



WINTERFEST 2024 EVENT GUIDE

February 9-11, 2024 | Gatlinburg, TN

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CHANGE LOG:

1. 11/13/2023 – page 48 – update to Crisis Negotiation description and rules.
2. 11/13/2023 – page 49 – update to Uniform Inspection description and rules.
3. 11/16/2023 – page 47 – three (3) new Fire/EMS events added
4. 11/25/2023 – TOC updated

TABLE OF CONTENTS

TABLE OF CONTENTS	3
IMPORTANT INFORMATION	6
Key Contacts	7
Partner Events	8
Ripley's Attractions.....	8
WonderWorks	8
General Events	9
Roundtable – Exploring	9
Roundtable – Sea Scouts & Venturing	9
Color Guard	9
Saturday Night Fellowship Party.....	11
Friday Night Party & Saturday Chill Zone.....	11
Patch Trading Spot	11
Messengers of Peace Project	12
Winterfest 5K (<i>open to all... including adults</i>).....	12
Kazoo Band (Saturday night).....	12
VESSI WinterQuest	13
Recruiting Display Contest	13
Venturing / Scouts BSA.....	16
Amateur Radio Station	16
Escape Rooms.....	16
Fox Hunt Challenge	17
Winterfest Scout Challenge Course (<i>run, climb, jump, carry and lift</i>)	18
Branding	19
Angry Birds.....	19
Crewly Feud	20
Mega- Pong.....	20
Aquatic Events.....	21
Anchor Dive.....	21
Cardboard Boat Regatta	22
Discover SCUBA	22
Heaving Line.....	23
Nautical Knot Tying Relay.....	24
Lifeguard Relay.....	24
Mariner's Quiz	25
Ring Buoy Toss	25
Climbing Events	27
Bouldering	27
V-Squeeze	28
Climbing Wall	28
Crate Stacking.....	29
Caving Tubes Experience.....	29
Fire/EMS Events.....	30
Advanced Trauma Management.....	31
Basic Knot Tying – Tag Team Relay	33
Hydrant Hook-up	35
Medical Emergency Management Competition	37
Pittsburgh Drill.....	39

Rapid Dress – Team and Individual.....	41
Z-Drag.....	43
Denver Drill	47
EMS Combat Challenge	47
Rapid Rescue & Resuscitate	47
Law Enforcement.....	48
Active Shooter.....	48
Crisis Negotiation	48
Domestic Violence	49
Uniform Inspection	49
Unknown Trouble.....	51
Drunk Goggles – An Intoxicating Obstacle Course	52
Cell Search	52
RADAR / LiDAR Exploration.....	52
DUI Investigation	53
Officer Down.....	53
Police Department Interview Skills	53
Shooting Sports Events	54
Archery Competition and Match Shoot.....	54
Archery Free Shoot	55
Tomahawk Throw.....	55
SIRT (Shot Indicating Resetting Trigger) - Laser Pistol Marksmanship Challenge	56
3-Gun - Pistol, Rifle, Shotgun.....	56
STEM Events.....	57
Drone Obstacle Course Challenge	57
Virtual Reality.....	57
Catapult Construction	57
Plastic Pollution & Environmental Awareness & Scouts for SDGs	58
The Weight of Winning.....	58
Built it And it WILL Fly	58
Training	60
Backcountry First Aid.....	60
Ethical Controversies (45 min).....	60
Stop the Bleed.....	63
Fire Investigation Class (1.5 hr).....	63
Use of Force (1 hr)	64
SIRT (Shot Indicating Resetting Trigger) - Improve Your Pistol Marksmanship with Laser Simulators (Certificate course)	65
Powder Horn 101 - with Facilitating Fun to Improve the Scouting Program (1 hr) <i>for Adult Leaders</i> ..	65
Exhibits / Demo	66
Coast Guard Exhibit & Activities	66
The Summit Bechtel – BSA High Adventure Exhibit	66
Sea Base – BSA High Adventure Exhibit	66
Philmont Scout Ranch New Mexico – BSA High Adventure Exhibit	66
SWAT TEAM Exhibit - Gatlinburg Police Exhibit	66
Bomb Squad Demo – Georgia Bureau of Investigations Bomb Squad.....	66
Police Motor Unit – City of Knoxville PD	66
EMS - Life Flight Landing K-9 Demonstration	66
History and Use of the Kazoo (VESSI)	66
International Scouting Exhibit & Messenger of Peace	66
Addendums	67
Addendum #1: Cardboard Regatta Rules	67

IMPORTANT INFORMATION

- **Event Guide Updates:** Changes, updates, and other notes regarding Winterfest and the events will be posted on Facebook and the latest Guide will be published on 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.
- During the online registration process, you will be able to register for those events that have an additional fee OR require a scheduled time or space– **SCUBA, the 5K Run, Escape Rooms and Recruiting Table Competition**.
- Registration for most events will be on a first-come, first-served basis.
- **For 2024, each post will be able to choose their Top 5 competition event choices. * TEAM SCHEDULES WILL BE ASSIGNED A FEW WEEKS PRIOR TO THE EVENT.** Your post's Top 5 Event choices will be scheduled in advance, all other events will be available on a first-come, first-served basis and wait times can vary. You will receive a separate communication with your assigned schedule a few weeks before the event, after registration closes. **EVENTS ARE SUBJECT TO CHANGE**, any changes will be communicated prior to the event.
- Winterfest has an active Facebook page. Make sure you “like” **bsawinterfest** so you can follow news and event updates. **We will be using the BSA Winterfest app and email as our primary communication to update attendees prior to and during the event. Make sure to download the BSA Winterfest app from the Google Play and Apple App stores (links below).** You will also be able to check in with your digital tickets on your mobile device with this app. Important messages will be pushed through the app during the event as well. The full event schedule and any location or time changes will also be in the app, where you can also filter and create a personal interest schedule.
- 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.
- **The registration deadline is February 2, 2024 at 11:59pm.** After that date registration will only be allowed as a walk-up and at that price level. **Reduced pricing will expire at midnight on January 18, 2024.**
- Wristbands will be provided at check-in and will be checked at each competition site.

DOWNLOAD THE OFFICIAL WINTERFEST APP FOR FULL SCHEDULE OF EVENTS AND MORE!

(Click Icons below to link to the app)



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Partner Events

Ripley's and WonderWorks have partnered with Winterfest to provide some additional fun for all attendees.

Ripley's Attractions



On Friday night, Ripley's will keep 3 attractions open until midnight, solely for Winterfest participants. For just \$15.00 for youth and adults can choose to go through one of the following: Ripley's Aquarium (normal operating hours ONLY), Haunted House (extended hours), Moving Theater (extended hours) and/or Believe It or Not (extended hours). Participants should plan to arrive 2 hours before closing to enjoy the attraction. Tickets can be ordered in advance through our online registration system or during event check-in hours. Ripley's will honor the attraction ticket on Saturday/Sunday during normal operating hours.

WonderWorks



For just \$20.00 for youth and adults can tour WonderWorks and enjoy the laser tag attraction. Tickets can be ordered in advance through our online registration system or during event check-in hours. Tickets are good Friday – Sunday. Participants should plan to arrive 2 hours before closing to enjoy the attraction.

General Events

Roundtable – Exploring



Location: *Rocky Top Sports World*

Time: *Following Saturday's events, see BSA Winterfest App*

This is an opportunity for Advisors and Explorers to discuss various issues affecting their Posts. Find out what other Posts are doing that works (or doesn't!). This event takes place Saturday evening after competitive events have concluded. Check your BSA Winterfest App for the time and location of the Exploring Roundtable.

Roundtable – Sea Scouts & Venturing



Location: *Rocky Top Sports World*

Time: *Following Saturday's events, see BSA Winterfest App*

Want to know what other Crews and Ships are doing? 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 and Ships are doing and where great opportunities exist.

This event will be held Saturday evening after all competitions/activities so everyone can attend. Check your Winterfest BSA Winterfest App for the location.

Color Guard



Location: *Rocky Top Sports World*

Time: *see BSA Winterfest App*

OVERVIEW:

The Color Guard Competition is a team event. The first-place team will have the privilege of presenting the colors at Saturday evening's closing award show. **Units will have 8 minutes for this competition, including preparation. Please plan accordingly.**

Judging will consist of two phases: **Team Inspection** and **Posting of the Colors**. During each phase of the competition, teams and team members will be judged on uniformity and bearing. The variations of marching styles will not be penalized; rather, teams will be judged for precision and straight lines. All teams are responsible for bringing their own equipment, including flags, poles, bases, parade equipment, swords, etc.

TEAM PARTICIPANTS:

Each team will have a minimum of 4 and not more than 8 members. One of those members will be designated as a Team Leader. ***Each member must participate in both phases***

of the competition. Support staff is allowed to aid with equipment and will not be judged. The Team Leader must clearly identify any support staff to the judges ahead of their performance.

DESCRIPTION OF THE EVENTS AND GENERAL RULES:

The Color Guard Competition is composed of two separate phases:

1. The Team Inspection
2. The Posting of the Color

Preparation: Prior to the designated time for teams to begin the Team Inspection, teams will assemble on a "ready line" before moving to the Inspection Line. While on the ready line, members of the Color Guard team may silently make one last inspection of their uniforms and equipment. At the appointed time, the team will move up to the Inspection Line and follow the instructions for competition.

