



WINTERFEST 2026 EVENT GUIDE

February 6-8, 2026 | Gatlinburg, TN

V5 (last updated 11/1/2025)

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IMPORTANT INFORMATION

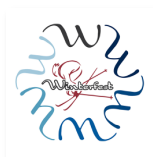
- **Event Guide Updates:** Changes, updates, and other notes regarding Winterfest and the events will be posted on Facebook and the latest Guide will be published on the Winterfest web site www.bsawinterfest.org. Be sure to check the site regularly for the latest information. The rules for each event that are published in the latest revision of this guide will be followed at Winterfest.
- Registration for most events will be on a **first-come, first-served basis SO REGISTER EARLY!**.
- **For 2025, each post will be able to choose their Top 5 competition event choices during registration and will receive their schedules before the event.**

Posts will receive notification of their final schedules after Advance Registration ends on January 5th, 2026. There will also be events & trainings available on a first-come, first-served basis and wait times can vary. **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 and see your schedules (ONLY registered email login can see this) 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.
- 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 Talent Show Competition is Returning this year! See the General Events section for more information.
- **The final registration deadline is February 5, 2026 at 11:59pm.** After that date registration will only be allowed at the door. **Advance ticketing ends at midnight on January 5, 2026.**
 - *Wristbands will be provided at check-in and will be checked at each competition site.*

DOWNLOAD THE OFFICIAL WINTERFEST APP!

(Click Icons below to link to the app)



Key Contacts

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Partner Events

Ripley's and WonderWorks have partnered with Winterfest to provide some additional discounted fun for all attendees. **Tickets can be pre-ordered in the Winterfest Online Shop (bsawinterfest.org/attractions) OR purchased at the door when checking in. You will receive your discount tickets at Check-In. IF your Unit would like to use your tickets BEFORE Check-In (starting at 1pm on Friday, Feb 6th, 2026), please contact Candy Lee (candy.lee@scouting.org) to arrange an earlier pickup.**

Ripley's Attractions



For just \$17.00 for youth and adults can choose to go through one of the following: Ripley's Aquarium (closing at 9:00 PM), Haunted Adventure (closing at 10:00 PM), and/or Believe It or Not (closing at 10:00 PM). Participants should plan to arrive 2 hours before closing to enjoy the attraction. Tickets can be ordered in advance during the registration or on our website (bsawinterfest.org/attractions) or during event check-in hours. Ripley's will honor the attraction ticket on Saturday/Sunday during normal operating hours.

WonderWorks



For just \$21.00 for youth and adults can tour WonderWorks and enjoy the laser tag attraction. Tickets can be ordered in advance during the registration or on our website (bsawinterfest.org/attractions) 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 INFO & COMPETITION RULES

WRISTBANDS ARE PROVIDED UPON CHECK-IN AND WILL BE CHECKED AT EACH COMPETITION SITE.

STEM & TRAINING HAVE MANY NEW EXPLORING-RELATED OFFERINGS! MAKE SURE TO CHECK OUT ALL AREAS OF THIS GUIDE.

NON-EXPLORERS WILL HAVE A CHANCE TO TRY AND COMPETE IN SOME FIRE/EMS & LAW ENFORCEMENT EVENTS (ex, Rapid Dress, Police Physical Fitness, Crime Scene Investigations, Dress & Lay, Drunk Goggles).

EXPLORERS!! Check out events outside of your field, like SCUBA, Dive-In Movie, Public Safety Diving, Climbing, Escape Rooms, Training and STEM offerings.

1. **Scouting behavior (according to the Scout Oath & Law) and professionalism will be always shown.** This means no profanity, arguing with judges, unruly conduct, etc.
2. **SAFETY is of the utmost importance. Scouts & Explorers will always conduct themselves in a safe manner.**
3. **If a Scout or Explorer argues with the judges, they or their team will be immediately disqualified.** Advisors may confer with judges after completion of an event, but Scouting behavior and professionalism must be maintained.
4. **No Scout or Explorer may participate in any competition event more than once and teams must be made up of participants from the same post, unless stated otherwise (exceptions to this are made in Escape Rooms due to small group size).** This rule is in effect to allow as many Scouts & Explorers as possible to participate in each event but still complete the competition in a reasonable amount of time.
5. **Law Enforcement & Fire/EMS events have a Sponsor Post. This Post is responsible for managing the event and will confer with the Winterfest Competition Program Chief to resolve any problems that arise.**
6. **Scoring 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 Winterfest Staff and Sponsor Posts** – typical configuration for Exploring events is 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. **For timed Explorer events, 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. **Explorer 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. **Rulings by a Sponsor Post regarding safety issues, rule infractions, or disqualifications are unbiased and final.** Disputes or disagreements will be brought to the Winterfest Competition Program Chief.
11. Each event has its **own rules that must be followed in addition to these general rules.**
12. **NEW THIS YEAR** – ALL events will be assigned points for First, Second, and Third place. There will be an **OVERALL Program Area winner for each program area based on the highest earned points** (Exploring Law Enforcement, Exploring FIRE/EMS, Venturing, Sea Scouts, and Scouts BSA).

General Events

Color Guard Auditions



Location: Rocky Top – Main Stage

Time: Friday 5:00-6:45 PM

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.
4. 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).
5. Starting from the start location, the Team Leader will lead the team through the following:
6. 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.
7. 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.
8. 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.

Patch Trading Spot



Location: Rocky Top - TBA

Time: Saturday, 8:00 AM – 5:00 PM

We will be providing a safe trading space for participants to swap Scouting/Venturing/Exploring patches of any kind.

Roundtable – Exploring



Location: TBA

Time: Saturday 5:45-6:30 PM

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: TBA

Time: Saturday 5:45-6:30 PM

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.

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



Location: See the BSA Winterfest App – Outdoor High School – See Map at Check-in

Time: 6:30 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 this 5K.

Winterfest Talent Show



Location: Rocky Top – Main Stage

Time: Final Performance During Closing Show

Preliminary Judging begins Friday at 10pm

Talent Show Process

Winterfest participants can showcase any form of talent as a group or individual. The top talent acts will perform in front of all Winterfest participants at the Closing Show Saturday Night. Preliminary judging starts at 10 PM Friday night, at Rocky Top Sports World. Groups and individuals will “pre-qualify” on a first-come first-served basis. Only the top four acts advance to the finals.

Rules

1. You may participate as an individual or as a group. There is no limit as to the number of entries per unit.
2. No Adults.
3. Each act is limited to 4 total minutes. This time limit includes any needed set up time your act may require.

Check-In

- Check-In will be opened immediately following the conclusion of the Friday evening show, to the right of the stage.
- An announcement will be made regarding the Talent Show check-in during the Friday evening show. Listen carefully for any special instructions.
- Check-In will be open for one hour following completion of the show. A 15-minute warning will be announced prior to closing check-in. After this time has elapsed, no new check-ins will be permitted.
- **To complete your check-in, a representative of your group must bring:**
- Completed Talent Show Application for each group participating in the Talent Show auditions (will be available at the event)
- Completed Talent Show Media Release for each individual participating in the Talent Show auditions
- Completed Backing Track Form and any required media (if used)
- Printed full lyrics of any songs that will be performed
- Script for any spoken word, skits, comedy, or other verbal acts
- When group or individual check in is complete, a number will be issued, indicating your cue to walk on stage

Auditions

- Auditions will occur approximately 30 minutes after check-in begins.
- Numbers will be called for each act to take the stage.
- At the end of the allotted three minutes, a buzzer will sound, and audio will be faded out, indicating the end of the allotted performance time.

- Performance time will not begin until all performers have taken the stage and begun their act. Performance time will end at three minutes, regardless of whether an act is in progress.
- Participants are required to be present when their number is called. Please keep track of your position in line and plan accordingly. Late participants will not be permitted to audition, so please remain in the vicinity of the stage during the auditions. A seating area will be designated for all talent show participants to watch the other auditioning acts.

Judging

- Acts will be judged according to a scoring rubric developed by Talent Show Staff.
- Judges will be youth that are unaffiliated with Winterfest Show Staff and will be determined by Winterfest and Talent Show Staff.
- A copy of the scoring rubric will be available for review by participants during the check-in process and following the auditions.
- Scoring rubrics will be collected from the Judges following the auditions by Talent Show Staff. Scores will then be tallied by Talent Show Staff.
- The five top-scoring acts will be selected as finalists.
- Finalists will be notified by telephone or in person as soon as possible following the tally of the results.
- A score sheet showing the scores of all Talent Show participants will be posted on Winterfest social media pages following judging.

