



WINTERFEST 2023 EVENT GUIDE

January 27-29, 2023 | Gatlinburg, TN

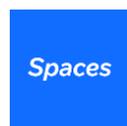
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Important Information

- **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.
- During the online registration process, you will be able to register for those events that have an additional fee – shooting sports and SCUBA. Law Enforcement and Fire/EMS Posts will have the opportunity to choose their preferred events.
- Registration for most events will be on site and will be on a first-come, first-served basis.
- **For 2023, some of the Fire/EMS competitions will be scheduled due to space. Explorer Posts should register an accurate number of teams for each event when registering for Winterfest to ensure that their teams have an allotted time at scheduled events. These schedules will be provided to the Post prior to the event weekend by Lt. Michael Sims. Any questions about the schedule should be directed to Lt. Sims (see page 5 for contact information).**
- Please note that Volleyball and Basketball are bracketed events; winners in each stage will advance to later rounds until a champion is determined. Winning teams will be expected to be present and ready to play at the next scheduled round. Those fortunate enough to make it to the finals should plan on staying at the venue the entire morning or afternoon.
- Winterfest has an active Facebook page. Make sure you “like” bsawinterfest so you can follow news and event updates. **We will be using the “Spaces” app and email as our primary communication to update attendees prior to and during the event. Make sure to download Spaces using the links below.** You will also be able to check in with your digital tickets on your mobile device with this app. Important messages will be pushed through the app during the event as well. The full event schedule and any location or time changes will also be in the app, where you can also filter and create a personal interest schedule.
- While we do not plan on it, due to unforeseen circumstances, certain events may deviate from those listed in this packet. We will do our very best to not let this happen. We appreciate your positive attitude about the events.
- **The registration deadline is January 20, 2023.** After that date registration will only be allowed as a walk-up and at that price level. **Reduced pricing will expire at midnight on January 7, 2023.**
- Wristbands will be provided at check-in and will be checked at each competition site.



Got the app? Join by using this invite code: **DOP SXA**

Key Contacts

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Partner Events

Ober Mountain, Ripley's, and WonderWorks have partnered with Winterfest to provide some additional fun for all attendees!

Ober Mountain



Ober Mountain is offering a discounted group rate for Winterfest participants. Your youth and leaders can enjoy some wintery fun! Ober Mountain has a list of activities available, please contact them for further details. Tickets must be purchased directly from Ober Mountain, and you must let them know you are attending BSA Winterfest at the time of booking to secure the discounted rate. Ober Mountain special Winterfest pricing can be found in Addendum #4.

A waiver is required and must be signed by a parent if participant is under 18.

Ripley's Attractions



On Friday night, Ripley's will keep 3 attractions open until midnight, solely for Winterfest participants. For just \$13 youth and adults can choose to go through one of the following: Ripley's Aquarium, Haunted House, and/or Believe It or Not. The Aquarium will stay open until midnight for participants. **Note:** You must be in the aquarium before 11 pm but can stay until midnight. Participants should plan to arrive 2 hours before closing to enjoy the attraction. Tickets can be ordered in advance through our online registration system or during event check-in hours. Ripley's will honor the attraction ticket on Saturday/Sunday as well but only during normal operating hours.

WonderWorks



For just \$18.00, youth and adults can tour WonderWorks and enjoy the laser tag attraction. Tickets can be ordered in advance through our online registration system or during event check-in hours. Tickets are good Friday – Sunday. Participants should plan to arrive 2 hours before closing to enjoy the attraction.

General Events



Amateur Radio Station

Individual Event: Walk-up

Location: See the BSA Winterfest App

Time: 8:00 am to 5:00 pm

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

Backcountry First-Aid Basics

Individual Event: Sign-up during check-in hours, Max of 20 participants per session (edited 01-11-2023)

Location: See the BSA Winterfest App

Time: Saturday, 8:00 a.m. and 3:00 p.m. (90 minutes each)

This program is intended for youth and adults who have had minimal first aid training and virtually no backcountry medical experience. The program will cover the following topics:

- Backcountry vs. urban setting, what are the differences
- What to do in the first 2-3 minutes
- The most common backcountry injuries and illnesses and how to treat them
 - Injury Prevention and Care
 - Environmental Topics
 - Common Backcountry Problems
 - Hurry Cases
- Building a Backcountry First Aid kit

Backpacking Challenge

Team Event: Walk-up

Location: See the BSA Winterfest App

Time: 1:00 pm to 3:00 pm

Rules:

1. All teams must complete an equipment selection and inspection. The packs' combined weight must not exceed 20% of the combined team participants' body weight.
2. All teams must be in teams of two. Teams with adult leader assistance other than moral support will be disqualified. For youth with special needs, please contact Joseph Luna at gooddeeddoer1@gmail.com for appropriate adjustments.

3. Teams are responsible for supplying their own backpacks, cook kits, shelter, and a food plan with ingredients. The food plan **will be a list** only and must contain a **three-day plan**. The list must include at least one main meal for warm and one for cold weather trekking. All other meals may be variations. **The meal plan must be written out with the menu and the weights of each ingredient recorded to the nearest tenth of a pound.** There is no need to pack clothing as there will be a selection of clothes based on a scenario card.
4. Each team must select a scenario card to work from. Based on the scenario, they should choose their desired clothing that best fits their comfort level and that of the scenario.
5. Teams must include the 10 essentials for backpacking.
<https://www.nps.gov/articles/10essentials.htm>
6. Each team will complete the scenario and each team's selections will be assessed and weights calculated. This will be calculated to determine an overall % weight comparison of a standard 20% pack to individual safety rating.
7. Prizes will be awarded to the top performing teams. Ultra-light backpacking is not an option, and the team that is nearest to the 20% mark without exceeding 25% overall weight comparison will be awarded.
8. Judging will consist of accuracy within the ten essentials and a combined score of selection within the scenarios to include the standard safety parameters of backpacking weight.

Backpacking Iron Chef

Team Event: Sign-up during check-in hours

Location: Outdoors – See the BSA Winterfest App

Time: Saturday 10:00 am – 12:00 pm (noon)

Award for main dish and dessert.