1. **Team Inspection:** The Team Leader will present the team for judging at the Inspection Line at the proper time. The team will fall-in on a single line at a full arms-length dress right, and at "Attention." The team will remain at attention until dismissed or otherwise told by the judge. When the Team Leader is satisfied that the team is ready, the Leader will take a position in front of the team and inform the judge that the team is ready for inspection. *Note:* Judging begins when the Team Leader reports to the judge for inspection. The Leader will then be inspected for neatness, cleanliness, and bearing. The remaining team members will then be inspected for conformity to the Leader's uniform. Equipment used in the "Posting of the Colors" phase does not have to be carried or worn during the inspection; however, all equipment the team chooses to wear or carry during this phase will be subject to inspection.
2. When the judge comes to a member carrying a piece of equipment (e.g. – rifle or sword) that member will bring the equipment to a "Port Arms" or carry position. The individual members are judged on neatness, cleanliness, and bearing. The team is judged for conformity, precision, and straight lines as a unit. At the end of judging for the Team Inspection, the judge will instruct the Leader that the judging is complete and to prepare the team for the Posting of the Colors.
3. **Posting of the Colors:** When the inspection portion for each team is completed, the flags/equipment may be brought to the flag bearer(s) by the team's support staff. Not all team members are required to Post Colors, but ***all team members must participate*** as guides or escorts. When the team has all equipment and is ready, the Team Leader will notify the judge that the team is ready to Post the Colors.
 - a. Judging begins in this event when the judge instructs the Leader to begin. Each team will immediately begin the "Posting of the Colors." Each team will post a minimum of **two** colors (U.S., plus state, district, agency, or team flag as appropriate).
 - b. Starting from the start location, the Team Leader will lead the team through the following:

- c. The Team Leader will begin with a "forward march command", and then with the use of either audible or silent commands, the Team Leader will march the Color Guard to the designated posting area by following the pre-set path which may require turning movements. The Team Leader will direct the Posting of the Colors in a manner which may be done as *elaborately* or as *simply* as the team wishes. The Posting will accomplish placing the U.S. and other flags in fixed holders. The U.S. Flag is placed stage right (to the audience's left). The bearer(s) will then return to the rank.
- d. After posting the Colors, the team will march to the designated end point in a disciplined and professional manner, where the Team Leader will audibly command the Color Guard to halt.
- e. The Color Guard may march or fall out and quietly move from the assembly area. Support staff will retrieve the colors and any other equipment as soon as the team has come to a halt after posting and exiting.

Saturday Night Fellowship Party



MORE INFORMATION TO COME!

Friday Night Party & Saturday Chill Zone



MORE INFORMATION TO COME!

Patch Trading Spot



Location: TBD

Time: Following see BSA Winterfest App

Want to Come trade patches with other Explorers, Venturers, Sea Scouts & Scouts BSA!

Messengers of Peace Project



MORE INFORMATION TO COME!

Winterfest 5K (*open to all... including adults*)



Location: See the BSA Winterfest App – Outdoor

Time: 6:00 am

Join us for an early morning run to help fulfil the Scout Oath - To keep ourselves physically strong. Participants must register in advance for the Fun Run.

Kazoo Band (Saturday night)



MORE INFORMATION TO COME!

Bowling - Open Play



Walk-up Event

Location: Community Center

Time: 10:00 am to 5:00 pm

Come over to the Community Center and take a break from events to chill out, play a few rounds, and test your bowling skill.

VESSI WinterQuest



Individual / Group Event: Walk-up

Location: See the BSA Winterfest App – Indoor / Outdoor

Time: all weekend!

Discover everything that Venturing, Sea Scouts, Exploring, and International Scouting have to offer! Compete in a scavenger hunt like event by participating in many different activities around Winterfest! Take on the challenge of discovering ALL the older youth programs!

Recruiting Display Contest



Team: Walk-Up

Location: Rocky Top

Time: TBA

Objective: Teams (open to Posts, Crews, Ships and Troops) will present a display such as which would be utilized in a job fair or other recruiting event. Displays should focus upon recruiting members for the unit, the chartered organization, or both.

Logistics: Information regarding assignment of space is given at registration on Friday evening. Each Unit will be allotted an 6' X 10' "blank canvas" space for their display. Topics should focus on career or Unit recruiting efforts or Awards; Crew/Ship/Post trips; or any other topic related to your Unit or chartered organization.

- Units are responsible for supplying all items required for the display (i.e. tables, coverings, extension cords, etc.).
- All displays must be free standing.
- Access to electricity will be available.
- Access to WiFi is available.
- Displays must be totally disassembled, and all items removed prior to Saturday evening's closing show.
- Spaces will be assigned by our Logistics team, and you will be given a map showing your location prior to the event.
- Security of the display is the responsibility of the participant. 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 leaving unattended.

Judging: Occurs Saturday morning between 8:00 AM and 9:30 AM.

Presentations will be judged on the following criteria:

- Creativity
- Originality
- Quality
- Clarity
- Communication level
- Professionalism
- Relativity
- Ability to engage the target audience.
- Use of provided space (6'x10')
- Use of chosen media (story boards, posters, displays, kiosks, websites, social media, etc)
- Quality of Oral presentation. Participants will give a 3 to 5 minute talk and Q&A session to the judges as to why the display was created, what the display communicates, and answers to questions presented by the judges.

Eligibility restrictions

1. The contest is open only to registered participants (Venturers, Explorers, Sea Scouts and Scouts BSA who are 14 years of age or older at the time of contest).
2. Entry teams will not consist of more than 5 members.
3. Volunteers of BSA, Winterfest 2024 judging staff, members of the immediate families (defined as spouse, child, sibling, parent, or grandparent), and members of the households (whether related or not) of any of the above are NOT eligible to participate or win this contest.
4. Participants agree to abide by applicable federal, state, local laws and regulations.

Other guidelines

1. Contest is subject to all applicable federal, state, local laws and regulations.
2. If music is utilized in a video, it must be used with permission or be public domain.
3. BSA and the Winterfest 2024 committee retain the right to disqualify any contestant if the rules are not followed.
4. Any information collected by registering to enter the contest shall be used only in a manner consistent with these Contest Rules.
5. All entries must be consistent with the Scout Law and Scout Oath.
6. By entering this contest, you agree to the following terms: I hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast,

electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.

**The judges will be looking for creativity and originality explaining your story.
Think of it as making a commercial for your unit.**

Venturing / Scouts BSA

Amateur Radio Station



Individual Event: Walk-up

Location: See the BSA Winterfest App - Indoor

Time: 8:00 am to 5:00 pm

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. Amateur operators use 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.

Escape Rooms



Team Event: Walk-up

Location: See the BSA Winterfest App - Indoor

Time: Throughout the day, each room is 45 minutes plus a 15-minute reset

A great way for a group to have some exciting fun, through team building, by discovering clues, solving puzzles, and completing tasks in one or more rooms to accomplish a specific goal in a limited amount of time. With three distinct escape room offerings to choose from, this will be a fun-filled event for everyone working as a team to solve the mysteries.

Fox Hunt Challenge



Team Event 2 to 8 people: Walk-up

Location: See the BSA Winterfest App - Outdoor

Time: 8:00 am to 4:00 pm

Fox Hunting is a map and compass exercise, as well as a test of direction-finding skill. Successful hunters must always pay careful attention to their own location and the bearings to the fox and plot them on maps. The BSA buddy system applies.

The Fox, a hidden radio transmitter, will be hidden within walking distance of Rocky Top Sports World. Each team will start out from the Amateur Radio demonstration station (the "starting point"). Each team will borrow a compass, a directional antenna, a radio receiver that can indicate signal strength, and a map. (The radio, antenna and compass must be returned as soon as the fox is located.) An instructor will provide information to each group on the proper use of the equipment.

As each team leaves the starting point, the following will be recorded:

- Team Council
- Team Unit Type
- Team Unit Number
- Time (to nearest second)

The team will use the equipment provided and the skills learned to locate the hidden transmitter. At the transmitter location, a token will be retrieved and brought back to the starting point. (If all tokens are gone, the team can write down a description of the container holding the hidden transmitter (Size, color, markings) as well as the specific location. When each team returns to the starting point, they should return the equipment and token at which point their time will be recorded. If a team does not find the fox within the allotted time, they must return the equipment so others can participate.

T-Shirt Tie Dying



Individual Event: Walk-up

Location: See the BSA Winterfest App - Indoor

Time: TBD

Come and experience the joy of tie-dying a T-shirt, where you'll turn plain white tees into one-of-a-kind, wearable works of art. (YOU MUST BRING YOUR OWN T-SHIRT AND GALLON ZIP-LOCK BAG TO TRANSPORT WET SHIRT HOME!). Dive into a world of swirling colors, artistic expression, and endless fun as you create your very own tie-dye masterpiece. Leave with a vibrant, personalized T-shirt that'll remind you of Winterfest!

Winterfest Scout Challenge Course

(run, climb, jump, carry and lift)



4 Person Group Event: Walk-up

Location: See the BSA Winterfest App – Indoor / Outdoor

Time: TBD

The Winterfest Scout Challenge Course will put your physical fitness to the test! In this challenge, participants will run, leap over obstacles, carry objects, and lift their team spirit higher than ever before. Units will send up to 4 individuals through the challenge course.

Branding



Individual Event: Walk-up

Location: See the BSA Winterfest App - Outdoor

Time: TBD

Join us in a long-time scouting tradition of branding! You can brand items such as water bottles, hats, belts, and even leather boots (BRING YOUR OWN ITEMS)! Leave with a mark of Winterfest!

