
Endorsement Test <ul style="list-style-type: none"> • Through the law, does the government seem to be endorsing religion? 	First put forth by Justice _____ in the case of _____ First used by the Supreme Court in the case of _____	What arguments can you make for your side based on this test?
Coercion Test <ul style="list-style-type: none"> • Does the law coerce, or force, anyone to support or participate in religion? 	Established in the case of _____	What arguments can you make for your side based on this test?

Bonus Cases:

For Petitioner: *McCreary County v. ACLU of Kentucky*. How does this case help your side?

For Respondents: *Texas Monthly v. Bullock*. How does this case help your side?