Rules:

1. All setup and cooking must be done at the Winterfest assigned location.
2. All participants must be in teams of one or more (maximum of 4). Teams with adult leader assistance other than moral support will be disqualified. Please contact Joseph Luna at gooddeedoer1@gmail.com for appropriate adjustments for youth with special needs.
3. Teams are responsible for supplying their own backpacking stoves and cook kits, cooking utensils, supplies, and ingredients. Nothing will be provided. Propane or isobutane gas is permitted.
4. Participants must wash their hands before preparing their meals.
5. Each team must prepare one balanced meal that will provide an essential source of energy and nutrients while backpacking. You may include all aspects of My Plate standards. The primary ingredient must be potatoes for the main course and an apple for dessert. These are required ingredients. You may use any combination of spices, and other ingredients are permitted. See the website for my food plate.
<https://www.myplate.gov/myplate-plan/results/1800-calories-ages-14-plus>
6. Both the main dish and the dessert must be prepared in or on backpacking appropriate stoves and or cook kits in variations of use.
7. The meal must be packaged and brought to the event as if you were hiking the meal in a backpack. Dehydrated foods are ideal for this event and meat, or protein substitutes may

be pre-cut, pre-cooked, marinated, or treated in any way prior to the setup period on the day of the cook-off. Canned sauce, bottled sauce, hot sauce, broth, condiments, or beverages are permitted and must be packaged in a style appropriate to leave no trace practices. Commercially packaged meals, for example, Mountain House, Peak, or other backpacking meals are not allowed. All other ingredients may be cut on-site or pre-cut, to be prepared at the cook-off if so desired.

8. Teams must describe their dishes, including all ingredients, to the judges when it is time to sample the dishes. All participants of the team must have an active part during the preparation, cooking, or presentation phase.
9. Teams must provide their samples to the judges in the provided dinnerware. This dinnerware is not to be thrown away but reused throughout the entire judging competition. No paper plates or other disposable dishes will be used as we will adhere to the leave-no-trace and sustainability practices. The container will be returned to the staff upon completion of the event. Samples must be small, approximately one to two serving spoon size scoop(s) to each sample.
10. Entries will be judged based on overall olfactory appeal, taste, creativity, and presentation.
11. There will not be separate awards for the main dish and dessert.

Event Times:

1. Setup begins at 10:00 a.m. and cooking will begin at 10:30 a.m.
2. Judging begins no earlier than 11:40 a.m. and all meals must be ready at noon for presentation.

Cast Iron Chef

Team Event: Sign-up during check-in hours

Location: Outdoors - See the BSA Winterfest App

Time: Saturday 9:00 am – 12:00 pm (noon)

Awards for main dish and dessert

Rules:

1. All setup and cooking must be done at the Winterfest assigned location.
2. All participants must be in teams of two or more (maximum team size of 8). Teams with adult leader assistance other than moral support will be disqualified. Please contact Enrico Mitchell enricomitchell96@gmail.com for appropriate adjustments for youth with special needs.
3. Teams are responsible for supplying their own Dutch ovens, cooking utensils, supplies, charcoal, and ingredients. Nothing will be provided.
4. Participants must wash their hands before preparing their meals.
5. Each team must prepare one balanced meal in accordance with the My Plate standards. The primary ingredient must be potatoes for the main course and include a fresh apple for dessert. These are required ingredients. You may use any combination of spices, and other ingredients are permitted. See the website for my food plate.
<https://www.myplate.gov/myplate-plan/results/1800-calories-ages-14-plus>
6. Both the main dish and the dessert must be prepared using Dutch ovens and/or the lids.

7. Meat or protein substitute may be pre-cut or ground, but not precooked, marinated, or treated in any way prior to the setup period on the day of the cook-off. Canned sauce, bottled sauce, hot sauce, broth, condiments, beverages, or use of any combination of spices and other ingredients is permitted. All other ingredients must be cut, chopped, or prepared at the cook-off.
8. Teams must describe their dishes, including all ingredients, to the judges when it is time to sample the dishes. All participants of the team must have an active part during the preparation, cooking, or presentation phase.
9. Teams must provide their samples to the judges in the provided dinnerware. This dinnerware is not to be thrown away but reused throughout the entire judging competition. No paper plates or other disposable dishes will be used as we will adhere to the leave-no-trace and sustainability practices. The container will be returned to the staff upon completion of the event. Samples must be small, approximately one to two serving spoon size scoop(s) to each sample.
10. Entries will be judged based on overall olfactory appeal, taste, creativity, and presentation.
11. There will be a separate award for the main dish and dessert.

Event Times:

1. Setup begins at 9:00 a.m. and cooking will begin at 10:00 a.m.
2. Judging begins no earlier than 11:40 a.m. and all meals must be ready at noon for presentation.

Escape Rooms

Team Event: Walk-up

Location: See the BSA Winterfest App

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

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

Fox Hunt Challenge

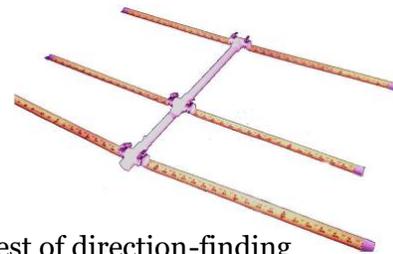
Team Event 2 to 8 people: Walk-up

Location: See the BSA Winterfest App

Time: 8:00 am to 4:00 pm

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

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



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

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

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

Gaming

Individual Event: Walk-Up

Location: See the BSA Winterfest App

Time: 8:00 am to 5:00 pm

Various fun tabletop, card and board games will be available for checkout.

Hollywood Makeup Challenge

Individual Event: Sign-up during check-in hours (edited 01-10-2023)

Location: See the BSA Winterfest App

Time: 1:00 pm to 3:00 pm

Face painting in the art, or mastery of Hollywood-style makeup artistry. The teams will need to bring all materials for this event. Evaluation for this event will include creativity, mastery, and amount of details, to name a few.

Rules:

1. All contestants must be in teams of two or more. Teams with adult leader assistance other than moral support will be disqualified. For youth with special needs, please contact Joseph Luna at gooddeeddoer1@gmail.com for appropriate adjustments.
2. Teams are responsible for supplying their own make-up, props, and other related equipment to complete the design of their choosing.
3. Judging criteria will consist of the most creative, organization, style, and artistic appeal.
4. Prizes will be awarded to the top scorers.

Roundtable – Exploring

Location: Rocky Top Sports World

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

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

Roundtable – Sea Scouts and Venturing

Location: Rocky Top Sports World

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

Want to know what other Crews and Ships are doing? Do you want to know where venturing-friendly camps are located? What kind of super activities are you doing?

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

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

Aquatic Events



ATTIRE NOTE:

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

Males - Swimming trunks with drawstring.

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

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

Anchor Dive

Individual Event: Walk-up

Location: Community Center

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

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

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

Scoring: Fastest time wins.

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

Cardboard Boat Regatta

Team event: Sign-up during check-in hours

Location: Community Center

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

This challenges teams to design, build and navigate boats made entirely of corrugated cardboard and propelled by paddles, oars, etc. The goal is to build the best boat you can and to be able to complete a 25-yard course in the fastest time. You will find this both intriguing and challenging. Awards recognize Best Construction, Best Decorated, and - the most coveted - the Most Spectacular Sinking Award.