Angry Birds



Group Event: Walk-up

Location: See the BSA Winterfest App – Indoor / Outdoor

Time: TBD

Scouts earn points by knocking over various items stacked on top of large boxes. Examples include 1 point for a soda can, 5 points for a cereal box, 10 points for a lunch box. Scouts will “launch” a stuffed animal at the items. Each team will have a total of 10 attempts to earn as many points as possible. Unit with the most points wins.

Scouting Jeopardy



Group Event: Walk-up

Location: See the BSA Winterfest App – Indoor

Time: TBD

Units will have 10 seconds to correctly answer the problem in the form of a question. Units may compete as a group; however, they must designate one speaker who will “buzz” in and relay the answer of the group. The unit with the most points overall will win.

Crewly Feud



5 Person Group Event: Walk-up

Location: See the BSA Winterfest App – Indoor

Time: TBD

Crewly Feud is an engaging game that pits two units against each other in a friendly yet competitive battle of wits. Teams take turns answering survey questions to earn points and try to guess the most popular responses to win the round. With humor, strategy, and quick thinking, each new game of Crewly Feud is an adventure.

Speed Campsite Setup



3 Person Group Event: Walk-up

Location: See the BSA Winterfest App – Indoor / Outdoor

Time: TBD

Each team will compete for the fastest time to set up a campsite. Items to set up may include a tent, camp stove, camp chair and more! Campsite items will be provided.

Mega- Pong



Group Event: Walk-up

Location: See the BSA Winterfest App – Indoor / Outdoor

Time: TBD

Each unit will have 10 large trash bins and 1 basketball. Units will compete against each other to “knock out” the opposing unit’s bins by tossing their basketball into the other unit’s bin. The unit to clear all the other team’s bins first wins.

Aquatic Events

ATTIRE NOTE:

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

Males - Swimming trunks with drawstring.

Females - One-piece bathing suit or similar (torso must be covered)

Anyone (youth and adult) participating in Aquatic Events must have proof of “Swimmer” classification on the BSA swim test. More information can be found [HERE](#).

Anchor Dive



Individual Event: Walk-up

Location: Community Center

Time: 12:00 pm – 1:00 pm and 4:00 pm to 5:00 pm

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.

Penalties: A 5-second time penalty will be assessed for each instance of improper strokes or not keeping both hands on the object.

Cardboard Boat Regatta



Location: Community Center

Time: Building begins at 2:00 pm, race is at 4:00 pm

This challenges teams 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 25-yard course in the fastest time. You will find this both intriguing and challenging. Awards recognize Best Construction, Best Decorated, and - the 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 team but must conform to the Rules. **Any paint used must be applied and DRY before the event begins, or the boat will be disqualified.**

Discover SCUBA



Individual Event, Registration Required, Fee \$15

Location: Community Center

Time: 10:00 am to 4:00 pm, closed between noon and 1 pm

If you're interested in testing the waters and experiencing scuba, this is the event for you. The Scuba Experience Program provides a glimpse of what you'll experience in the underwater world as well as what you could expect to learn in the PADI Open Water Scuba Diver course. You will get an introduction to basic scuba equipment in a pool, then learn the basics of what it is like to breathe underwater. This will be taught in small groups so you can gain the best first scuba experience.

A waiver and medical questionnaire is required and must be signed by a parent if participant is under 18. A 30-minute eLearning component is required PRIOR to participating in the Discover SCUBA program. Participants registering for SCUBA will be contacted with further details on the eLearning requirement.

Heaving Line



Teams of 4: Walk-up

Location: Community Center

Time: 12:00 pm – 1:00 pm and 4:00 pm to 5:00 pm

Two groups of 2 face each other, in a column, at thirty-five (35) feet. A line of 3/8" nylon, 50 feet long and 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 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, #4 tosses to #1. The last person properly coils the line and holds it overhead as a signal of completion. The clock stops, when eight (8) successful tosses have been accomplished. Contestants may not move out of markings when 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 within a 10-minute limit to successfully complete. The least number of throws is the tiebreaker, if needed.

Nautical Knot Tying Relay



Teams of 3 to 8: Walk-up

Location: Community Center

Time: 12:00 pm – 1:00 pm and 4:00 pm to 5:00 pm

The 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 and tag the second member. That person then ties their assigned knot, returns, tags the third person, etc. The required knots are as follows:

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 eight knots. Knots will be tied over/around a rail or rope. The line to be used will be 1/4" to 3/8" of 3-strand nylon. **Scoring:** Best time wins.

Lifeguard Relay



Teams of 4: Walk-up

Location: Community Center

Time: 12:00 pm – 1:00 pm and 4:00 pm to 5:00 pm

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.

Penalties: A 5-second time penalty will be assessed for each instance of improper strokes or the head going underwater during entry.

Mariner's Quiz



Individual Event: Walk-up

Location: Community Center

Time: 12:00 pm – 1:00 pm and 4:00 pm to 5:00 pm

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. The test will cover material required for Apprentice and Ordinary rank.

Scoring - Percentage of questions answered correctly.

Ring Buoy Toss



Teams of 3 (Picked by Judge): Walk-up

Location: Community Center

Time: 12:00 pm – 1:00 pm and 4:00 pm to 5:00 pm

All team members must report for this event and the Judge will select three (3) members from the Team's complement to compete. Each person will have two throws. They will use a life ring on approximately 50 feet of line and toss it at a 5-foot-wide target, 30 feet 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 points for each successful throw. The maximum score is 60. The team with the highest score wins. Time will be used as a tiebreaker.

Rubber Ducky Regatta



Individual competition: Walk-Up

Location: Community Center

Time: 12:00 pm – 1:00 pm and 4:00 pm to 5:00 pm

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

Scoring: Fastest time wins.

Penalties: A 5-second time penalty will be assessed for each lost object.

Climbing Events

Bouldering



Individual Event: Walk-up

Location: Rocky Top Sports World

Time: 8 am to 5 pm, closed between noon and 1 pm

Back again this year: our 'horizontal climbing' structure is 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



Individual Event: Walk-up

Location: Rocky Top Sports World

Time: 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). Climbing events are closed between noon and 1 pm.

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. Come watch these guys squeeze through 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 as a dollar bill. What will you be able to do? Winners get to autograph the box!

V-Squeeze



Individual Event: Walk-up

Location: Rocky Top Sports World

Time: 8 am to 5 pm, closed between noon and 1 pm

Millions of combinations. See how few obstacles you must move to make it through. Can you do it backwards? How about tied to a partner?

Climbing Wall



Individual Event: Walk-up

Location: Rocky Top Sports World

Time: 8 am to 5 pm, closed between noon and 1 pm

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 is 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.

Crate Stacking



Individual Event: Walk-up

Location: Rocky Top Sports World

Time: 8 am to 5 pm, closed between noon and 1 pm

First, you place a milk-crate on the ground and step up. Your partner hands you another crate and you will have to get that on top of the first one. Continue in this manner.

How high can you go before you topple? Who's going to set the record?

Full body harness and helmet provided. Closed-toe shoes required.

Gym Rope Climb Challenge



Individual Event: Walk-up

Location: Rocky Top Sports World

Time: 8 am to 5 pm, closed between noon and 1 pm

Participants will climb a rope using Prussic loops to the ceiling of Rocky Top Sports World. You are judged on the fastest time to the top and the use of correct commands and responses to your belayer.

Caving Tubes Experience



Individual Event: Walk-up

Location: Rocky Top Sports World

Time: 8 am to 5 pm, closed between noon and 1 pm

Caving tube vertical obstacle course. See how skilled you are at using ascenders, climbing through tubes, traversing rope lines, and descending! This is a non-competitive walk-up event this year, but space is limited, so first-come-first-served.

Fire/EMS Events

The competitions in this portion of the guide are open only to Fire/EMS Explorers.

Firefighting Competition Rules

1. Professionalism will be always shown. This means no profanity, arguing with judges, unruly conduct, etc.
2. SAFETY is of the utmost importance. Explorers will always conduct themselves in a safe manner.
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. Each event has a Sponsor Post. This Post is responsible for managing the event and has final say if any problems occur. The Sponsor Post is not a judge but will resolve issues among the judges if necessary.
6. Score sheets will be used on some events. In these cases, highest score will be used to place teams. For teams with equal scores, event times will be used to determine order.
7. Judging for timed events is performed by 3 adults - one each from the Sponsor 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 is used as the official time. Times will be kept to the 100th of a second.
9. Sponsor Posts are allowed to enter teams in the event they sponsor. Whenever a team from the sponsoring Post is competing an impartial judge will be selected 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 the 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 Sponsor Post regarding safety issues, rule infractions, or disqualifications are unbiased and final. Disputes or disagreements will be brought to the Fire Events Supervisor.
12. Each event has its own rules that must be followed in addition to these general rules.

Wristbands are provided upon check-in and will be checked at each competition site.

Advanced Trauma Management



Team Event of up to 4 people: Walk-up

Location: Outdoors - TBD

Time: TBD

Description:

1. This team event will have two parts as a competition.
 - a. **Part one is a Written Exam** – Each team member will take the written exam and scores will be averaged to determine the Team Score. (The written exam will take place at 8am, and will only be offered at this time)
 - b. **Part two is a Practical Exam**
2. **The Practical Exam event will be held outdoors. Please prepare for possible cold and wet conditions.**
3. The event is designed to evaluate the team as an Emergency Medical Responder in knowledge and hands-on patient care. There will be multiple scenarios of similar difficulty for each station, and one will be randomly selected for each team.
4. Scores will be tallied and awarded as **First, Second, and** Third place.