Sound Checks

- Three times will be designated for Sound Checks on Saturday Afternoon. These times will be posted during Check-In and following auditions.
- All finalists are required to attend one of the three sound checks prior to the Saturday evening show.
- All group members who will perform in the Saturday evening show must be present for the group's Sound Check.
- Winterfest Show Staff will work to provide sound checks at flexible times but may be limited due to other organizational factors.
- Finalists requiring backing tracks, instruments, or any other special needs will need to attend their sound check ready to perform.
- No new participants, instruments, backing tracks, or other performance changes will be permitted between sound checks and the Saturday evening show.
- ***No finalists will be allowed to perform during the show without attending their sound check.***

Saturday Evening Show

- Finalists are required to be present in the backstage area or at the audio booth and ready to perform at least 15 minutes prior to the beginning of the show.
- Finalists should remain backstage during the show until the time of their performance.
- After their performance, finalists may be seated with their unit.
- The winner of the Talent Show will be announced at the conclusion of the Saturday evening show.

Talent Show Rules and Regulations

Due to time constraints, only forty (40) auditions will be conducted.

Please plan on arriving to Check-In as early as possible to ensure your place in line.

Types of Entries

- Entries will be accepted either as a group or solo.
- Entries will be permitted from the following categories:
 - Vocal
 - Dance
 - Instrumental

- Comedy
- Magic
- Skits
- Spoken word
- Entries in categories not listed above may be permitted following approval by Talent Show Staff. Unconventional acts are recommended to check in as soon as check-in has been opened to discuss their performance.
- Entries during auditions are limited to three (3) minutes in length.
- Finalists may perform for up to five (5) minutes during the Saturday show.

Prohibited Acts

- ***No explicit, vulgar, or obscene acts will be permitted.***
- Acts may not use fire, pyrotechnics, confetti, firearms, knives, other sharp objects, or other objects deemed hazardous to participants or spectators.
- Simulated firearms, such as blue guns and inactive drill rifles, may be permitted following inspection and approval by Talent Show Staff.
- Prop knives and swords with blunt edges may be permitted following inspection and approval by Talent Show Staff.
- Lip syncing is not permitted as a sole act but may be included as part of a larger act following approval by Talent Show Staff.
- Winterfest Show Staff reserves the right to interrupt any performance that is deemed to violate any of these regulations or is found to be in poor taste by most of the judges and staff, or represents an immediate risk of injury or property damage.

Backing Tracks and Audio

- The Talent Show is considered a public performance and must comply with applicable copyright laws.
- Any songs used as a backing track must be owned or purchased by the Talent Show performer prior to auditioning.
- No streaming audio sources, such as Spotify or YouTube, will be allowed if the media is available for purchase. Streaming audio sources will not be permitted, and no exceptions will be allowed during the Saturday evening show due to the historical unreliability of wireless networks and cellular service.
- All recorded content must be in keeping with the values of the Venturing, Exploring, and BSA Program. Winterfest Show Staff reserve the right to immediately cut the audio if a song is deemed inappropriate.
- All content will be played as-is. Any track editing, such as start and stop times or vocal removal shall be completed by the participant prior to check-in. Karaoke versions of songs are recommended for backing tracks. It is recommended that Talent Show participants edit their backing tracks using free audio editing software, such as Audacity (Windows, Mac, Linux) or GarageBand (Mac, iOS).
- Submitted audio must fit the following specifications:
- Both the left and right track must be included. No mono audio is permitted.
- Audio must be submitted in the MP3 format, at a high bitrate.
- Audio must be submitted on a USB flash drive (thumb drive). This flash drive must be readable by standard Windows or Mac OS computers.
- Audio on a CD will not be accepted. USB flash drives are widely available and can be purchased for under \$5. Many modern laptops do not have the ability to read CDs.
- For performers unable to provide an MP3 file of their audio or requiring advanced control, a stage audio input (standard 1/8" headphone connector) will be provided to connect the performer's device to the audio system.
- Use of this stage audio input requires permission from Winterfest Show Staff.
- Please discuss this with a Talent Show Staff member during check-in.
- No streaming audio sources, such as Spotify or YouTube, may be played back through the stage audio input.

- Exceptions will be made at the discretion of Talent Show Staff if media cannot be purchased through available sources.

Venturing / Sea Scouts / Scouts BSA

(Teambuilding Open to Everyone)

9 Square



Walk Up Event

Location: TBA

Time: Saturday 10:00 AM to 3:00 PM – Walkup

Description:

9 Square in the Air is the ultimate high-energy, low-skill barrier group activity that gets everyone moving, laughing, and working together. Merging the fast-paced action of volleyball with the strategic rotation of 4-square, this game is a proven participant favorite

All Tied Up: The Essential Knot Mastery Challenge



Walk Up Event

Location: TBA

Time: Saturday 10:00 AM to 3:00 PM - Walkup

Description:

The All Tied Up challenge is a rapid, hands-on exercise designed to test the procedural precision and teamwork essential for Scouts BSA, Venturing, Sea Scouts, and Firefighting preparedness. Teams race against the clock to correctly tie a series of mission-critical knots (such as the Bowline for rescue, the Square Knot for joining lines, or the Figure Eight for climbing safety). This challenge requires effective communication and delegation to ensure every knot is tied with the necessary structural integrity, mirroring high-stakes scenarios where failure is not an option. It's a true test of mastering the foundational skills that save lives and secure gear.

Basic Scout Knots:

- Sheet Bend
- Bowline
- Trucker's Hitch
- Two Half Hitches
- Taut Line Hitch

- Prusik Hitch
- Double Fisherman's Knot
- Clove Hitch

Here is a great resource for those interested in learning more about these knots. This site provides more details on each of these knots, and tutorial videos on how to tie each of them.

<https://scoutingmagazine.org/2017/04/tie-essential-scouting-knots/>

Brick Blitz Grand Prix: Quick-Paced LEGO Derby



Walk Up Event

Location: TBA

Time: Saturday 10:00 AM to 3:00 PM – Walkup

Description:

Design, build, and race! The Brick Blitz Grand Prix is a quick-paced LEGO engineering challenge where speed and creativity collide. Participants get limited time to construct a downhill derby car using only LEGO bricks before hitting the track for multiple high-speed heats. The focus is on fast construction, immediate action, and quick repairs—less about perfection and more about non-stop, crash-and-rebuild fun! Join us for a thrilling test of gravity and gear-building prowess to crown the Grand Champion.

Escape Rooms



Team Event: Scheduled ONLY

Location: TBA

Time: Friday 2:00 – 8:00 PM & Saturday 8:00 AM – 5:00 PM

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 four distinct escape room offerings to choose from, this will be a fun-filled event for everyone working as a team to solve the mysteries. Each unit will have an assigned time and escape room. The unit should arrive 5 minutes early to make sure they have the maximum allotted time. If a unit arrives late they will not be given extra time and must complete the room by the designated end time.

The maximum team size is 8 people. If you have more than 8 in your Unit, please request 2 separate timeslots by emailing info@bsawinterfest.org. A second spot is space available and NOT guaranteed based on demand – all units will get one spot before second spots will be assigned. IF a unit has registered with LESS than 8 people, they MAY be combined with another smaller group. If a combined group wins the event, both units will get the award! We will inform you if your unit has been combined and if that affects your chosen timeslot.

Four in a Row



Walk Up Event

Location: TBA

Time: Friday 2:00pm – 8:00PM & Saturday 10:00 AM to 3:00 PM – Walkup

Description:

Get ready for Four in a Row, the ultimate face-off where every drop counts! This quick-to-play vertical strategy game pits you directly against an opponent in a thrilling race to line up four discs. It's a rapid-fire battle of wits, demanding not just offensive moves to snatch the win, but also cunning defense to block your opponent's sneaky plans. Challenge your friends to see who can master the diagonal trap, the vertical sneak attack, and dominate the grid!