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

Discover SCUBA

Individual Event, Registration Required, Fee \$15

Location: Community Center

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

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

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

Heaving Line

Teams of 4: Walk-up

Location: Community Center

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

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

Person #2 then coils and tosses to #3, #3 tosses to #4, #4 tosses to #1. The last person properly coils the line and holds it overhead as a signal of completion. The clock stops, when eight (8) successful tosses have been accomplished. Contestants may not move out of markings when either tossing or receiving.

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

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

Scoring: Best time within a 10-minute limit to successfully complete. The least number of throws is the tiebreaker, if needed.

Knot Tying Relay

Teams of 3 to 8: Walk-up

Location: Community Center

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

The team must start and end this relay event at attention. On signal, the first member in line will run up and tie the knot assigned by the judge. They return to the line and tag the second member. That person then ties their assigned knot, returns, tags the third person, etc. The required knots are as follows:

Bowline	Double Carrick bend
Slipped Reef Knot (slipped square)	Figure 8
Bowline on a bight	Sheet Bend
Two half Hitches	Taut Line

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

Lifeguard Relay

Teams of 4: Walk-up

Location: Community Center

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

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

Scoring: Fastest time wins.

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

Mariner's Quiz

Individual Event: Walk-up

Location: Community Center

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

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

Scoring - Percentage of questions answered correctly.

Ring Buoy Toss

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

Location: Community Center

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

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

Scoring: 10 points for each successful throw. The maximum score is 60. The team with the highest score wins. Time will be used as a tiebreaker.

Rubber Ducky Regatta

Individual competition: Walk-Up

Location: Community Center

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

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

Scoring: Fastest time wins.

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

Climbing Events



Bouldering

Individual Event: Walk-up

Location: Rocky Top Sports World

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

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

Caving Challenge - Squeeze Box

Individual Event: Walk-up

Location: Rocky Top Sports World

Time: Preliminary competitions for youth are held at 10 AM and 2 PM. Youth finals are held at 4 PM. Adult competition is held at noon (12 PM). Climbing events are closed between noon and 1 pm.

Have you ever wondered how tight a space that you can get through in a cave but didn't have a cave handy to try it out? How about the effect that stalagmites and stalactites might have on your ability to get through a tight passage? Would your friends on the outside like to see you suffer on the inside of the box? If these questions have kept you up at night then the Squeeze Box is for you. Come watch these guys squeeze through the box.

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

Climbing Wall

Individual Event: Walk-up

Location: Rocky Top Sports World

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

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

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

Crate Stacking

Individual Event: Walk-up

Location: Rocky Top Sports World

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

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

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

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

Rope Climb

Individual Event: Walk-up

Location: Rocky Top Sports World

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

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

V-Squeeze

Individual Event: Walk-up

Location: Rocky Top Sports World

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

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

Fire/EMS Events



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

Firefighting Competition Rules

1. Professionalism will be always shown. This means no profanity, arguing with judges, unruly conduct, etc.
2. SAFETY is of the utmost importance. Explorers will always conduct themselves in a safe manner.
3. If an Explorer argues with the judges, their team is disqualified. Coaches may confer with judges after completion of an event, but professionalism must be maintained.
4. No Explorer can participate in any event more than once and teams must be made up of participants from the same post. An Explorer can participate in more than one event, just not more than once in the SAME event. This rule is in effect to allow as many Explorers as possible to participate in each event but still complete the competition in a reasonable amount of time.
5. **For 2023, order of competition for some events will be scheduled due to space. Explorer Posts should register an accurate number of teams for each event when registering for Winterfest to ensure that their teams have an allotted time at scheduled events. These schedules will be provided to the Posts prior to the event weekend by Lt. Michael Sims. Any questions about the schedule should be directed to Lt. Sims (see page 5 for contact information).**
6. Each event has a Sponsor Post. This Post is responsible for managing the event and has final say if any problems occur. The Sponsor Post is not a judge but will resolve issues among the judges if necessary.
7. Score sheets will be used on some events. In these cases, highest score will be used to place teams. For teams with equal scores, event times will be used to determine order.
8. Judging for timed events is performed by 3 adults - one each from the Sponsor Post, the team competing, and the next team to compete. Each judge will keep an official time. A fourth time is kept by the event sponsor who is used in place of one of the judge's times if a judge has a stopwatch problem.
9. 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.
10. 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).
11. If a team misses their turn in an event, they are placed at the end of that event's list and given the opportunity to participate when their turn comes up the second time. If they miss the second turn, that team is disqualified from that event.
12. Rulings by the Sponsor Post regarding safety issues, rule infractions, or disqualifications are unbiased and final. Disputes or disagreements will be brought to the Fire Events Supervisor.
13. Each event has its own rules that must be followed in addition to these general rules.
14. **Amendments made on 12-28-2022 are intended to instill better skills in the explorers.**

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

1st Floor Fire Attack and Victim Removal

Team Event: 4 Explorers per Team

Location: Gatlinburg Fire Training Center (Basement)

Time: This event will be scheduled and will start at 8:00 am

Objective:

An engine company, comprised of four Explorers, will perform the appropriate steps for a fire attack and victim removal. This will entail an initial hose line stretch, forcible entry, an interior advancement on a digital fire, extinguishment of the digital fire, and then the removal of a victim that is found in the fire room. This event takes proper skills in forcible entry, hose advancement, nozzle control, and victim removal. Along with these basic skills, communication and teamwork will be critical.

Equipment:

Participating Post: Each Post needs the following PPE:

- Helmet
- Shields/Eye Protection
- Hood
- Gloves
- Coat
- Boots
- Pants
- SCBA
- **No Mask is Required**

Event Host:

- 100' 1 3/4" Weighted Hose Line
- Digital 1 3/4" Fog Nozzle
- Digital Fire Panel
- Forcible Entry Tools
 - Halligan, Axe, 6 ft. metal New York hook
- Forcible Entry Door
- Rescue Dummy weighing 44 lbs.
- 4 Flashlights with visibility limiting covers.

Rules

1. All equipment will be placed into the Event Staging area.
2. Prior to the event starting, the on-deck team can flake the weighted hose out in whatever configuration they want behind the start/finish line in the staging area, so the hose line is ready for advancement.
3. All other tools and equipment utilized for the event will be provided and will be staged behind the start/finish line in the event staging area. Explorers can hold the tools and equipment prior to the start of the event if they are behind the start/finish line.
4. Each Explorer will be given a special flashlight for the event with a visibility limiting cover. This light will still allow some visibility.
5. Each of the 4 Explorers will need to be assigned a position in the event and they CANNOT change their position once the event begins. The four positions for this event are (1) Nozzle Explorer, (2) Back Up Explorer, (3) Search Explorer 1, and (4) Search Explorer 2.