Competition Rules:

Professionalism will be always shown. This means no profanity, arguing with judges, unruly conduct, etc.

SAFETY is of utmost importance. **Reminder, the practical portion of this event will be held outdoors. Please be prepared for possible cold and wet conditions!** Explorers will always conduct themselves in a safe manner. This includes lifting and moving of any patient or equipment.

1. 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.
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 competition.
3. During the competition, once a team has entered the scenario, they cannot leave for any reason. If any team members leave the scenario, the scenario will stop, and the team will be judged based on what they have completed.
4. Any teams caught discussing any of the scenarios with any other teams will be automatically disqualified from the competition.

- a. *This includes any advisors discussing information with other teams from the same Post competing.*
 - b. *This includes sharing any recordings from the scenario.*
5. Advisors may observe the scenario but may not provide the team with direction of any kind.
6. Once the scenario is over, the team may proceed to the next event. Please understand, each scenario will be a first come first tested basis.
7. 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.
8. Come with a positive attitude, open mind, and have fun!

Written Exam: (The Written Exam will be offered at 0800 and will only be offered at this time)

1. The Advance Trauma Management Competition will be 25 questions, multiple-choice, covering material from the Current Emergency Medical Responder Textbook or similar.
2. Each team member will take the exam and scores averaged for a Team score.

Practical Scenario:

This is a scenario-based checkoff for Trauma. The scenario will use the standard National Registry of EMT's – EMR Patient Assessment/Management – Trauma Psychomotor Skills. Sheets and may include the National Registry of EMT's Bleeding Control / Shock Management skills sheets. The scenario will utilize a simulated patient where the team will have to interact with the patient.

Each team may consist of up to four Explorers. Each team will need to have a designated Team Leader to communicate with the evaluator during the scenario. Each team member is highly encouraged to communicate with team members in the competition box, but may not communicate with anyone outside the competition box.

1. Teams are to bring the following items with them to competition.
 - a. A Fully stocked EMS Responder bag.
 - b. The bag should contain supplies needed to handle the Trauma scenario
 - c. A Jump Bag containing only supplies designated for the Emergency Medical Responder
 - d. Body Substance Isolation supplies for each team member
 - e. ***A Long Spine Board and C-Collar will be available for use as needed.***
2. When the team is ready, the patient will be uncovered. Time will begin when the Team Leader advises they are ready to begin.

3. Time will end when the Team Leader advised they are moving to transport.

Trauma Scenario Station

1. The team will have to assess injuries, manage, and package for transport a trauma patient within a goal of 10-minute time.
2. The patient used will be triaged 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 current Emergency Medical Responder guidelines.

NOTE: QUESTIONS WILL BE ANSWERED AT THE FRIDAY NIGHT MEETING

Team Scoring:

The team with the highest team score will be the winning team.

Basic Knot Tying – Tag Team Relay



Hosted by: Cobb County Fire/EMS

Team Event: 4 Explorers per Team

Location: TBD

Time: TBD

Objective:

A team of 4 Explorers will compete together in a basic knot tying tag team relay. When this event starts, each Explorer (one at a time) will draw a card out of a hat with a specific knot listed on it. The Explorer will then tie the knot listed on the card. The knot will either be tied around a designated object or will be tied and placed on the event table. Once the knot is tied, that Explorer will tag the next member on their team to draw the next knot from the hat. This relay will go until each Explorer ties two knots. Each team will have one mulligan card which allows the team to redraw a card if one of the Explorers doesn't know the knot listed on the card. This event takes basic knot tying skills as well as skills in communication and teamwork.

Equipment:

No PPE is required for this event.

Event Host:

- 8 pieces of rope that are each 12' long.
- 8 cards with different knots listed on them.
- A hat to put the cards in.

Rules:

1. A team of 4 Explorers will stand around the event table.
2. All 8 pieces of rope will be placed on the event table.
3. A hat with the 8 knot cards inside will be placed on the event table.
4. Once all 4 Explorers around the event table are ready to go, the event will begin. A “Ready, Set, Go” command will be given and that’s when their time will start.
5. The first Explorer will draw a card out of the hat and using one of the pieces of rope on the table will tie the knot listed on the card. When the Explorer is finished with that knot, the knot will be placed on the table or left in the designated area for that knot and then the Explorer will tag the next Explorer on their team by slapping the next Explorers hand.
6. Then the next Explorer will draw their card, tie the knot on that card, put it on the table, and then tag the next Explorer.
7. This rotation will take place until all 4 Explorers have each tied two knots each and all the knots are on the table or tied around a designated object.
8. During the event, each team will have one mulligan card that they can use one time by only one Explorer during the event to redraw a knot card if they are not comfortable tying that knot. There are only 8 knot cards so the mulligan card cannot be used by the last Explorer on the last knot. This is a onetime use so each team should use it accordingly.
9. None of the knots tied during the event will be inspected for accuracy until the event is over.
10. This event will be scored by accuracy first and then time if necessary. It is more important to get a knot correct than to get it done quickly. The team with the most knots tied correctly will win. If multiple teams get the same number of knots tied correctly, then the team’s times will be utilized to determine the winner from there.
11. During the event, no Explorers or advisors are allowed to talk or coach while their teammates are tying knots.

Disqualification from Event:

1. Profanity/ Unsportsmanlike conduct
2. Not completing the event
3. Mishandling of equipment

Knots for this Event:

1. Bowline (Safety – Tail at least 12”, Overhand, or Yosemite)
2. Retraced Figure 8 (Safety – Tail at least 6” or greater)
3. Clove Hitch (Safety – Overhand)
4. Half Hitch (No Safety Required)
5. Butterfly (No Safety Required)
6. Handcuff (Safety – Tail of 12” or greater)
7. Double Overhand Bend/Double Fishermen Knot (Safety – Tail of 3” or greater)
8. Running Double Overhand (Safety – Tail of 3” or greater)



Hydrant Hook-up



Hosted by: Houston County Fire

Team Event: 4 Explorer Team

Location: TBD

Time: TBD

Guidelines

Teams will be composed of 4 team members. All participants must be in full personal protective equipment including an SCBA to complete the drill. This event will be timed.

Participants will start in their gear except for an SCBA. The participants will be seated in a chair that will be within the starting box. The starting box will be clearly marked prior to the start of the event. The air packs can be placed anywhere in the starting box prior to starting the event. On the go command participants will don their air packs. Once all team members have donned their air packs, they may leave the box to start hooking up the hydrant. No team member can leave the box prior to everyone having their SCBA donned.

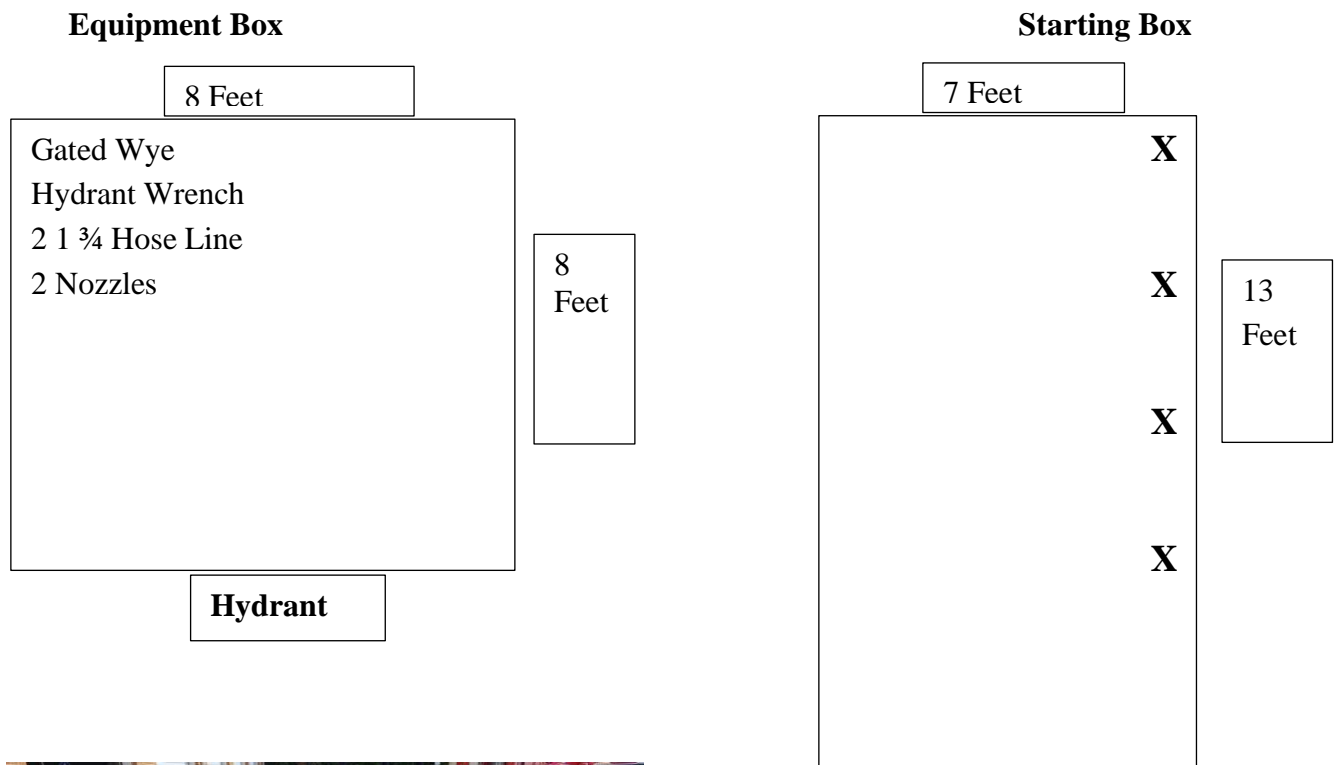
A 3-inch supply line will need to be coupled to one side of the hydrant. The 3-inch hose line does not have to be stretched out. The gated wye must be coupled to the other side of the hydrant. Participants will need to couple one 1 3/4 attack line to one side of the wye and couple one 1 3/4 to the other side of the wye. The gated wye must be turned on after the hose lines are attached. A nozzle must be placed on both attack lines. The nozzles on both attack lines must be stretched passed a line marked on the ground. The hydrant must be turned on by spinning the top with a hydrant wrench 10 times around. A judge will count the number of times it is spun aloud so the explorers know when they have turned it 10 times. Time will stop once the hydrant has been turned on and all participants are back in the equipment box.