Giant Gridlock: Three in a Row Throwdown



Walk Up Event

Location: TBA

Time: Friday 2:00pm – 8:00PM & Saturday 10:00 AM to 3:00 PM – Walkup

Description:

Step up for Giant Gridlock, the oversized, active version of X's and O's! Players toss large bean bags onto a massive floor grid, racing to be the first to land three markers in a row. It's a perfect blend of aiming skill and spatial strategy.

Human Web



Walk Up Event

Location: TBA

Time: Friday 2:00pm – 8:00PM & Saturday 10:00 AM to 3:00 PM – Walkup

Description:

The Human Web is a fascinating team challenge that instantly turns your group into a complex, physical tangle. Participants join hands with two different people across the circle, forming a seemingly unbreakable knot. The mission is simple: unravel the web and return the group to a single, connected circle—all without ever letting go of hands. This exercise demands patient, strategic cooperation, sharp non-verbal communication, and systematic problem-solving to successfully untangle the confusion and restore clarity.

Kernal Classic: Tournament of Toss (Cornhole)



Walk Up Event

Location: TBA

Time: Friday 2:00pm – 8:00PM & Saturday 10:00 AM to 3:00 PM – Walkup

Description:

Get ready for some relaxing fun at The Kernel Classic! This casual cornhole event is the perfect opportunity to socialize, unwind, and enjoy some friendly competition with your colleagues or friends. Grab a partner, fine-tune your arc, and take aim for the board—it's all about making memories and having a laugh. Whether you're a beginner or a seasoned pro, join us for a laid-back atmosphere where sinking bags and building camaraderie are the main goals!

Rapid Transit Relay



Walk Up Event

Location: TBA

Time: Friday 2:00pm – 8:00PM & Saturday 10:00 AM to 3:00 PM – Walkup

Description:

The Rapid Transit Relay requires your entire team to act as one continuous machine, using a series of half-pipes to transport an object from start to finish. The rules are strict: never stop, drop, or let it roll backward. This activity demands constant, crystal-clear verbal coordination and physical synchronization to achieve a perfect, uninterrupted flow.

Spaghetti Scraper Build



Walk Up Event

Location: TBA

Time: Friday 2:00pm – 8:00PM & Saturday 10:00 AM to 3:00 PM – Walkup

Description:

Ready to prove your team's engineering genius in a flash? The Spaghetti Scraper Build is a hilarious, high-pressure challenge that gives your team just 15 minutes to construct the tallest, most stable tower using limited materials, all while anchoring a marshmallow to the very top.

Social Media Scavenger Hunt – Winterfest Edition



Location: All Venues

Time: Friday – Saturday all day

#Winterfest2026 #BestEventEver Join us for a thrilling Social Media Scavenger Hunt at Winterfest 2026! From the moment you check-in until 5 PM on Saturday, embark on a digital adventure to discover hidden gems, complete challenges, and capture unforgettable moments. How to Play: Check-in: Upon arrival, collect your Scavenger Hunt list and rules. Explore Winterfest: Discover hidden clues, participate in activities, and snap photos. Share Your Adventure: Post your findings on social media using the hashtags #Winterfest2026 and #ScoutingAmericaWinterfest. Collect Points: Earn points for each completed task and shared post. Win Big: The team with the most points at the end of the event will be crowned the ultimate Winterfest Scavenger Hunt Champions! Get ready to explore, engage, and win big!

Tetris Tumble



Walk Up Event

Location: TBA

Time: Friday 2:00pm – 8:00PM & Saturday 10:00 AM to 3:00 PM – Walkup

Description:

Your mission is to collaboratively build and maintain the tallest Structural Integrity Tower using irregular polyomino blocks, without causing a catastrophic system failure.

Timber Tower (aka Jenga)



Walk Up Event

Location: TBA

Time: Friday 2:00pm – 8:00PM & Saturday 10:00 AM to 3:00 PM – Walkup

Description:

A high-pressure engineering challenge. Your team's mission is to raise the tower to its maximum height. Every strategic move must be approved by the group.

Winterfest Reel Challenge



Location: All Venues

Time: Friday – Saturday all day

Be a Winterfest Influencer and put together a Reel of your team's experiences throughout the event. **Submit your Reel by 5pm (to the Shows Team)** to have the chance of being shown during Closing Ceremony when the audience will have a chance to vote on which team goes viral.

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 Pool - 301

Time: Saturday 12:00 PM – 12:45 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 Pool – 301 (Build) / 310 (Race)

Time: Saturday (Build) 2:00 PM – 3:45 PM, (Race) 4:00 PM – 5:00 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.**

Lifeguard Relay



Teams of 4: Walk-up

Location: Community Center Pool - 301

Time: Saturday 2:00 PM – 2:45 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.

Rescue Throw Bag



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

Location: Community Center - 303

Time: Saturday 1:00 PM – 1:45 PM

While on land, demonstrate the ability to throw a rescue throw bag and hit four-foot-wide target 30 feet (10 meters) away. Then, without hesitation, retrieve the line, and immediately throw it as a coil, and hit four-foot-wide target 21 feet (seven meters) away. Finally, retrieve the line and re-stuff the bag.

Rubber Ducky Regatta



Individual competition: Walk-Up

Location: Community Center Pool - 301

Time: Saturday 3:00 PM – 3:45 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.

Discover SCUBA Diving



Individual Event, Registration Required, Fee \$25

Location: Community Center Pool - 301

Time: Saturday – Session #1 11:30 PM – 1:00 PM

Saturday – Session #2 12:00 PM – 1:30 PM

Saturday – Session #3 12:30 PM – 2:00 PM

Saturday – Session #4 1:00 PM – 2:30 PM

Saturday – Session #5 1:30 PM – 3:00 PM

Saturday – Session #6 2:00 PM – 3:30 PM

If you're interested in testing the waters and experiencing scuba, this is the event for you. The Scuba Discovery Program provides a glimpse of what you'll experience in the underwater world as well as what you could expect to learn in an Open Water Scuba Diver course. You will get an introduction to basic scuba equipment in a pool, learn a few skills like equalizing your ears and underwater communication, and learn the basics of breathing 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 short eLearning and a briefing is required PRIOR to participating in the Scuba Discovery program (prior to coming to the pool). We will offer one opportunity to attend the briefing on Friday night and one on Saturday morning, please make sure to register for 1 SCUBA timeslot and attend 1 briefing.

SCUBA Mandatory Briefing

Location: TBA

Friday – Session #1 6:00 PM – 7:00 PM

Location: TBA

Saturday – Session #2 10:00 AM – 11:00 AM

Public Safety Diving Hands on Experience



Walk-up

Location: Community Center Pool - 301

Time: Saturday, 2:30 – 4:00 PM

Curious about what it's like to search for lost items underwater with little to no visibility? Join us for this hands-on demonstration where you'll step into the role of a public safety diver! Participants will don blackout masks to simulate low-visibility conditions and navigate a pool to find a hidden object. To mimic real-world challenges, other objects will be scattered throughout, creating distractions and obstacles. This engaging experience highlights the skill, patience, and teamwork needed in public safety diving. Whether you're exploring the profession or testing your own diving skills, you'll walk away with a deeper appreciation for this critical work. **Open to certified divers OR those who completed the SCUBA Discovery experience at Winterfest.**

Wet Trainer Hands-on Competition



Walk-up – Team of 3 or more required

Location: TBA

Time: Saturday, 9:00 AM – 4:00 PM

The Purpose: To demonstrate your ability to keep your ship from sinking

Scoring:

Scoring is a combination of how many emergencies are completed within the time frame and how well each leak is controlled. Successfully stopping the flow, 5 points, stopping flow, with some leakage, 3 points, using a correct technique, 1 point. Success is determined by stopping the leak for at least 30 seconds. Temporarily stopping water, for example using hands, adds 1 point.

Procedure:

Each crew will use the provided materials to stop water flow from broken pipe, hose, and fittings. No outside materials may be used at the stations. Before starting, a brief introduction is provided with an overview of the materials available for the emergencies ("know the location and proper use of all life saving devices on every boat I board") After the introduction, crews are allowed a minute to discuss how they will handle the emergencies.