6. Once all 4 Explorers are behind the start/finish line in their appropriate PPE the event will begin. A “Ready, Set, Go” command will be given and that’s when their time will start.
7. Once the time starts, the (1) Nozzle Explorer and (2) Back Up Explorer will simulate staging with the hose line to protect (3) Search Explorer 1, and (4) Search Explorer 2 while they force entry through the forcible entry door.
8. Upon getting the door forced, the team of Explorers will advance the hose line with the (1) Nozzle Explorer and (2) Back Up Explorer leading the way through the structure to the fire (location of the digital panels) with (3) Search Explorer 1, and (4) Search Explorer 2 assisting with pulling hose. The Nozzle must always remain between the fire and the Explorers during the event.
9. Once the Explorers reach the “Fire Room” with the digital nozzle, they will begin hitting the digital fire panel until the panel is extinguished.
(To make this fair, because most Explorers have never had an opportunity to train with these digital panels, the Nozzle Explorer will put the digital nozzle laser pattern on the panel and hold it there for 15 seconds. At that point, the judge for the event will make the fire go out and will tell the Explorer team that the fire is out.)
10. Once the fire panel has been extinguished, the (3) Search Explorer 1, and (4) Search Explorer 2 will come off the hose line and locate the victim in the fire room and will remove the victim from the structure by following their hose line back out the front door while (1) Nozzle Explorer and (2) Back Up Explorer protect their egress with the hose line.
11. Once the victim is removed out of the structure and back across the start/finish line, the time will stop.

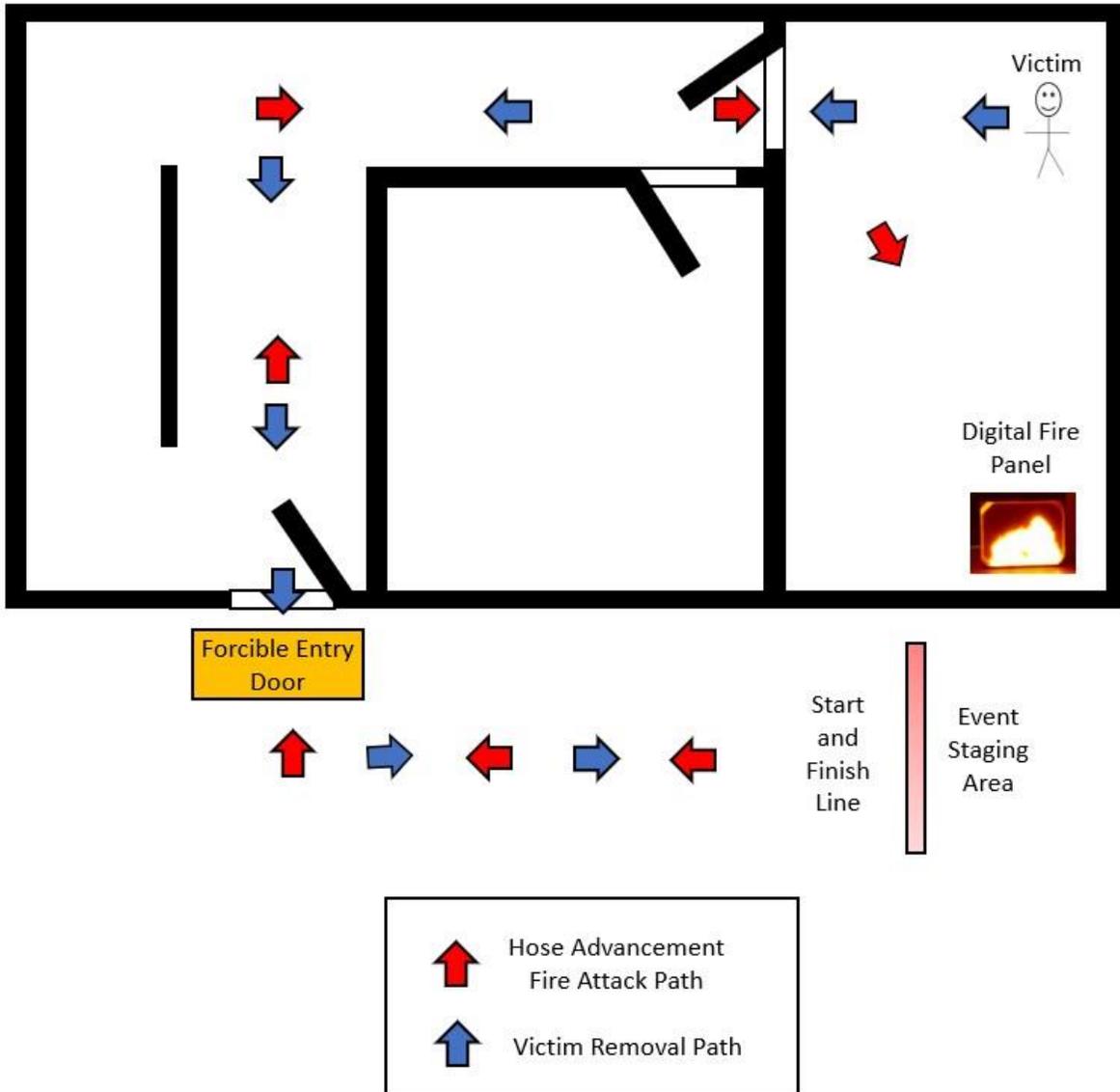
10 second Penalties for each of the below

1. Failure to be in proper PPE throughout event. Examples: helmet falling off, taking off gloves, etc.
2. Failure to check and flush hose line/digital nozzle prior to forcing the door.
3. Failure to check door. Try Before You Pry.
4. Not controlling Forcible Entry equipment to a reasonable standard.
5. For each Explorer coming off the hose line prior to the fire panels being extinguished.
6. Failure controlling the victim while removing the victim in a reasonable manner.
7. Having an obvious/unreasonable knot/kink in hose line. This is a weighted hose so there will be a lot of minor bends and kinks, but anything major that would obviously affect fire attack.
8. Failure to always keep the nozzle between the fire and the Explorers during the event.
9. **Failure to stay low and move through the structure in a crawling position. A crawling position for this event is described as moving forward on the hands and knees or by dragging the body close to the ground. There will be a 10 second penalty given to each Explorer in violation of this. (12-28-2022)**

Disqualification from Event

1. Kicking in the Forcible Entry Door
2. Profanity/ Unsportsmanlike Conduct
3. Not completing the Event
4. Throws equipment purposeful

1st Floor Fire Attack and Victim Removal





ATTACK™ DIGITAL FIRE TRAINING SYSTEM

Smoke and flames where live fire isn't possible

QUICKLY RUN REPEATABLE AND VARIABLE EVOLUTIONS WITH THE SIMPLE PUSH OF A BUTTON

The ATTACK™ Digital Fire Training System combines digital flames, sound and smoke to create a range of fire conditions that respond directly to hose line application. Train with a seat of fire in acquired structures, training towers or any other location where live fire isn't possible or practical.