Equipment can be placed anywhere in the equipment box prior to the start of the event. Hoses can be rolled however the participants want to roll the hose prior to starting the event. The hose lines MUST NOT be thrown they must be stretched out.

Penalties

- Hoses not rolled or within the equipment box prior to starting event (30 Seconds)
- Throwing the rolled hose (30 Seconds)
- Leaving the starting box before everyone has donned their SCBA (10 Seconds)
- SCBA not on properly Ex. Lose strap etc. (10 Seconds)

- Couplings not hand tight (10 Seconds per coupling)
- Gated Wye not in on position (10 Seconds)
- Nozzles not placed on hose line (30 Seconds)
- Not controlling equipment (30 Seconds)
- Not placing the nozzle across the designated line (30 Seconds)
- Any unsafe act (30 Seconds)



Medical Emergency Management Competition



Team Event of up to 4 people: Walk-up

Location: TBD

Time: TBD

Description:

1. This team event will have two parts as a competition.
 - **Part one is a Written Exam** – Each team member will take the written exam and scores will be averaged to determine the Team Score. (The written exam will take place at 8am, and will only be offered at this time)
 - **Part two is a Practical Exam**
2. The event is designed to evaluate the team as an Emergency Medical Responder in knowledge and hands-on patient care. There will be multiple scenarios of similar difficulty for each station and one will be randomly selected for each team.
3. Scores will be tallied and awarded as First, Second, and Third place.

Competition Rules:

1. Professionalism will be always shown. This means no profanity, arguing with judges, unruly conduct, etc.
2. SAFETY is of utmost importance. Explorers will always conduct themselves in a safe manner. 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 competition, once a team has entered the scenario, they cannot leave
6. for any reason. If any team members leave the scenario, the scenario will stop, and the team will be judged based on what they have completed.
7. Any teams caught discussing any of the scenarios with any other teams will be
8. automatically disqualified from the competition.
 - a. *This includes any advisors discussing information with other teams from the same Post competing.*
 - b. *This includes sharing any recordings from the scenario.*

9. Advisors may observe the scenario but may not provide the team with direction of any kind.
10. Once the scenario is over, the team may proceed to the next event. Please understand, each scenario will be a first come first tested basis.
11. 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.
12. Come with a positive attitude, open mind, and have fun!

Written Exam:

(The Written Exam will be offered at 0800 and will only be offered at this time)

1. The Medical Emergency Management Competition will be 25 questions, multiple-choice, covering material from the current Emergency Medical Responder textbook or similar.
2. Each team member will take the exam and scores averaged for a Team score.

Practical Scenario:

This is a scenario-based checkoff for Medical. The scenario will use the standard National Registry of EMT's - EMR Patient Assessment/Management – Medical psychomotor skills sheet. The scenario will utilize a simulated patient where the team will have to interact with the patient.

1. Each team may consist of up to four Explorers. Each team will need to have a designated Team Leader to communicate with the evaluator during the scenario. Each team member is highly encouraged to communicate with team members in the competition box, but may not communicate with anyone outside the competition box.
2. Teams are to bring the following items with them to competition.
 - a. A Fully stocked EMS Responder bag.
 - b. The bag should contain supplies needed to handle the Trauma scenario
 - c. A Jump Bag containing only supplies designated for the Emergency Medical Responder
 - d. Body Substance Isolation supplies for each team member
 - e. ***A Long Spine Board and C-Collar will be available for use as needed.***
3. When the team is ready, the patient will be uncovered. Time will begin when the Team Leader advises they are ready to begin.
4. Time will end when the Team Leader advised they are moving to transport.

Medical Scenario Station

1. The team will have to assess, manage, and package for transport a medical patient within a goal of 15-minute time.
2. Each team will be responsible for assessing and managing the patient based on current Emergency Medical Responder guidelines.

NOTE: QUESTIONS WILL BE ANSWERED AT THE FRIDAY NIGHT MEETING

Team Scoring:

The team with the highest team score will be the winning team.

Pittsburgh Drill



Hosted by: Cherokee County Fire/EMS

Team Event: 4 Explorers per Team

Location: TBD

Time: TBD

OBJECTIVE:

The Pittsburgh Drill was developed to teach Rapid Intervention Team (RIT) members to work as a team. This event requires four (4) team members. The team will demonstrate their ability to safely negotiate the obstacle course which is fifty (50) feet in length with three (3) obstacles (under/over/through). The first obstacle is a low-profile opening (16" w x 20"h) (Photo 1), the second is an A-frame (Photo 2), and the third is a 6–10-foot tube (Photo 3). A section of 1 3/4" hose is stretched from the entrance of the course through all three obstacles to the firefighter (victim) at the end. The victim is a simulated downed firefighter (a manikin less than 100lbs in full gear, and face piece) that will be removed through the three (3) obstacles back to the beginning of the course. The manikin shall have a piece of webbing attached to assist in dragging.

REGULATIONS:

- Judges will consist of one (1) advisor from the Host Post, one (1) advisor from the competing team, and one (1) advisor from the team preparing to run the event.
- Each advisor will have a stopwatch. The high and low times will be thrown out and the middle time will be recorded.
- Host judges have the final say.
- Each post can enter a maximum of three (3) teams consisting of four (4) explorers.
- No member can participate in this event twice.
- If a team misses their turn they will be placed at the end of the events order and will be given another chance to participate. If the team is absent their second turn that team will be disqualified from that event.

GUIDELINES / RULES:

- Each team is made up of four (4) members (each with full turnout gear and SCBA not breathing air)
- The female coupling will be the start/stop line. Time will begin when the host judge says “go” and will stop when the last team member and the victim is across the line.
- Team members **must** follow the hose line throughout the obstacle course.
- Two team members **must** maneuver through all three (3) obstacles to access the victim, then work to bring the victim back through the obstacle course.
- Two team members **may** elect to maneuver through all three (3) obstacles or stay at the entrance of the tube to assist bringing the victim through.
- All team members will work to bring the victim back through the obstacle course.
- Team members must always work in pairs, no one works alone.
- Team members must prepare the victim for a drag using the webbing provided.
- The team must send two members through the low profile opening to pull from the opposite side. The remaining team members position the victim into the opening and push the victim through as the team members on the opposite side pull the victim through. The rest of the team must get themselves through the low profile and assist getting the victim to the starting point where the time will stop.

PENALTIES:

- There will be a ten (10) second penalty if the victim’s facepiece does not remain in place throughout the obstacle course. If it dislodges, the team will be stopped and given instructions to reposition the facepiece.
- There will be a ten (10) second penalty for each obstacle that is not negotiated by the entire team, except for the tube, two team members will be allowed to stay at the entrance of the tube without being penalized.
- There will be a ten (10) second penalty if any of the team member’s protective clothing is compromised or removed. (For example: removing facepiece, removing gloves, etc.)
- Any unsafe act will result in a ten (10) second penalty for each offense.
- No running of any kind at any time, (one foot on the ground always), doing so will result in a ten (10) second penalty for each offense.

Photo 1



First obstacle – Low Profile 16” x 20”

Photo 2



Second obstacle – A-frame

Photo 3



Third obstacle – Tube - two fifty-five gallon drums

Rapid Dress – Team and Individual



Hosted by: Cherokee County Fire/EMS

Team Event: 4 Explorers per Team

Location: TBD

Time: TBD

Description of event

This is a simulated event that represents the explorers readying themselves for structural firefighting.

Rules:

Individual and team timing will be done at the same time. This event requires 6 timers. Each competing explorer will have an individual timer. In addition, there will be a timer from the participating post and one from the upcoming post to help with the overall timing of the team. Competing post will be on a first come first serve basis. Each post advisor will fill out a card consisting of each explorer's first and last name, the competing post name and post number and council.

1. Each team will consist of 4 eligible explorers.
2. More than 2 teams will be allowed to compete from each post.
3. If the competing post has less than 4 members participating, then there will be no team time, but each explorer will have an individual time. Any extra members will be allowed to participate in individual times only.