Each crew can decide which order the emergencies are presented. At the beginning of each emergency, the emergency kit and other items are replaced into their "storage" container. Each crew will determine when they are done with each emergency. (Time: 30 minutes)

NEW!! Aquatics Education

Diving Careers – Public Safety & Scientific Research Diving



Walk-up – Classroom experience

Location: TBA

Time: Saturday, 11:00 AM – 12:00 PM

Discover the fascinating careers that require skilled divers! What does a Public Safety Diver do, and why do sheriffs, police officers, and firefighters operate underwater as well as on land? Explore the diverse world of scientific diving, spanning fields like biology, geology, archaeology, and chemistry. Hear captivating stories from a seasoned diving scientist.

Climbing Events

Bouldering



Individual Event: Walk-up

Location: Rocky Top - 102

Time: Saturday 8:00 AM to 5:00 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 - 102

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. 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!

Climbing Wall



Individual Event: Walk-up

Location: Rocky Top – 102

Time: Saturday 8:00 AM to 5:00 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 - 102

Time: Saturday 8:00 AM to 5:00 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 - 102

Time: Saturday 8:00 AM to 5:00 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.

Rappelling



Individual Event: Walk-up

Location: Rocky Top - 102

Time: Saturday 8:00 AM to 5:00 PM, closed between noon and 1 pm

Learn how to rappel off the mezzanine of Rocky Top!

Rope Climbing Competition



Individual Event: Walk-up

Location: Rocky Top - 102

Time: Saturday 8:00 AM to 5:00 PM, closed between noon and 1 pm

Show off your skills climbing a rope suspended from the top of Rocky Top.

V-Squeeze



Individual Event: Walk-up

Location: Rocky Top - 102

Time: Saturday 8:00 AM to 5:00 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?

Fire/EMS Events

FIRE/EMS EVENTS OPEN TO NON-EXPLORERS 2:00 PM – 6:00 PM Saturday

MAKE SURE TO LOOK AT THE TRAINING, EXHIBITS AND STEM SECTIONS OF THIS GUIDE FOR FIRE/EMS RELATED EVENTS!

Advanced Trauma Management



Team Event of up to 4 people

Location: Outdoors TBD

Time: Saturday 8:00 AM to 5:00 PM

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 shown at all times. 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 directions 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 08:00 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 ADVISORS MEETING

Team Scoring:

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

Hydrant Hookup



Hosted by: Catoosa County FD

Team Event: 4 people per team (2 teams per post)

Location: TBA

Time: Saturday 8:00 AM to 5:00 PM

Description:

The purpose of this event is to simulate exiting the fire apparatus, donning SCBA, hooking a supply line into the truck, hooking up a 1 ½ inch hose into the gated wye, extending the line and opening the nozzle. Four explorers per team two teams per post. Four explorers will begin in the seated position wearing all turnout gear with the exception of the SCBA. On the "GO" command the explorers will exit their seats and proceed to the allotted equipment area. Here the explorers will DON SCBA (no mask). Explorers must hook a supply line into the one side of the 2 ½ inch side of the hydrant (they do not have to extend the supply line just simply connect it. On the opposite side of the hydrant, explorers must connect a gated wye to the opposite side of hydrant. A 50 foot section of 1 ½ will be connected to both discharges of the wye and extended out with nozzles attached to other end. The gated wye must be turned into the open position to simulate water coming from the pump. The hand lines must be fully extended and nozzles in the open position. To complete the drill explorers must return to equipment area that is when they are to open the hydrant ten rotations to simulate opening the hydrant, an event staff member will be there to count rotations, when complete and all explorers are in the equipment box time will be called. All equipment must be hand tight with gear and SCBA must be correctly worn. Any defective turnout gear should be reported to event staff before the team has started.

Penalties:

Leaving seat before the "GO" command

Turnout gear or SCBA not properly being Donned i.e. loose straps missed buttons etc.

All connections not hand tight

Not opening the gated wye

Not opening the nozzle

Not fully extending hand line

Not attaching/ turning the hydrant wrench
Running, cursing, arguing or any displays of poor sportsmanship
All infractions will result in a 2 second penalty

High Rise Deployment



Hosted by: Catoosa County FD
Team Event of up to 4 people
Location: TBD
Time: Saturday 8:00 AM to 5:00 PM

Description:

An engine company, comprised of four Explorers, will perform the appropriate steps for forcible entry, a stairwell stretch, and simulate standpipe operations required on high-rise fires. This event not only takes proper skill and patience but also emphasizes important communication with interior crews.

Equipment:

Participating Post:

Full PPE to include: Helmet, Hood, Gloves, Coat, Boots, Pants

Event Host:

SCBA (No face piece), Hose pack: (Packed to participants preference)

- Two (2) 50 ft. sections of 1 3/4" hose.
- One (1) nozzle for attack line.
- Three (3) straps.

High-rise bag:

- Gated wye
- Pipe wrench
- Two (2) door chocks
- Two (2) spanner wrench

Forcible entry tools:

- Halligan
- Flat head axe
- 6-foot hook

Forcible entry prop:

- Door prop
- Wood 1X to secure door to force. (Non-treated)

Rules:

1. The on-deck Post needs to pack the high-rise pack prior to the start of their event.
2. All equipment and hose packs will be placed in the event staging area.

3. All explorers will be in a seated position in full PPE including SCBA.
4. The event will start with, "Ready, Set, Go." (Timers start at the end of "Go.")
5. ALL Explorers will state, "SCBA's are fully charged."
6. One Explorer must check the forcible entry prop door: try before you pry.
7. Two Explorers will force the door of the forcible entry prop located at the base of the stairs.
8. The forcible entry explorers will communicate with each other and force the forcible entry prop to a fully opened position (completely cleared) while controlling the door.
9. 9. Once the forcible entry prop is opened skillfully, the two forcible entry Explorers will step aside and allow the standpipe valve Explorer to report to the standpipe prop.
10. The Forcible Entry Explorers will also allow the high-rise pack Explorer to proceed into the stairwell. The Explorer carrying the high-rise pack will deploy it to the appropriate location and will be the nozzle Explorer.
11. The two forcible entry Explorers may join the other two and assist with the stretch.
12. 12. The standpipe Explorer will simulate flushing the connection by opening the valve four (4) turns. After opening the standpipe, the Explorer must yell, "standpipe is flushed". The valve must then be closed with four (4) turns.
13. The standpipe Explorer will connect the gated wye to the standpipe connection.
14. The standpipe Explorer will connect the male coupling of the high-rise pack to the gated wye.
15. The standpipe Explorer will yell, "Ready for water?" to the other Explorers.
16. When the high-rise pack is completely deployed for firefighting, the other Explorers must yell back, "Send water."
17. The valve Explorer will turn the standpipe valve on four (4) turns and then open the gated wye.
18. The valve Explorer must then yell, "How's your pressure?"
19. The nozzle Explorer must yell back, "Pressure is good!" At that time the valve Explorer will move up to the crew.
20. Once all Explorers are together, the nozzle Explorer will open the nozzle to fight fire and all explorers will advance across the finish line. ALL tools (except tools for high-rise connections) must cross the finish line. The nozzle must be open crossing the finish line. 21. Time will stop once all explorers and tools cross the finish line.

10 second penalties for each of the items below:

1. Failure to be in proper PPE throughout the event. Examples: Helmet falling off, taking off gloves, etc.
2. Not controlling the forcible entry equipment to a reasonable standard.
3. Failure to acknowledge SCBA's fully charged.
4. Failure to try before you pry.
5. Standpipe is not flushed.
6. Standpipe valve not turned on four (4) turns.
7. No verbal confirmation of "flushing".
8. Does not yell, "Ready for water?"
9. Does not yell, "Send water."
10. Does not yell, "How's your pressure?"
11. Does not yell, "Pressure is good!"

12. Failure to take forcible entry tools over the finish line. This does NOT include the standpipe bag or equipment.

2-minute penalties for each of the items below:

1. Does not connect the 1 3/4" to the gated wye.
2. Does not connect the gated wye to the standpipe.
3. Does not have the nozzle open at the finish line.
4. Obvious knots and/or obstructions of the hose line.
5. Gated way in closed position.
6. Loose hose connections. All connections must be hand tight.

Disqualification from event for any of the items below:

1. Kicking the forcible entry door.
2. Profanity/ unsportsmanlike conduct.
3. Not completing the event.
4. All Explorers do not cross the finish line.
5. Throwing equipment on purpose.