SPEND MORE TIME TRAINING.

The portable panel weighs just 35 lbs. (15.9 kg) which makes it easy to set up or change the location and characteristics of the fire between evolutions. Attach the weighted base to keep the panel stable and upright during your most intense training scenarios. Quickly run repeatable and variable evolutions with the simple push of a button.

SAFETY MATTERS.

Create the seat of fire in acquired structures and old burn buildings where live-fire isn't possible. Train new firefighters on fundamentals before introducing live-fire

and change up the training scenario to challenge veteran firefighters.

DIAL UP THE REALISM FOR EVERY TRAINING SESSION

The ATTACK panel is tough enough to handle any hose line in your training arsenal. The ATTACK system is designed to work with the LION SG4000™ Smoke Generator, capable of producing over 4,000 cubic feet (630 m³) of smoke per minute. The watertight panel's integrated thermal sensors detect water application and the fire and smoke respond automatically. Our Steam Conversion Technology™ recreates the low visibility conditions present when water is first applied to an actual fire. Add additional ATTACK panels that connected wirelessly to create fire extension scenarios, like flashovers.

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2nd Floor Fire Attack

Team Event: 4 Explorers per Team

Location: Gatlinburg Fire Training Center (Basement)

Time: This event will be scheduled and will start at 8:00 am

Objective:

An engine company, comprised of four Explorers, will perform the appropriate steps for a fire attack on a 2nd floor. This will entail an initial hose line stretch, forcible entry, an interior advancement on a digital fire, and extinguishment of the digital fire. This event takes proper skills in forcible entry, hose advancement, and nozzle control. Along with these basic skills, communication and teamwork will be critical.

Equipment:

Participating Post: Each Post needs the following PPE:

- Helmet
- Shields/Eye Protection
- Hood
- Gloves
- Coat
- Boots
- Pants
- SCBA
- **No Mask is Required**

Event Host:

- 100' 1 3/4" Weighted Hose Line
- Digital 1 3/4" Fog Nozzle
- Digital Fire Panel
- Forcible Entry Tools
 - Halligan, Axe, 6 ft. metal New York hook
- Forcible Entry Door
- 4 Flashlights with visibility limiting covers.

Rules

1. All equipment will be placed into the Event Staging area.
2. Prior to the event starting, the on-deck team can flake the weighted hose out in whatever configuration they want behind the start/finish line in the staging area, so the hose line is ready for advancement.
3. All other tools and equipment utilized for the event will be provided and will be staged behind the start/finish line in the event staging area. Explorers can hold the tools and equipment prior to the start of the event if they are behind the start/finish line.
4. Each Explorer will be given a special flashlight for the event with a visibility limiting cover. This light will still allow some visibility.
5. Each of the 4 Explorers will need to be assigned a position in the event and they CANNOT change their position once the event begins. The four positions for this event are (1) Nozzle Explorer, (2) 1st Back Up Explorer, (3) 2nd Back Up Explorer, and (4) 3rd Back Up Explorer.
6. Once all 4 Explorers are behind the start/finish line in their appropriate PPE the event will begin. A "Ready, Set, Go" command will be given and that's when their time will start.

7. Once the time starts, the (1) Nozzle Explorer and (2) 1st Back Up Explorer will simulate staging with the hose line to protect (3) 2nd Back Up Explorer, and (4) 3rd Back Up Explorer. while they force entry through the forcible entry door.
8. Upon getting the door forced, the team of Explorers will advance the hose line with the (1) Nozzle Explorer leading the way through the structure to the fire (location of the digital panels) with (2) 1st Back Up Explorer (3) 2nd Back Up Explorer, and (4) 3rd Back Up Explorer pulling hose. The Nozzle must always remain between the fire and the Explorers during the event.
9. Once the Explorers reach the “Fire Room” with the digital nozzle, they will begin hitting the digital fire panel until the panel is extinguished.
(To make this fair, because most Explorers have never had an opportunity to train with these digital panels, the Nozzle Explorer will put the digital nozzle (laser pattern) on the panel and hold it there for 15 seconds. At that point, the judge for the event will make the fire go out and will tell the Explorer team that the fire is out.)
10. Once the fire panel is extinguished, the time will stop.

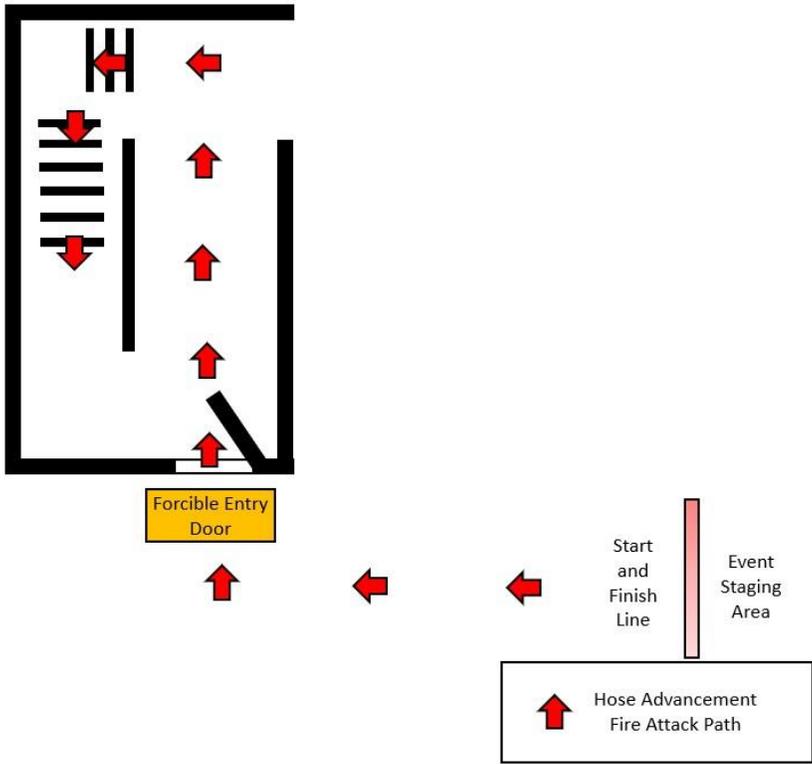
10 second Penalties for each of the below