4. Each explorer is only allowed to participate once.
Four (4) chairs will be placed in a line facing another set of 4 chairs for the next participating post.
5. Only one post will be competing at one time.
6. Participating explorers will have an individual timer in front of them.
7. The hosting post will supply 4 packs that will be ISI Ranger training packs with steel bottles without air in them for safety purposes.
8. Face pieces will not be needed.
9. Posts are allowed to bring their own SCBA packs that they have been practicing with as long as they were or are NFPA compliant packs. Regulators can be removed to prevent injury or damage to equipment.
10. Explorers will be allowed to position their gear and packs as needed in any fashion they wish after their SCBA packs are inspected.
11. For safety "no explorer" will be allowed to do their SCBA packs over their heads unless their helmets are affixed to their head.
12. SCBA packs will have all straps extended to their maximum position and will be inspected by the explorers' individual timer. Once the timer has checked the pack, the explorer will then be allowed to reposition the pack but must not touch the straps on the SCBA pack.
13. The explorer at this time will be asked about any problems with their gear and that will be communicated to their individual timer.
14. The four (4) competing explorers will then be instructed to be seated in their chairs with their backs against the upright of the chair before being allowed to lean forward in their ready position. Explorers will not be allowed to touch their gear until they are given the go command. The command will be as follows: "Ready, Set, Go". Explorers will then don all protective equipment including their SCBA.
15. Once the explorer has completed donning their equipment the timer will stop the clock when the explorer claps their hands together. Once this happens the explorer will then raise both hands above their head for inspection. Gear cannot be touched until the timer has inspected the key items on the scoring sheet.

Scoring Sheet Penalties – 50 Points Possible

Each point value represents the max points for that category. Loose or improperly donned gear will result in fewer points depending on how loose or improper it is.

- Waist Strap – 10pts
 - Not buckled at all will be 10 points deducted and will vary depending on how loose it is upon completion.
- Gloves - 10pts
 - Gloves not on fully will range from 1 to 10 points deducted.
- Shoulder Straps – 10pts
 - Depending on where the air pack is resting and how loose the shoulder straps are will depend on the deductions If not pulled at all that will be 10 points. Each side will be 5 points each. One side pulled and the other not pulled will be 5 points deducted.
- Hood – 10pts
 - Depending on fit and if it's on properly and how much hair is showing will depend on the deduction. Forgetting to put it on will be 10 points deducted or if it is not pulled over the head fully will be points deducted.

- Helmet – 10pts
 - If the helmet is not fastened or falls off after it is put on will be 10 points deducted. Depending on how loose it is after completion will determine how many points will be deducted

List of equipment

- 4 folding chairs
- 4 compliant SCBA packs (regulators can be removed)
- Structural firefighting boots
- Structural firefighting pants
- Structural firefighting jacket
- Structural firefighting flash hood
- Structural firefighting helmet (shield can be removed)
- Structural firefighting gloves

Z-Drag



Hosted by: Catoosa County Fire

Team Event: 4 Explorer Team

Location: TBD

Time: TBD

Scope: The purpose of this event is to expose the explorers to the basics of ropes and knots as well as the rigging of a 3:1 raise system. This system will be tied to the litter basket and not attached to another line. **Please take note of the changes.**

Equipment-- 200' Rescue Rope

2 Pre-Tied Prusiks

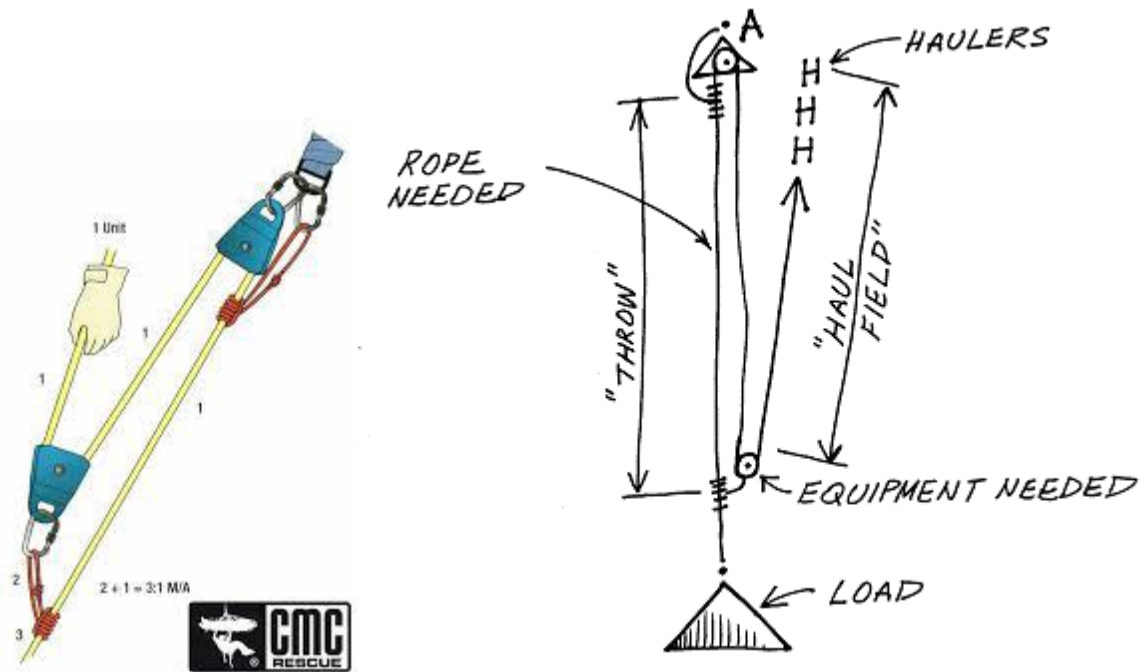
3 Carabiners

2 Prusik Minding Pulleys

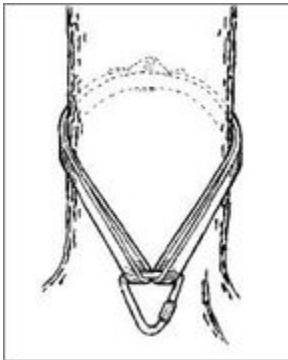
1 Weighted Rescue Litter

This event will consist of a team of 4 explorers. The event will be timed in a traditional manner from the words “Ready, Set, GO”. There will also be a score sheet for this event. Once this command is given all work can be completed simultaneously.

Clothing Requirements—This event will be conducted using appropriate personal protective equipment including hand and head protection. The system may be constructed without wearing gloves; however, gloves must be donned prior to hauling on the mainline.



Explorer 1 will be responsible for completing the anchor in any manner possible with the webbing provided and a carabiner. 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 will advance the rope to the rescue litter. The explorer will then secure the rope directly to the litter using an approved life safety knot, for example, a Bowline with an overhand or Yosemite, or a figure-8 follow through. The figure-8 does not require a safety knot. **The system will be tied directly to the rescue litter.**

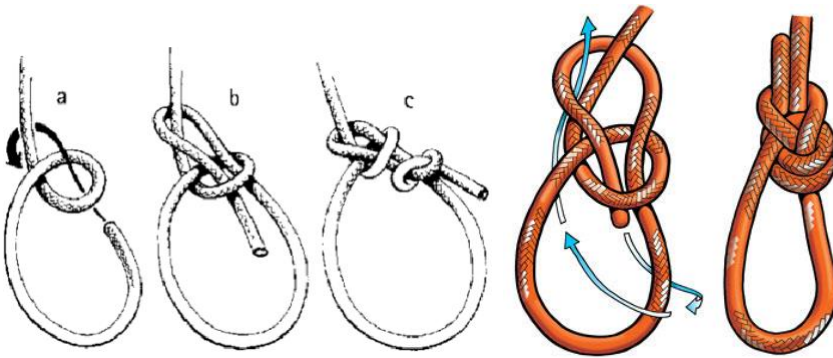


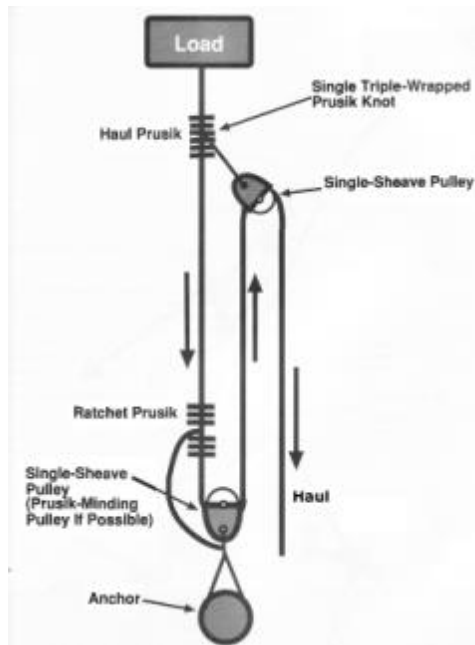
Figure 8 Follow Through



Explorer 3 will use the rescue rope, anchor rigged by explorer 1, pulley, carabiner, and one prusik to construct the progress capture portion of the Z-drag. Explorer 3 will attach the pulley to the rescue rope, and then attach the pulley to the anchor. Next, they will attach the prusik to the side of the rescue rope going down to the litter. Then the prusik will be attached to the anchor at the location of the pulley. **Only one prusik is required for the progress capture.**



Explorer 4 will use a prusik, pulley, and a carabiner to create and attach the haul cam portion of the Z drag. Explorer 4 will attach a prusik to the load side of the rescue rope. Then they will attach a pulley to the prusik using a carabiner. **The haul cam cannot be attached past the designated line that will represent the edge.**



NOTE: Even though the explorers have different predetermined tasks any explorer on that team may make the connection of the different parts i.e., the anchor to the 3:1. They can help each other construct any part of the Z-drag.

Once the 3:1 system has been completed the explorer team will haul the rescue litter to a predetermined location on the floor that will be marked by tape. The tape will be at a distance so that the explorers will have to reset the system. It will not be one continuous pull and the time will stop once the end of the rescue litter has crossed the tape. **The team cannot begin hauling until all team members are on the operating side of the “edge.”**

10-second Penalties for each of the below

1. Failure to don gloves before hauling on the completed system
2. Improper or incorrect knot used to secure to the litter

5-second penalty for each incorrect prusik.