High-Rise Deployment Score Sheet

Department Name	Team

Timer #1 Time		Timer Notes:
Timer #2 Time		Timer Notes:
Timer #3 Time		Timer Notes:
Circle middle time used for initial time.		

Initial Time		☐ DISQUALIFICATION
Total Time Deductions		DQ Reason (Circle Reason Number)
Final Time		List at bottom: 1 2 3 4 5

10 Second Penalties			
Not voicing SCBA fully charged	☐	Not controlling FE tools	☐
Not trying before you pry	☐	Standpipe not turned on 4 turns	☐
Not voicing stanpipe flushed	☐	Not voicing are you ready for water	☐
Not voicing send the water	☐	Not voicing how's the pressure	☐
Not voicing pressure is good	☐	PPE failure (Helmet falls off, etc.)	☐
Not taking ALL FE tools to finish	☐	Total number of 10 second penalties:	

2 Minute Penalties			
Loose connections	☐	1 3/4" not connected to gated wye	☐
Gated wye not connected to SP	☐	Gated wye in closed position	☐
Nozzle not open at finish line	☐	Obvious knots / obstructions to hose	☐
Total number of 2 minute penalties:			

Reasons for disqualification:	
1. Kicking / punching forcible entry door.	
2. Profanity / unsportsmanlike conduct.	
3. Not completing the event.	
4. All Explorers not crossing the finish line.	
5. Throwing equipment on purpose. (Includes out of frustration)	

Any additional notes from event:

King Drill



Hosted by: Cherokee County Fire/EMS

Team Event of up to 4 people per team (Maximum 3 teams per post)

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

Description:

The King Drill was developed to teach fire attack and primary search techniques, enabling a team of four to demonstrate effective teamwork in a high-stress situation. The team will demonstrate their ability to safely negotiate the obstacle course, which is fifty (50) feet in length with three (3) obstacles, while advancing a charged hose line during entry and removing a victim during exit. The first obstacle is a low-profile opening (16" W x 20" H) (Photo 1), the second is a corridor prop (4' W x 16' L) (Diagram 1) with one (1) turn, and the third is an A-frame (Photo 2). See the event map (Diagram 2) for further details regarding the layout of the drill.

This event requires four (4) team members. The team will start inside a 10ft x 10ft box marked with tape in their normal duty uniform, shoes required. Participants may arrange their gear however they would like, so long as all gear is inside the box and team members are not touching it. Time will begin when the host judge gives the "Ready, Set, Go" command. At the Go command, the team will then perform quick dress. The team will dress in full turnout gear, with an SCBA, but no mask. All team members must remain inside the box until every team member has completely dressed.

Once the team has completed the quick dress, they will then proceed to the start of the course. The team will advance a charged one hundred feet (100') length of hose through the low-profile opening, the corridor prop, and over the A-frame. All team members must stay low to the ground while inside the structure. Team members may stand before entering the low-profile obstacle and after they exit. The nozzle of the hose and two (2) of the participants must then cross the "Fire Attack Line," a line on the ground marked fifteen feet (15') from the end of the A-frame. Those two (2) participants will then verbalize "water on the fire", simulating opening the nozzle. The opening of the nozzle will start a ten (10) second timer, simulating making a knockdown on the fire. Those two participants can not move from the nozzle position until the ten (10) second timer has completed, confirmed by a host judge verbalizing "fire is out". Once complete, the team may set the nozzle on the ground and leave the hose line.

A victim (a manikin less than 100lbs) will be placed five feet (5') forward and out from the fire attack line. The team will remove the victim 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. The two (2) remaining team members not performing the fire attack may begin removing the victim while the fire attack is being performed. No team member may proceed past the nozzle until the fire attack has begun. Time will stop once all team members and the victim have successfully exited the course and passed the finish line mark, approximately three feet (3') from the low-profile opening.

Rules:

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.

Each post can enter a maximum of three (3) teams consisting of four (4) explorers. No member can participate in this event twice. Host judges have the final say. Any objections must be brought forth by one (1) advisor from the participating post. Any argumentation by participants or spectators from the competing post will result in the disqualification of their team.

Penalties:

- There will be a ten (10) second penalty if any team member leaves the starting box before all members are completely dressed.
- There will be a ten (10) second penalty if any team member leaves the starting box with any improperly worn turnout gear. (Exceptions will be made for any damaged/worn gear. Judges must be notified of these damages before the start of the event.)
- There will be a ten (10) second penalty if any of the team members fail to stay low to the ground.
- There will be a ten (10) second penalty if any team member fails to maintain contact with at least one (1) other team member. This can be physical, verbal, or from connection to the charged hose line.
- There will be a ten (10) second penalty if any team member passes the nozzle prior to water being applied to the fire.
- There will be a ten (10) second penalty if either of the two (2) team members at the nozzle leaves before the “fire is out” command.
- There will be a ten (10) second penalty if any of the team member’s protective clothing is compromised or removed. (For example: removing helmet, removing gloves, etc.) Additional penalty for each offense.
- Any unsafe act will result in a ten (10) second penalty for each offense.

Photo 1



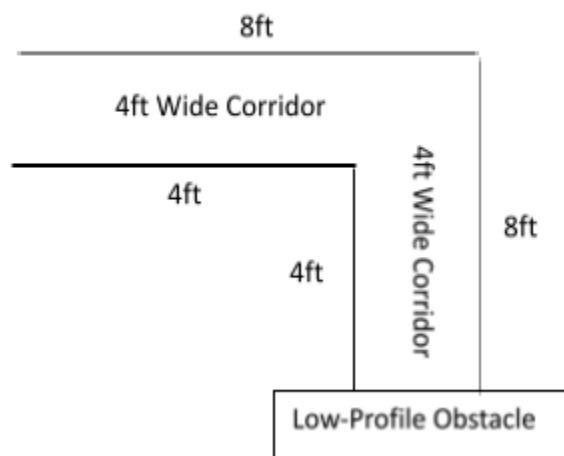
First obstacle – Low Profile 16” x 20”

Second obstacle – Corridor Prop 4’ x 16’