1. Failure to be in proper PPE throughout event. Examples: helmet falling off, taking off gloves, etc.
2. Failure to check and flush hose line/digital nozzle prior to forcing the door.
3. Failure to check door. Try Before You Pry.
4. Not controlling Forcible Entry equipment to a reasonable standard.
5. For each Explorer coming off the hose line prior to the fire panels being extinguished.
6. Having an obvious/unreasonable knot/kink in hose line. This is a weighted hose so there will be a lot of minor bends and kinks, but anything major that would obviously affect fire attack.
7. Failure to always keep the nozzle between the fire and the Explorers during the event.
8. **Failure to stay low and move through the structure in a crawling position. A crawling position for this event is described as moving forward on the hands and knees or by dragging the body close to the ground. There will be a 10 second penalty given to each Explorer in violation of this. This will also include going up and down stairs. (12-28-2022)**

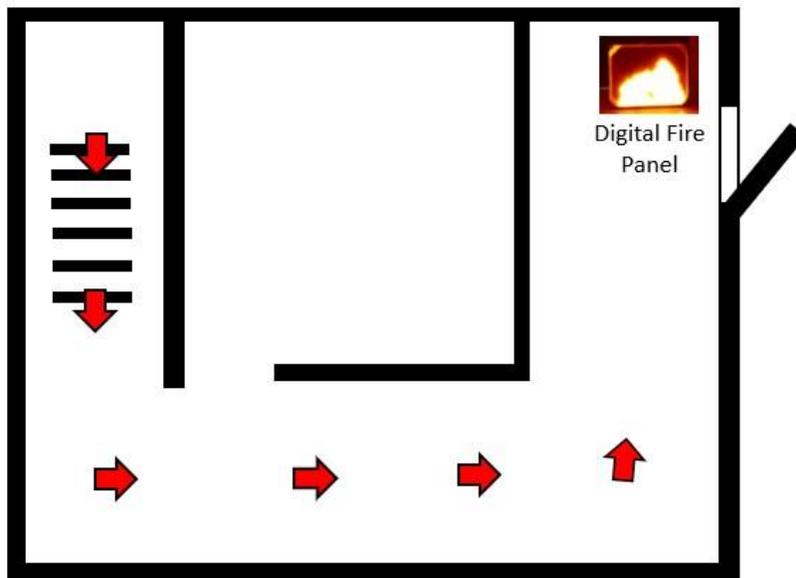
Disqualification from Event

1. Kicking in the Forcible Entry Door
2. Profanity/ Unsportsmanlike Conduct
3. Not completing the Event
4. Throws equipment purposeful

1st Floor



2nd Floor





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Advanced Trauma Management

Team Event: 2 to 4 people (max)

Location: Parking lot at Rocky Top Sports World

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

Description:

1. This team event will consist of a practical exam only.
2. This 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:

1. Professionalism will be always shown. This means no profanity, arguing with judges, unruly conduct, etc.
2. SAFETY is of utmost importance. **Reminder, 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.
3. If an Explorer argues with the judges the team is disqualified. Coaches may confer with judges after completion of an event, but professionalism must be maintained.
4. Order of competition for each event will be selected on a “First Come, First Serve” basis. The entire team must be present before they can start the competition.
5. During the competition, once a team has entered the scenario, they cannot leave 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.
6. Any teams caught discussing any of the scenarios with any other teams will be automatically disqualified from the competition.
 - This includes any advisors discussing information with other teams from the same Post competing.
 - This includes sharing any recordings from the scenario.
7. Advisors may observe the scenario but may not provide the team with direction of any kind.
8. Once the scenario is over, the team may proceed to the next event. Please understand, each scenario will be a first come first tested basis.
9. After all teams are tested and scored, the advisors may be allowed to ask about the scenario and their team performance but may not see the final score sheet until after the final announcement of award is done.
10. Come with a positive attitude, open mind, and have fun!

Written Exam: There will be no Written Exam for this event this year due to space limitations.

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.

1. Each team may consist of up to four Explorers. Each team will need to have a designated Team Leader to communicate with the evaluator during the scenario. Each team member is highly encouraged to communicate with team members in the competition box but may not communicate with anyone outside the competition box.
2. Teams are to bring the following items with them to competition.
 - A Fully stocked EMS Responder bag.
 - The bag should contain supplies needed to handle the Trauma scenario
 - A Jump Bag containing only supplies designated for the Emergency Medical Responder
 - Body Substance Isolation supplies for each team member

****A Long Spine Board and C-Collar will be available for use as needed.***

3. When the team is ready, the patient will be uncovered. Time will begin when the Team Leader advises they are ready to begin.
4. Time will end when the Team Leader advised they are moving to transport.

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 period.
2. The patient used will be camouflaged to look and properly respond like a trauma patient would in the field.
3. Each team will be responsible for assessing and managing the patient based on the guidelines in the AAOS Emergency Medical Responder 5th Edition Textbook.

NOTE: QUESTIONS WILL BE ANSWERED AT THE FRIDAY NIGHT MEETING

Team Scoring:

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

Basic Knot Tying – Tag Team Relay

Team Event: 4 Explorers per Team

Location: Rocky Top Sports World (Inside)

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

Objective:

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

Equipment:

No PPE is required for this event.

Event Host:

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

Rules:

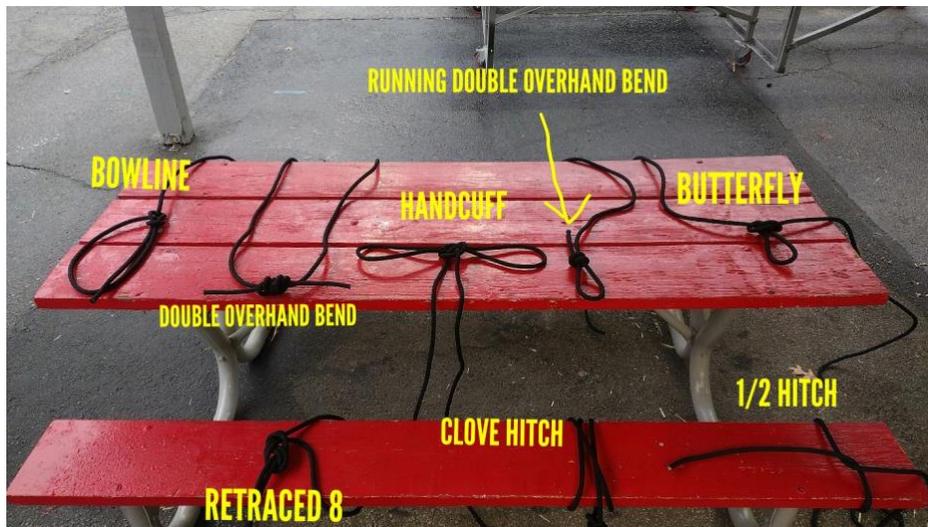
1. A team of 4 Explorers will stand around the event table.
2. All 8 pieces of rope will be placed on the event table.
3. A hat with the 8 knot cards inside will be placed on the event table.
4. Once all 4 Explorers around the event table are ready to go, the event will begin. A "Ready, Set, Go" command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

Disqualification from Event:

1. Profanity/ Unsportsmanlike Conduct
2. Not completing the Event
3. Throws equipment purposeful

Knots for this Event:

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



Bleeding Wounds and Shock

Team Event: Walk-up

Location: Gatlinburg Fire Training Center

Time: This event will be scheduled and will start at 8:00 am

Practical – The practical will consist of a patient(s) requiring treatment for signs or symptoms of bleeding wounds and/or shock management. Patient treatment will be scored using the NREMT Psychomotor Examination Score Sheet pictured below. Time will be used as a tiebreaker for teams who score the same number of points.