Disqualification from Event

1. Profanity/ Unsportsmanlike Conduct
2. Unsuccessful completion or hauling on the system before completion
3. Hauling on the system in a 1:1 manner
4. Crossing over the “edge” except as allowed to connect to the litter.
5. Throws equipment purposeful

Denver Drill



***Hosted by: Forsyth County Fire Department
Team Event of up to XXXX
Location: TBD
Time: TBD***

Description:

MORE INFORMATION COMING SOON.

EMS Combat Challenge



***Hosted by: Forsyth County Fire Department
Team Event of up to XXXX
Location: TBD
Time: TBD***

Description:

MORE INFORMATION COMING SOON.

Rapid Rescue & Resuscitate



***Hosted by: Forsyth County Fire Department
Team Event of up to XXXX
Location: TBD
Time: TBD***

Description:

MORE INFORMATION COMING SOON.

Law Enforcement

Active Shooter



Hosted by : TBD

Team Event

Location: See the BSA Winterfest App

Time: This event will begin at 8:00 am; See BSA Winterfest App

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.

Crisis Negotiation



Hosted by : TBD

Team Event up to 5 people

Location: See the BSA Winterfest App

Time: This event will begin at 8:00 am; See BSA Winterfest App

Your Crisis Negotiation team will be presented with a specific scenario, then allowed to work through all the aspects of a professional negotiation. Your team will be evaluated on communication, problem solving, and its ability to resolve the given scenario. Explorers should wear full duty belts with red/blue/orange guns and handcuffs.

Grading standards will be explained during event briefing.

Domestic Violence



Hosted by : TBD

Team Event

Location: See the BSA Winterfest App

Time: This event will begin at 8:00 am; See BSA Winterfest App

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?

You will be dispatched to a domestic violence related call. Explorers will be graded based on their interview skills, development of probable cause, effecting the arrest, handcuffing technique, proper search, victim's rights, and general police tactics. This scenario will have no "simulation" of handcuffing or searching. The explorers will be expected to know their respective state's domestic violence laws and the criteria needed to meet probable cause.

Uniform Inspection



Hosted by : TBD

Team Event of 4-6 people

Location: TBD

Time: This event will begin at 8:00 am; See BSA Winterfest App

Units will be evaluated on how they move as a unit, their uniformity, and their conformity to their SOPs.

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
 - 1. Hair must be off collar, nails trimmed,
 - 2. Females, proper hair pinning, no nail polish
 - 3. 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 : TBD

Team Event – 3-4 Explorers per team

Location: See the BSA Winterfest App

Time: This event will begin at 8:00 am; See BSA Winterfest App

Explorers will be responding to a public places for an unknown issue, and must determine what the issue is, and resolve the issue with the appropriate action. During the investigation of the issue, Explorers will be graded on Officer Safety, Officer Presences, Scene Communication, along with Scene Origination.

Warrant Service



Hosted by : TBD

Team Event of 2-4 Explorers

Location: See the BSA Winterfest App

Time: This event will begin at 8:00 am; See BSA Winterfest App

There will be a forcible felony in which the explorers will have to establish and articulate probable cause for arrest warrants to a judge. They will then make entry to a residence and be expected to arrest the offender(s) using proper officer safety tactics. They will be expected to observe any evidence of the crime committed, then articulate probable cause for any search warrants if needed, collect, and preserve any evidence on scene if necessary.

Drunk Goggles – An Intoxicating Obstacle Course



Hosted by : TBD

Individual Event: Walk-up

Location: See the BSA Winterfest App

Time: TBD

MORE INFORMATION TO COME!

Cell Search



Hosted by : TBD

Individual Event: Team of up to 2 Explorers

Location: See the BSA Winterfest App

Time: TBD

Explorers will enter a cell to conduct a cell search. They will be searching for items which would be considered contraband. During this search the explorers must show good officer safety, along with conducting a thorough search.

RADAR / LiDAR Exploration



Hosted by : TBD

Individual Event: Walk-up

Location: See the BSA Winterfest App

Time: TBD

MORE INFORMATION TO COME!

DUI Investigation



Hosted by : TBD

Individual Event: Team of 2 Explorers

Location: *See the BSA Winterfest App*

Time: TBD

Explorers will simulate a traffic stop for a traffic violation, and upon contact they discover the driver may be under the influence. While using good officer safety, they will put the driver through a series of test from Standardized Field Sobriety Test (SFST), and after completing the series of test they will determine if an arrest is necessary.

Officer Down



Hosted by : TBD

Individual Event: Team Event of up to 4 Explorers

Location: *See the BSA Winterfest App*

Time: TBD

Explorers will respond to a disturbance call that involves an off duty officer who is suffering a medical emergency. They will be responding to handle the disturbance accordingly with the laws of their state, render first aid to the officer for his medical emergency, and do so while showing good officer safety.

Police Department Interview Skills



Hosted by : TBD

Individual Event: Walk-up

Location: *See the BSA Winterfest App*

Time: TBD

MORE INFORMATION TO COME!

Shooting Sports Events

Archery Competition and Match Shoot



Individual Event: Walk-up

Location: Rocky Top Sports World (Outdoors)

Time: 8:00 am to 3:30 pm

Rules:

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

Scoring

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

Archery Free Shoot



Individual Event: Walk-up

Location: Rocky Top Sports World (Outdoors)

Time: 8:00 am to 3:30 pm

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

Tomahawk Throw



Individual Event: Walk-up

Location: See the BSA Winterfest App

Time: TBD

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.

Rules:

1. The leader gives a demonstration of what you 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".
4. One participant throws the "hawks" 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".
6. The participant not throwing stands at the throwing line while the "hawks" are retrieved.
7. The next participant then takes their turn.
8. Only one set of "hawks" (three "hawks" in a set) are used per throwing space (target).
9. Anyone not observing the safety rules will forfeit their right to participate.

SIRT (Shot Indicating Resetting Trigger) - Laser Pistol Marksmanship Challenge



Individual Event: Walk-up

Location: TBD

Time: 8:00 am to 5:00 pm

A Shot Indicating Resetting Trigger or SIRT pistol is a useful training tool in improving defensive shooting and marksmanship. Invented by Mike Hughes, the SIRT pistol mimics the shape, size, feel and weight of a real firearm. This is A walk-up challenge with laser replica training pistols in game format to give individuals a taste of the program. Participants get a few moments of instruction and an opportunity to try the pistol simulator.

3-Gun - Pistol, Rifle, Shotgun



Individual Event: Walk-up

Location: TBD

Time: 8:00 am to 5:00 pm

We are bringing back a BIG HIT from year past! One of the fastest growing shooting sports events in the country right now is the action-packed multi-gun competition commonly known as "3-Gun." 3-Gun matches are timed events in which competitors move through various stages engaging in targets using a pistol, rifle, and shotgun. The competition is rapidly rising in popularity as it combines gun handling skills, speed, and accuracy across three different platforms. The 3-Gun Experience, all Airsoft guns, is designed to introduce new and intermediate shooters to the world of 3-Gun. The 3-Gun Experience offers you a chance to learn the sport on your own time and at your own pace. This safe, fun, mildly competitive recreational shooting program will be your steppingstone into the world of 3-Gun.

STEM Events

Drone Obstacle Course Challenge



Individual Event: Walk-up

Location: *See the BSA Winterfest App*

Time: TBD

Want to improve your drone flying skills? Not sure what first-person visual is? Or how to even start? Come try let us show you how to work your way up to navigating the Winterfest Drone Obstacle Course. You'll get tips on how to begin flying and then practice with obstacles. Then, if you are up to the Challenge, race against another Scout to test your skill!

Virtual Reality



Individual Event: Walk-up

Location: *See the BSA Winterfest App*

Time: TBD

JUMP into the Action!! VIRTUALLY!! Stop by the Winterfest Virtual Reality event to slide on the VR Google's and start your adventure. There will be multiple reality options to choose from and fun for all! Test your skill with Physics, Draw your own world, Wander into unknown territories. You don't want to miss out on this.

Catapult Construction



Individual Event: Walk-up

Location: *See the BSA Winterfest App*

Time: TBD

The enemy has hidden behind their wall of whoa, and it is up to you, your popsicle sticks and some glue to build your catapult to storm the castle. Join us at the STEM Center this year to build your very own catapult. Try your luck against our wall of water cups!

Plastic Pollution & Environmental Awareness & Scouts for SDGs



Individual Event: Walk-up

Location: *See the BSA Winterfest App*

Time: TBD

MORE INFORMATION TO COME!

The Weight of Winning



Individual Event: Walk-up

Location: *See the BSA Winterfest App*

Time: TBD

How well do you know your forces? Suspended in the air is a jar of joy. Your goal is not to guess how much is in it, but to see what the mass of the prizes is. Use the force probes, find the tension in the cables to guide you to find the mass of your vault of valuables. Closest to the mark will receive the rewards!

Built it And it WILL Fly



Individual Event: Walk-up

Location: *See the BSA Winterfest App*

Time: TBD

The pressure is building, but can your rocket handle it? Join us at the STEM center to test your Rocket Science skills. Using paper and tape create your rocket. Using the provided launcher pump up the pressure and let the rocket loose across the event arena. Longest launch will win the glory.