Photo 2

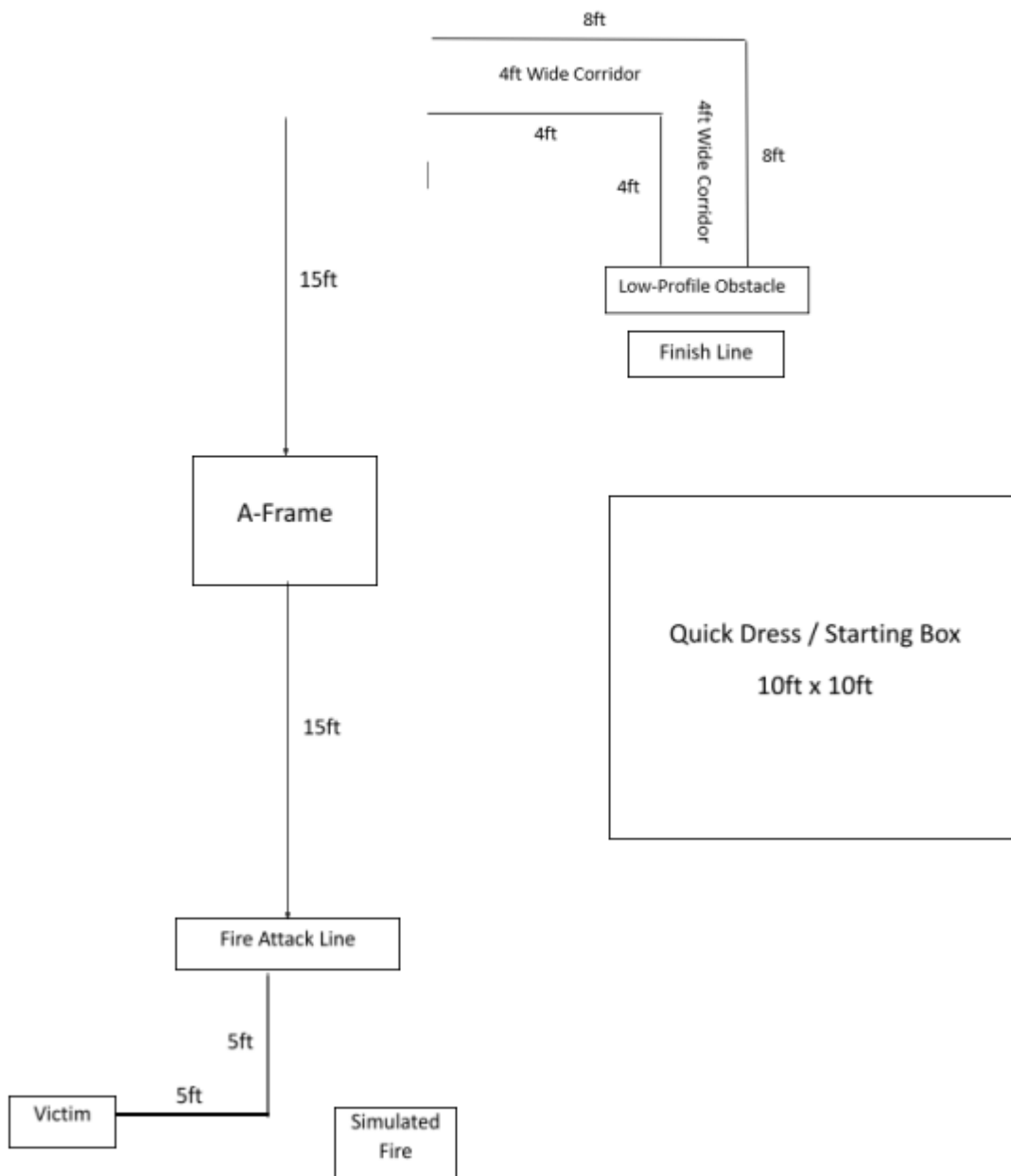


Diagram 1



Third obstacle – A-frame

Diagram 2 – Event Map



Medical Emergency Management



Hosted by: Airmeds

Team Event: 4 Explorers per Team

Location: Indoors TBD

Time: Saturday 8:00 AM to 5:00 PM

Description:

1. This team event will have two parts as a competition.
 - i. **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)
 - ii. **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 shown at all times. 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.
 - i. *This includes any advisors discussing information with other teams from the same Post competing.*
 - ii. *This includes sharing any recordings from the scenario.*
5. Advisors may observe the scenario but may not provide the team with directions 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 08:00 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.
 - i. A Fully stocked EMS Responder bag.
 - ii. The bag should contain supplies needed to handle the Trauma scenario
 - iii. A Jump Bag containing only supplies designated for the Emergency Medical Responder
 - iv. Body Substance Isolation supplies for each team member
 - v. 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.

Medical Scenario Station

1. The team will have to assess injuries, 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.

Rapid Dress – Team and Individual



Hosted by: Peach County FD

Team Event: 4 Explorers per Team

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

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 SCOTT 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, it will ultimately be the competing explorer's responsibility to report any Issues with gear prior to the starting of the 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. (Shoes can be off) 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. The final timer will not stop until the last team member has clapped and placed their hands above their heads. Any adjustment of PPE after clapping will result in Disqualification.

Scoring Sheet Penalties:

Penalties will be assessed in the form of seconds. Every penalty will be an additional 5 seconds added to your total individual time.

- **Waist Strap** – 5 seconds per side
- Not buckled at all will result in a Disqualification
- **Gloves** - 5 seconds per glove
- **Shoulder Straps** – 5 seconds per strap
- Depending on where the air pack is resting and how loose the shoulder straps are will depend on the penalty. If not pulled at all that will be a 20 second penalty.
- **Hood** – 5 seconds Hair showing will result in a 5 second penalty
- **Helmet** – 5 Seconds
- **Chin Strap** – 5 seconds will be added if the chin strap is not securely buckled and pulled Any intentional attempts at not donning PPE appropriately and correctly with the intention of cheating will result in automatic disqualification of the individual and no team time will be accepted from that specific team.

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

Triple Lay Drill



Hosted by: Clover High School FD

Team Event: 4 Explorer Team

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

Description:

For this event, teams will be required to build a 150' triple lay hose load on a hose bed prop and then they'll deploy it. This will be performed using a hose bed prop, a 6' tail section of 1 3/4" hose, 3 sections of 50' 1 3/4" hose, and a nozzle. The hose bed prop represents an engine cross lay bed. Rough dimensions for now are 80" long, 10 1/2" wide, and 10 1/2" high. The prop itself sits on the floor at a height of 3' to 4' high. (The specific dimensions for this prop will be sent out after we identify the specific prop being used.) All three sections of hose will start out in the marked equipment area rolled in an "in-service" straight roll (male coupling inside) or doughnut roll. No hose or nozzle connections can be made prior to the event starting.

Each team will begin behind a starting line dressed in full structural turnout gear. No SCBA's or masks will be worn. Time will begin on the judges "Ready, Set, Go" command. When the time starts, the team will get their equipment out of the equipment area and will assemble the hose and nozzle however they wish, as long as the three-layer loop with an S shape is accomplished. The Triple Lay will need to be connected to the 6' tail section on the hose bed prop. The nozzle must be on top of the triple layer when it is assembled on the hose bed prop. The instructions for a Triple Lay load are included in NFPA Fundamentals of Fire Fighter Skills Third Edition. When loading the Triple Lay onto the hose bed, the entire length does not have to be picked up. It can be dragged across the floor to the hose bed prop since this is only a four-person team. Each layer of the Triple Lay should be flush with the sides of the hose bed prop and even with the layers above and below it. Neatness does count. There will be a 10 second penalty for not having a "Neat" Triple Lay load.

Once the Triple Lay is loaded properly, the judge will give the signal immediately and the team should deploy the hose lay correctly. The team should grasp the nozzle and top fold of hose and walk away from the hose bed until the entire load is out of the bed. When the load is out of the bed, the team will drop the fold and then will extend the nozzle the remaining distance to the designated area. This area will depend on the lay out of this drill at Winterfest up will be made clear at the Friday night Winterfest Advisors meeting.

Z-Drag



Hosted by: Catoosa County FD

Team Event: 4 Explorer Team

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

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.

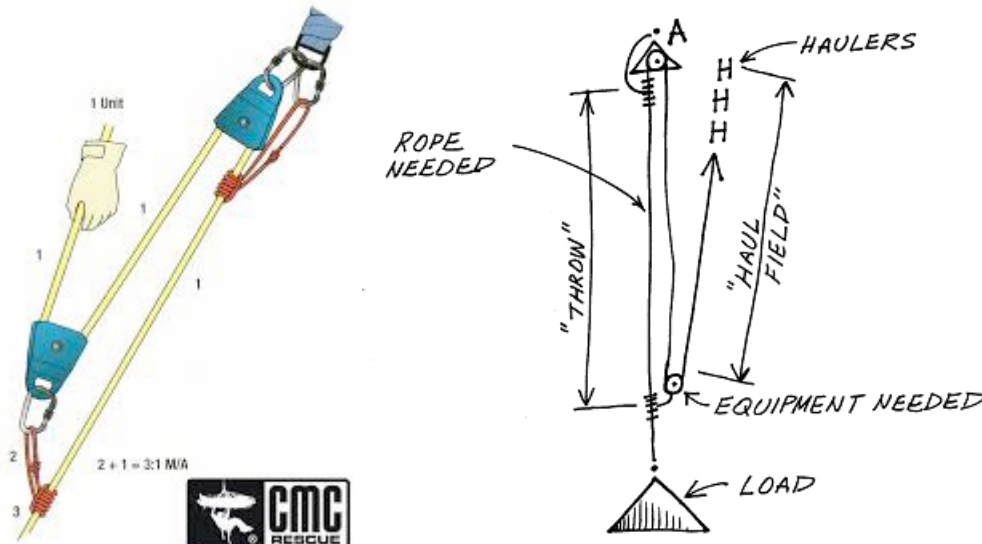
Equipment:

- 200' Rescue Rope
- 2 Pre-Tied Prusiks
- 3 Carabiners
- 2 Prusik Minding Pulleys
- 1 Weighted Rescue Litter

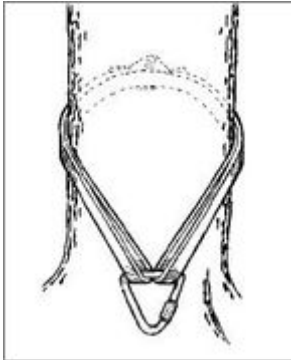
Clothing Requirements:

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.