Bridge It



Individual Event: Walk-up

Location: *See the BSA Winterfest App*

Time: TBD

You may have heard of bridge building with sticks, or even toothpicks, but that is way too easy. Using the ancient reading tablets known as “newspaper”, build a bridge that must span the great chasm between the towers of destruction then we will attach the container of carnage and add the sand of chaos until it all comes tumbling down! How strong you build your bridge is up to your engineering prowess. Team building is encouraged.

FIRST Robotics University of Tennessee



Individual Event: Walk-up

Location: *See the BSA Winterfest App*

Time: TBD

MORE INFORMATION TO COME!

Training

Backcountry First Aid



Location: See the BSA Winterfest App

Time: Timed sign up required

This program is intended for youth and adults who have minimal first aid training and virtually no backcountry medical experience.

Learning to Work with Special Needs Scouts



Location: See the BSA Winterfest App

Time: Timed sign up required

Scouts with intellectual disabilities have a wide variety of strengths, challenges, interests, behaviors and communication skills. It is important to remember that these Scouts can and do learn even if their learning takes more time. Using approaches that are patient.

Ethical Controversies (45 min)



Location: See the BSA Winterfest App

Time: Timed sign up required

Discuss ethical standards and dilemmas in the context of compelling issues with a group of your peers in a model adapted from Johnson and Johnson's *Creative Conflict*. Includes "beta test" of the new scenarios.

Mock Trial – The Case of the Stolen Car (1 hr)



Location: See the BSA Winterfest App

Time: Timed sign up required

Experience the challenges of weighing the evidence and deliberating as a jury member in this Introduction to Jury Service.

Kodiak 101: Bringing Leadership Training to the Unit Level (1 hr)



Location: See the BSA Winterfest App

Time: Timed sign up required

How can learning leadership in the field impact your Unit? And how do you get started if you've never run a Kodiak Challenge before? This intro class is a practical guide that covers topics from how to recruit and train your trainers to how to identify an appropriate training adventure, from a week of camping and caving at Mammoth Caves to a history tour of Washington D.C. to a backpacking trek in the wilds of Idaho. FOR ADULT AND YOUTH LEADERS

Designing Meaningful Service Projects (1 hr)



Location: See the BSA Winterfest App

Time: Timed sign up required

Tired of the two-hour trash pick as your default service project? Discuss strategies for choosing projects informed by both passion and need, plus learn about ways to connect your projects to local and global priorities.

Venturing: Creating a Successful VOA (1 hr)



Location: See the BSA Winterfest App

Time: Timed sign up required

A functional Council VOA is integral to the success of the crews in your area. Learn and share practical tips and advice to organizing and putting one to work.

Mental Health First Aid Basics (1 hr)



Location: See the BSA Winterfest App

Time: Timed sign up required

Using the model from BSA Listening Ear, (WSJ '19 & NJ '23), we will discuss the basics of mental health first aid. This will include current statistics, basic mental health triage, and next steps in the mental health first aid arena.

Messengers of Peace – What EVERY Scout Should Know



Location: See the BSA Winterfest App

Time: Timed sign up required

Messengers of Peace (MoP) is a global initiative designed to inspire millions of young men and women in more than 220 countries and territories to work toward peace. Learn about the updates to the program and how it's now easier than ever to spread the message of peace throughout the world. You will also be able participate in a project to spread peace through providing cards/letters of encouragement and appreciation to first responders across the U.S. Our goal is to provide over 1000 cards to be sent to these exceptional people doing their great work in their local communities across the globe.

Stop the Bleed



Location: See the BSA Winterfest App

Time: Timed sign up required

In the STOP THE BLEED course, you'll learn three quick techniques to help save a life before someone bleeds out: (1) How to use your hands to apply pressure to a wound; (2) How to pack a wound to control bleeding; (3) How to correctly apply a tourniquet.

Fire Investigation Class (1.5 hr)



Location: See the BSA Winterfest App

Time: Timed sign up required

As fire burns, it leaves clues in its path — evidence visible only to trained fire investigators. With an understanding of fire science, fire investigators hunt for clues, collect evidence and report on what happened.

Join us in this class as we virtually visit UL's Fire Lab to work side by side with fire scientists through a series of videos, interactive tools and experiments. You'll learn how fire is defined, how it develops, and how the evidence left behind suggests how and where it started. Once trained, you become the fire investigator who determines the cause of a fire using the scientific method to establish a claim based on evidence from the scene!

Use of Force (1 hr)



Location: See the BSA Winterfest App

Time: Timed sign up required

Police Use of Force – A Primer

This is a 90-minute classroom block of instruction presenting a very general overview of use of force by law enforcement in the United States. Although instruction is presented by a subject matter expert certified to instruct peace officers, participants will not practice any force option during the course. Instruction is designed to be beneficial to both the uninitiated as well as the veteran. Instruction will avoid the specific nuances of differing state laws and departmental policy and will cover the following topics as time allows:

- 1. Use of Force defined**
 - a. Non-deadly force
 - b. Deadly force
- 2. Application of the 4th and 14th Amendments of the Constitution**
 - a. The Goal of using force in light of the Constitution
- 3. The Totality of Circumstances defined**
- 4. Generally accepted force options; what are they and when are they be appropriate**
 - a. Persuasion of officer's Presence
 - b. Persuasion of verbal Commands
 - c. Gaining compliance through escort techniques
 - d. Pain Compliance/personal weapons
 - e. The impedance of Impact weapons
 - f. Impedance of electronic control weapons
 - g. Impedance of chemical agents
 - h. Stopping a threat through deadly force
- 5. The application of the Totality of Circumstances to force option decision making.**
- 6. Qualified Immunity; what is it and how does it work?**
- 7. Tactical Intervention by police officers in instances leading up to and including unlawful use of force by others.**

SIRT (Shot Indicating Resetting Trigger) - Improve Your Pistol Marksmanship with Laser Simulators (Certificate course)



Individual Event: Walk-up

Location: TBD

Time: 8:00 am to 5:00 pm

A Shot Indicating Resetting Trigger or SIRT pistol is a useful training tool in improving defensive shooting and marksmanship. Invented by Mike Hughes, the SIRT pistol mimics the shape, size, feel and weight of a real firearm. Through active instruction and coached practice using simulators, explore the five fundamentals of marksmanship for pistols. This is a certificate-bearing course; limited to 12 participants per offering. Co-located with the SIRT walk-up event.

Powder Horn 101 - with Facilitating Fun to Improve the Scouting Program (1 hr) *for Adult Leaders*



Individual Event: Walk-up

Location: TBD

Time: 8:00 am to 5:00 pm

This hour-long introduction will introduce the Powder Horn syllabus and cover the logistical questions of how to run an effective Powder Horn experience at the Council Level. FOR ADULT LEADERS.

Exhibits / Demo



Coast Guard Exhibit & Activities

The Summit Bechtel –
BSA High Adventure Exhibit

Sea Base –
BSA High Adventure Exhibit

Philmont Scout Ranch New Mexico –
BSA High Adventure Exhibit

SWAT TEAM Exhibit - Gatlinburg Police Exhibit

Bomb Squad Demo –
Georgia Bureau of Investigations Bomb Squad

Police Motor Unit – City of Knoxville PD

EMS - Life Flight Landing

K-9 Demonstration

History and Use of the Kazoo (VESSI)

- Kazoo Museum
- Kazoo Experience (30 min)
- Kazoo Quiz

Wheelchair Basketball Expo – Wheelchair Basketball Club

International Scouting Exhibit & Messenger of Peace

Addendums



Addendum #1: Cardboard Regatta Rules

Supplies allowed for building your cardboard boat:

1. A box cutter or sharp cutting tool
2. Duct tape
3. Yardstick or ruler
4. 2 pieces of cardboard (provided by the judges)
5. Pencil
6. Latex enamel or spray paint for final coats [no multi-part paints allowed] (*optional*)
7. 2 sheets of plastic [to be used to protect the work area, NOT to be used in construction of the boat]
8. Paint brushes and rollers (*optional*)
9. Building square (*optional*)
10. Wallboard screws for holding cardboard together while taping. These must be removed before launching. (*optional*)
11. Battery drill or screwdriver for installing screws (*optional and for decoration only*)
12. Decorations can be any material but not used to reinforce the structure of the boat (*optional*)

Getting Started

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: 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, tape it together, and try out your design idea in small scale before working on a full-sized creation. You may have had an idea that sounded great, but it just didn't work. You can try something new using your models, so you don't waste your cardboard.

If you want, you can apply 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.

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

1. You can have strength and 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, you can compromise the integrity of the cardboard.
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 you will not be able to address the issue.

Here's a few 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 more 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 and about 23-24 inches for a canoe.
- Figure about 30 inches maximum for 1 person and 48 inches for two people.
- Duct tape shrinks when it is painted.

Keep in mind the other lessons you learn along the way. That will make building your next boat that much easier.

The rules for this event are listed below and are primarily for safety while some relate to the use of certain substances and materials for boat construction.

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." 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). (PFDs and paddles will be provided.)
9. Boats are subject to inspection and disqualification for each violation of the above General Rules, (except for rule # 6 which results in a 20 second time penalty).
10. All entrants must ensure that their building area has been cleaned prior to racing. All boats must be removed from the pool and cut apart and placed in the Community Center dumpsters. Teams who do not dispose of their boats properly will not be permitted to participate in future Cardboard Boat Regattas.
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 team ... the looks of the boat aren't considered)
 - Most Spectacular Sinking (to qualify, you must salvage the remains completely).
12. Boats must be propelled by paddles or oars only. Other forms of propulsion including swimming your boat are not permitted.

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

Have fun! Be creative!