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.



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.**

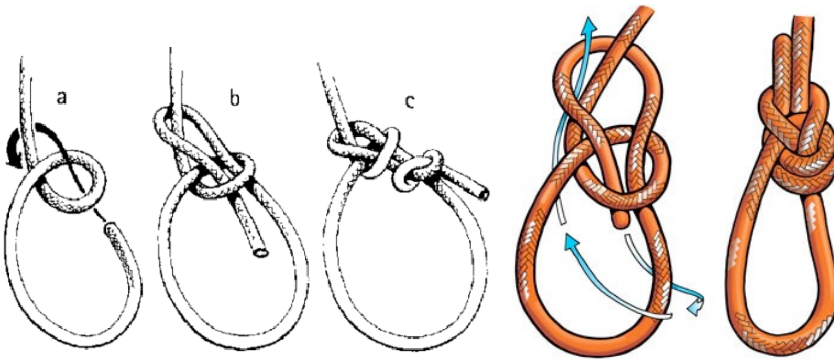


Figure 8 Follow Through



www.animatedknots.com

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

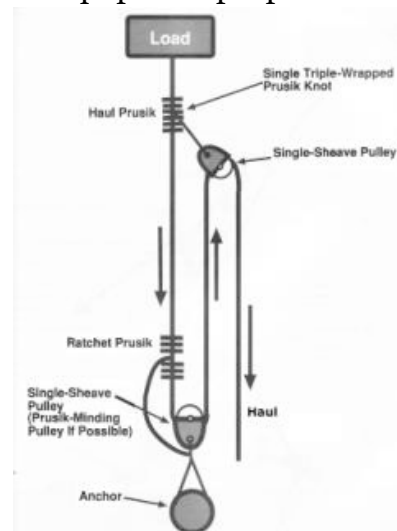
1. Failure to don gloves before hauling on the completed system
2. Improper or incorrect knot used to secure to the litter

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

Crossing over the “edge” except as allowed to connect to the litter.
Throws equipment purposeful



Fire/EMS Hands-On Demonstrations



Basic Fire Attack Demonstration

Hosted by: Former Explorers/Current Firefighters

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

Objectives:

Advancing a fire attack hose line and hitting a fire is one of the best parts of being a firefighter. This demonstration uses the Lion Attack Digital Fire Training System to give participants an exciting way to learn and practice their basic fire attack skills. This is for anyone who wants to check it out! (Scouts, Explorers, or Advisors)

Forcible Entry Demonstration

Hosted by: Former Explorers/Current Firefighters

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

Objectives:

Forcing your way through a door to make entry into a house at structure fires is one of the most basic skills that firefighters use. This demonstration utilizes forcible entry door props that allow participants the chance to try and force their way through the doors. We challenge you to stop by and see if you can do it. This is for anyone who wants to check it out! (Scouts, Explorers, or Advisors)

Vehicle Extrication – Cutting Up a Car

Hosted by: Former Explorers/Current Firefighters

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

Objectives:

Firefighters respond to car crashes all the time. Some of them are so serious that firefighters must utilize special tools and equipment to cut through the cars to get the victims out. This demonstration allows participants to come over and not only check out these tools and equipment, but to also try them out as well. Participants will see and feel, firsthand, what it's like to cut through a car. This is for anyone who wants to check it out! (Scouts, Explorers, or Advisors)

Friday Night First Responders Academy



Learning Academy Block A

Walk-Up Only, Rotate Through Blocks

Time: Friday 2:00 PM to 2:45 PM

SESSION A

UNDER CONSTRUCTION

Location: TBD

Instructors –

UNDER CONSTRUCTION

SESSION B

UNDER CONSTRUCTION

Location: TBD

Instructors –

UNDER CONSTRUCTION

SESSION A

Stop the Bleed

Location: TBD

Instructors – Winterfest Medical Staff

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.

(OFFERED AGAIN ON SATURDAY, See TRAINING section of this GUIDE)

Learning Academy Block B

Hosted by: TBD

Time: Friday 3:00 PM to 3:45 PM

SESSION A

UNDER CONSTRUCTION

Location: TBD

Instructors –

UNDER CONSTRUCTION

SESSION B
UNDER CONSTRUCTION

Location: TBD

Instructors –
UNDER CONSTRUCTION

EMS Classroom Session (24 participants max):
Mental Health First Aid for First Responders

Location: Classroom D - 104

Instructors – Winterfest Medical Staff

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. **(OFFERED AGAIN ON SATURDAY, See TRAINING section of this GUIDE)**

Learning Academy Block C

Hosted by: TBD

Time: Friday 4:00 PM to 4:45 PM

SESSION A
UNDER CONSTRUCTION

Location: TBD

Instructors –
UNDER CONSTRUCTION

SESSION B
UNDER CONSTRUCTION

Location: TBD

Instructors –
UNDER CONSTRUCTION

EMS Classroom Session (24 participants max):
Backcountry First Aid

Location: Classroom D - 104

Instructors – Winterfest Medical Staff

This program is intended for youth and adults who have minimal first aid training and virtually no backcountry medical experience. **(OFFERED AGAIN ON SATURDAY, See TRAINING section of this GUIDE)**

Law Enforcement

MAKE SURE TO LOOK AT THE TRAINING, EXHIBITS AND STEM SECTIONS OF THIS GUIDE FOR LAW ENFORCEMENT RELATED NON-COMPETITION EVENTS!

Active Shooter



Hosted by: Hoover Police Department

Team Event

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

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 immediate deployment by first responding Patrol Officers.

Burglary In Progress



Hosted by: Covington Police Department

Individual Event: Team Event of up to 4 Explorers

Location: TBD

Time: Friday, 2:00 PM to 6:00 PM, Saturday 8:00 AM to 5:00 PM

Explorer's will respond to a 911 call of a burglary in progress. While using proper officer safety, they will investigate to determine the proper course of action. Explorers will be graded on their investigation skills, officer safety, and determining if an arrest is necessary.

Note: There may or may not be a suspect on location.

Crisis Negotiation



***Hosted by: Spartanburg County Sheriff's Office/
North Spartanburg Fire Department***

Team Event up to 5 people

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

Your Crisis Negotiation team will be presented with a specific scenario, then allowed to work through all the aspects of 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: Paducah Police Department

Team Event

Location: TBD

Time: Saturday Only 8:00 AM to 5:00 PM

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.

Drunk Goggles – An Intoxicating Obstacle Course



Hosted by: Winterfest Staff

Individual Event: Walk-up

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM - Walkup

DUI Investigation



Hosted by: Gilmer County Sherriff's Office

Individual Event: Team of 2 Explorers

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

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.

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.

Modified PT/ POPAT Course Event



Hosted by: Winston-Salem Police Department

Team Event of 2-4 Explorers

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM

1. Start in a seated position.
2. Get up from chair and run in and out through (5) cones - Serpentine Course
3. Low crawl under a 2' FT high PVC pipe hurdle then run around a cone (Body cannot touch the pipes or cause the pipes to move)
4. Step - Box (15) full steps (Both feet must touch the top of the box to count as step of the revolution)
5. Roll -Drill/Roll on the ground with a simulated subject (Heavy Bag)
(2) Full Revolution/ Body must fully complete a full revolution
6. Push - Ups (10)/Chin must touch the block. The body cannot touch the ground.
7. Get up from push-up position then run around the cone.
8. 4' Ft. Broad Jump/ Must jump from line 4' FT to the other end of the line.

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.

Uniform Inspection



***Hosted by: Spartanburg County Sheriff's Office/
North Spartanburg Fire Department
Team Event of 4-6 people
Location: TBD
Time: Friday ONLY 4:00 PM to 6:00 PM***

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 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

- Neatness
- Cleanliness
- Professionalism

Category II: Grooming

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

Category III: Equipment

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

Category IV: Accessories

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

Category V: Command Performance

- Does the uniform command respect?
- Is it worn well by the individual representing their agency with the utmost respect?
- Is the uniform an appropriate representation of a police explorer?
- Entry and exit into the competition room was with military style and commands
- Is the Explorer able to answer questions regarding the policies and standards of the uniform?

Unknown Trouble



Hosted by: Hendersonville Police Department

Team Event – 3-4 Explorers per team

Location: TBD

Time: Friday, 2:00 PM to 6:00 PM, Saturday 8:00 AM to 5:00 PM

Explorers will be responding to a public place for an unknown issue, and must determine what the issue is, and resolve the issue with 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: Collierville Police Department

Team Event of 2-4 Explorers

Location: TBD

Time: Friday, 2:00 PM to 6:00 PM, Saturday 8:00 AM to 5:00 PM

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.

Range & Target Sports

Archery Competition and Match Shoot



Individual Event: Walk-up

Location: TBD

Time: 8:00 AM to 5:00 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: TBD

Time: 8:00 AM to 5:00 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.

SIRT Laser Pistol & Rifle Marksmanship Challenge



Individual Event: Walk-up

Location: TBD

Time: Friday 2:00 PM – 8:00 PM, Saturday 8:00 AM to 5:00 PM

The **Shot Indicating Resetting Trigger (SIRT) Pistol/Rifle** is an innovative training tool designed to enhance defensive shooting and marksmanship skills. Invented by Mike Hughes, the SIRT pistol/rifle replicates the shape, size, feel, and weight of a real firearm, making it an effective and realistic training aid.

Join us for a **walk-up challenge** featuring laser-equipped training pistols and rifles in a fun, game-style format! Participants will receive a brief instructional session before trying their hand at the pistol and rifle simulator.

The Summit Bechtel Reserve, is also offering a simulated hunting experience to complement virtual range and target activities. Stop by to sharpen your hunting skills, experience the thrill of simulation, and snag some free Summit swag!

STEM Events

Aerospace Technology – Flight Simulator



Individual Event: Walk-up

Location: TBD

Time: Friday 2:00 PM – 8:00 PM, Saturday 8:00 AM to 5:00 PM

Take flight with the hands-on Flight Simulator. Featuring professional-grade yoke, rudder pedals, and XPlane 11 software, this simulator offers a realistic piloting experience perfect for exploring aviation. Whether you're just testing out flight training, participating in Civil Air Patrol, AF ROTC, or any other aviation programs, this event is designed to spark your passion for the skies.

Amateur Radio Station



Individual Event

Location: TBD

Time: 8:00 AM to 5:00 PM - Walkup

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.

DaVinci Bridge



Individual Event: Walk-up

Location: TBD

Time: Friday 2:00 PM – 8:00 PM, Saturday 8:00 AM to 5:00 PM

While working on this kit, participants will be challenged to design structurally sound bridges while using problem solving skills to implement changes in their design. Participants will study the properties of physics and its place in structural engineering. How strong you build your bridge is up to your engineering prowess. Team building is encouraged! There WILL be awards!

Drone Obstacle Course Challenge



CIVIL AIR PATROL
U.S. AIR FORCE AUXILIARY



Individual Event: Walk-up

Location: TBD

Time: Friday 2:00 PM – 8:00 PM, Saturday 8:00 AM to 5:00 PM

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!

Fox Hunt Challenge



Team Event 2 to 8 people: Walk-up

Location: TBD

Time: Saturday 8:00 AM to 5:00 PM - Walkup



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.

Training

Backcountry First Aid Basics



Location: TBD

Time: TBD

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

Charting the Course for Sea Scouts



Location: TBD

Time: TBD

Sea Scouts has been a vital part of the Scouting program from the beginning. Join members of the National Sea Scout Quarterdeck in maritime based games all while talking about all the fun activities sea scouts can do. Learn how Sea Scouts honor the past while always looking to the adventure of the future.

Mental Health First Aid Basics – For First Responders & Scouts



Location: TBD

Time: TBD

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.

Stop the Bleed



Location: TBD

Time: TBD

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.

Venturing: Creating a Successful VOA



Location: TBD

Time: TBD

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.

Exhibits / Demos (open to all)



Basic Fire Attack Demonstration

Location: Rocky Top – 103/105/901

This demonstration uses the Lion Attack Digital Fire Training System to give participants an exciting way to learn and practice their basic fire attack skills.

Bowling

Location: Community Center – Bowling Alley

Open bowling fun at the Community Center!

Crash Scene Documentation Demonstration



Location: Outdoors Rocky Top Parking Lot

Time : TBD

Description:

1. Scene Introduction & Evidence Capture (30 minutes)

Students will be introduced to the mock crash scene and the role of forensic mapping in public safety. We will identify key evidence points (vehicle damage, debris, skid marks) and demonstrate how measurements are collected at real incident scenes.

2. 3D Laser Scanning, GNSS, Drone Data Collection (45 minutes)

A live demonstration of the Trimble X9 laser scanner capturing the full crash scene. Students will see how millions of measurements are collected quickly and safely without disturbing evidence.

3. Analysis & Reconstruction in Software (30 minutes)

We will load the scan into forensic software and show how investigators analyze the scene: measuring distances, determining collision angles, and using the model to support investigations and courtroom presentations.

Forcible Entry Demonstration

Location: Rocky Top– 103/105/901

This demonstration utilizes forcible entry door props that allow participants the chance to try and force their way through the doors. We challenge you to stop by and see if you can do it.

Philmont Scout Ranch New Mexico, Florida Sea Base & Summit Bechtel



Location: Rocky Top - 106

World Scout Learn about how you can visit scouting America's 3 High Adventure Bases and all the actives that occur there all year round.

Search & Rescue UAS Operations Overview



Location: Outdoors Rocky Top Parking Lot

Time : TBD

Description:

We will demonstrate how drones are used to locate missing persons or evidence in difficult terrain. Students will see a live drone flight, learn how aerial images are processed into a map, and understand how public safety teams use these tools to make decisions in the field. This segment highlights technology, teamwork, and real-world mission application.

Sea Scout Landship (Court of Honor)

Location: Rocky Top – 105/106

Join Ship 142 & the National SS Quarterdeck to learn how Sea Scouts hold a court of honor. Presented by Ship 142

Vehicle Extrication – Cutting Up a Car

Location: Rocky Top – Outside - 901

This demonstration allows participants to come over and not only check out these tools and equipment, but to also try them out as well. Participants will see and feel, firsthand, what it's like to cut through a car.

World Scouting Exhibit & Messengers of Peace

Location: Rocky Top - 106

Come learn all about the World Scouting movement and all the global opportunities available to Scouts. Find out how to attend the next World Scout Jamboree or become a Messenger of Peace and works on the Sustainable Development Goals.

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.

Have fun! Be creative!



Addendum #2: Color Guard Scoring Sheet

Winterfest 2024 Color Guard Competition Scoring Sheet

Unit # _____ Members: _____ Email: _____

Advisor Name: _____ Phone: _____

Charter Organization: _____

Inspection

Uniforms 1 2 3 4 5

Equipment 1 2 3 4 5

Neatness 1 2 3 4 5

Presentation 1 2 3 4 5

Total _____ / _____

Comments

Ceremony 1 2 3 4 5

Creativity 1 2 3 4 5

Marching 1 2 3 4 5

Commands 1 2 3 4 5

Posting 1 2 3 4 5

Flag Skills 1 2 3 4 5

Overall Appearance 1 2 3 4 5

Total _____ / _____

Comments

Total Score _____ / _____

Time: _____



Addendum 3: Talent Show Release Form

Talent Show Release Form

I hereby assign and grant to the Scouting America, Winterfest, and Winterfest Staff the right and permission to use and publish the photographs, video, electronic representations, and/or sound recordings made of me during the Winterfest 2026 Talent Show, including but not limited to all performances, auditions, rehearsals, or sound checks. Additionally, I hereby release the Boy Scouts of America, Winterfest, and Winterfest Staff from all liability from such use and publication.

I hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage and/or distribution of said photographs/film/video/electronic representations and/or sound recordings without limitation at the discretion of the Scouting America, Winterfest, and Winterfest Staff, and I specifically waive any right to any compensation I may have for any of the foregoing.

Please Print Clearly

Name: _____ Age: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone Number: _____

Email Address: _____

Post, Crew, Ship, Troop #: _____ Post, Crew, Ship, Troop City: _____

Participant Signature: _____ Date: _____

Guardian Signature: _____ Date: _____

(if under the age of 18)

Winterfest Staff Use Only

I have reviewed this document and confirmed that it is correctly filled out and signed.

Staff Name: _____

Staff Signature: _____ Date: _____