National Registry of Emergency Medical Technicians
Advanced Level Psychomotor Examination

BLEEDING CONTROL/SHOCK MANAGEMENT

Candidate: _____ Examiner: _____
Date: _____ Signature: _____

Actual Time Started: _____	Possible Points	Points Awarded
Takes or verbalizes appropriate PPE precautions	1	
Applies direct pressure to the wound	1	
NOTE: The examiner must now inform the candidate that the wound continues to bleed.		
Applies tourniquet	1	
NOTE: The examiner must now inform the candidate that the patient is exhibiting signs and symptoms of hypoperfusion.		
Properly positions the patient	1	
Administers high concentration oxygen	1	
Initiates steps to prevent heat loss from the patient	1	
Indicates the need for immediate transportation	1	
Actual Time Ended: _____	TOTAL	7

CRITICAL CRITERIA

- _____ Did not take or verbalize appropriate PPE precautions
- _____ Did not apply high concentration of oxygen
- _____ Did not control hemorrhage using correct procedures in a timely manner
- _____ Did not indicate the need for immediate transportation
- _____ Failure to manage the patient as a competent EMT
- _____ Exhibits unacceptable affect with patient or other personnel
- _____ Uses or orders a dangerous or inappropriate intervention

You must factually document your rationale for checking any of the above critical criteria on the reverse side of this form.

Required Supplies - All necessary supplies are provided: However, if you prefer, you can bring your own. Please note that a CAT (Combat Action Tourniquet) will also be provided. If you choose to provide your own tourniquet, it must be approved by the Trauma Commission.

Testing Criteria:

Current AAOS standard first aid, CPR

AAOS standard first aid, CPR, and AED. ISBN 9781284041613

Denver Drill

Team Event: 4 Explorers per Team

Location: American Legion

Time: This event will be scheduled and will start at 8:00 am

In this event participants will breach a wall and perform a rescue on the downed firefighter within the Denver Drill prop. Teams will be composed of 4 participants per team with a 2-team maximum per post. All participants will be in full personal protective equipment and SCBA (no mask) and begin in the starting box on their knees.

The event will start with Ready, Set, Go. Once the "Go" command is given, the participants will start the evolution. The four participants will crawl to the wall (dimensions in figure 1) and breach through the 2 X 4 construction wall. Two team members shall perform a low-profile breach through point 'A' and two team members shall perform the breach method of their choosing through point 'B'.

A rescuer will sound the floor of the prop (with provided tool) and make entry into the window of the Denver Drill prop to begin the rescue of the downed firefighter. The downed firefighter will be on their back with feet toward the window, legs fully extended and not touching the wall (a block will be used to ensure consistent placement). The downed firefighter will be a live victim in full PPE and SCBA weighing 175 lbs. A second rescuer will assist the first rescuer with the victim. The third and fourth rescuer shall assist with safely removing the victim from the window.

Time stops when all rescuers and the victim are completely within the finish box and the officer announces PAR.

Penalties and Disqualifications

Penalties:

Penalties will be in 10 second increments for each infraction

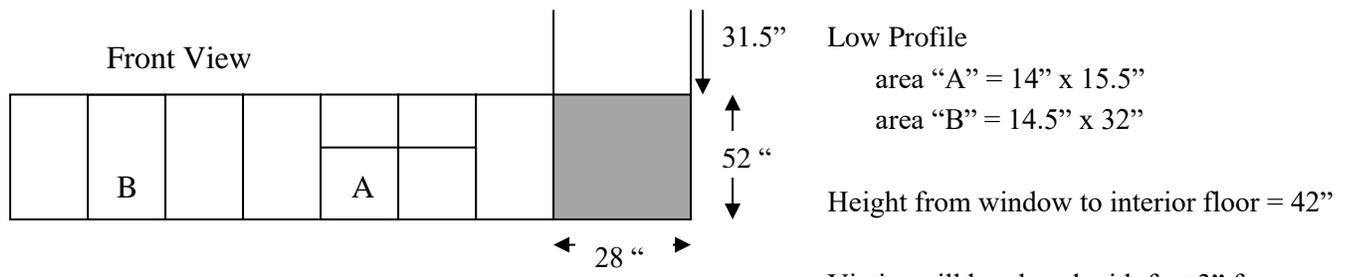
1. Personal Protective Equipment not properly donned (loose straps, missing equipment, etc). All defective gear must be reported to event staff before evolutions start, failure to report gear defects can result in penalties assessed to the team.
2. Any compromise or loss of any PPE at any time during the evolution.
3. Leaving the starting box before the "Go" command
4. Not staying low during approach to wall, breach of wall and re-donning of air pack (for low profile breach)
5. Failure to maintain control of left (regulator side) strap of SCBA. This strap shall not be released by the rescuer at any point in the low-profile breach.
6. Failure to bring victim to "Finish" box.

Disqualifications:

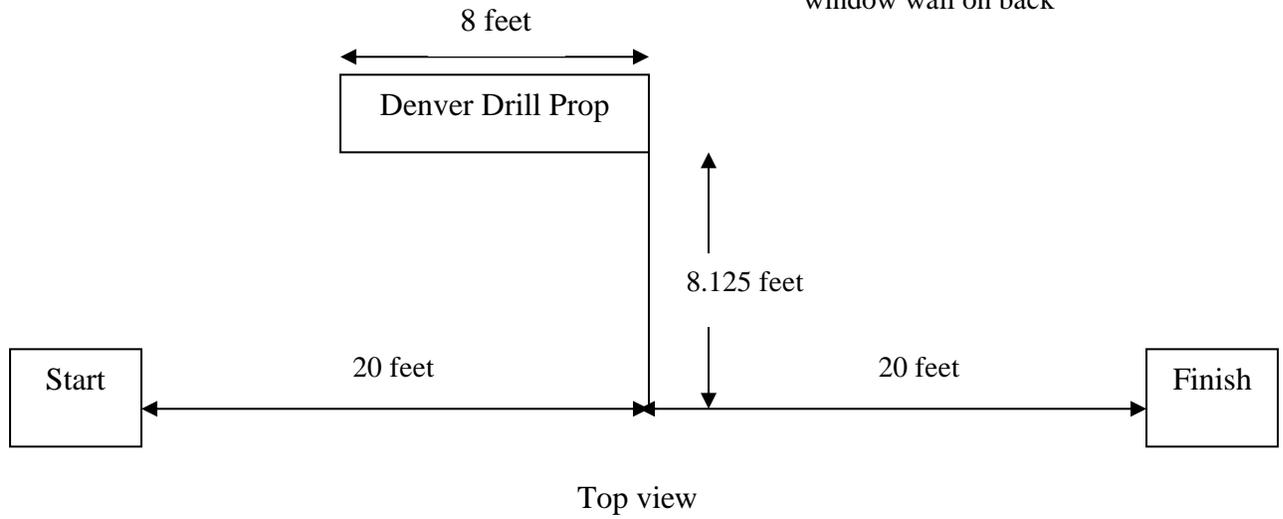
1. Running, Cursing, Arguing
2. Skipping functional steps to the evolution
3. Failure to maintain safety of participants or victim.
4. Reckless destruction of any portion of the props.

Provided tool:

The provided tool is a broom handle 36" long to simulate a halligan – minimizing risk of injury to the victim and damage to the prop.



Victim will be placed with feet 3" from window wall on back



Denver Drill Score Sheet

Department

Team

Time	
Total Time Deductions	
Final Time	

Penalties	Seconds	# Penalties	Total
Not Voicing "SCBA Fully Charged"	10		
Controlling Tools	10		
Leaving the Start Box Early	10		
Not staying low during approach to the wall	10		
Failure to maintain control of left strap of SCBA	10		
Failure to sweep the floor prior to sounding the floor	10		
Failure to sound the floor	10		
Reckless behavior during any portion of the drill	10		
Failure to have control while removing the victim	10		
Failure to having control while removing the rescuer	10		
Failure to bring victim across the finish line	10		
Failure to voice "Par of 4 members"	10		
		Total	

Pittsburgh Drill

Team Event: 4 Explorers per Team

Location: American Legion

Time: This event will be scheduled and will start at 8:00 am

OBJECTIVE:

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

REGULATIONS:

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

GUIDELINES / RULES:

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

PENALTIES:

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

Photo 1



First obstacle – Low Profile 16” x 20”

Photo 2



Second obstacle – A-frame

Photo 3



Third obstacle – Tube - two fifty-five gallon drums

Rapid Dress – Team and Individual

Team Event: 4 Explorers per Team

Location: Rocky Top Sports World

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

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.
1. More than 2 teams will be allowed to compete from each post.
2. 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.
3. 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.
4. Only one post will be competing at one time.
5. Participating explorers will have an individual timer in front of them.
6. The hosting post will supply 4 packs that will be ISI Ranger training packs with steel bottles without air in them for safety purposes.
7. Face pieces will not be needed.
8. Post 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.
9. Explorers will be allowed to position their gear and packs as needed in any fashion they wish after their SCBA packs are inspected.
10. For safety "no explorer" will be allowed to do their SCBA packs over their heads unless their helmets are affixed to their head.
11. 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.
12. The explorer at this time will be asked about any problems with their gear and that will be communicated to their individual timer.
13. The four (4) competing explorers will then be instructed to be seated in their chairs with their backs against the upright of the chair before being allowed to lean forward in their ready position. Explorers will not be allowed to touch their gear until they are given the

go command. The command will be as follows: “Ready, Set, Go”. Explorers will then don all protective equipment including their SCBA.

14. Once the explorer has completed donning their equipment the timer will stop the clock when the explorer claps their hands together. Once this happens the explorer will then raise both hands above their head for inspection. Gear cannot be touched until the timer has inspected the key items on the scoring sheet.

Scoring Sheet Penalties – 50 Points Possible

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

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

List of equipment

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

Two Room 1st Floor Vent Enter Isolate Search (VEIS)

Team Event: 4 Explorer Team – 2 pairs of 2 Explorers

Location: Gatlinburg Fire Training Center (Basement)

Time: This event will be scheduled and will start at 8:00 am

Objective:

An engine company, comprised of four Explorers, will be divided into two teams of two Explorers to perform the appropriate steps for a 1st floor vent enter isolate search (VEIS) of two different rooms. This will entail both teams working simultaneously to VEIS the two rooms from the exterior of the structure. Each team will be assigned a room where they will simulate Venting a window, sending one Explorer to Enter the window onto a mattress in the room, Isolating the room by sending that Explorer to close the interior door to that room, and then Searching the room and removing any victims found. This event takes proper skills in vent, enter, isolate, searching, and victim removal. Along with these basic skills, communication and teamwork will be critical.

Equipment:

Participating Post: Each Post needs the following PPE:

- Helmet
- Shields/Eye Protection
- Hood
- Gloves
- Coat
- Boots
- Pants
- SCBA
- **No Mask is Required**

Event Host:

- Hand Tools
 - Halligan, Axe, 6 ft. metal New York hook
- 3 - Rescue Dummies – Each weighing 44 lbs.
- 4 Flashlights with visibility limiting covers.

Rules

1. All equipment will be placed into the Event Staging area.
2. All tools and equipment utilized for the event will be provided and will be staged behind the start/finish line in the event staging area. Explorers can hold the tools and equipment prior to the start of the event if they are behind the start/finish line.
3. Each of the 4 Explorers will need to be assigned a position in the event and they CANNOT change their position once the event begins. The four positions for this event are (1) Entry Explorer 1, (2) Exterior/Window Explorer 1, (3) Entry Explorer 2, (4) Exterior Window Explorer 2.
Entry Explorer 1 and Exterior/Window Explorer 1 will be assigned to search room #1.
Entry Explorer 2 and Exterior/Window Explorer 2 will be assigned to search room #2.
4. Each Explorer will be given a special flashlight for the event with a visibility limiting cover. This light will still allow some visibility.

5. Once all 4 Explorers are behind the start/finish line in their appropriate PPE the event will begin. A “Ready, Set, Go” command will be given and that’s when their time will start.
6. Once the time starts, each team will move to their assigned exterior window to their room where they will utilize one of the hand tools to run along the full inside square of the window frame simulating breaking and clearing the glass out of that window. (Raking the window)
7. Once the window is simulated to be clear, the Entry Explorers can make entry into their assigned rooms onto a mattress on the floor below the window. Once in the room, the Entry Explorers will go straight to the door to that room that leads to the hallway. They will perform a quick “hook and look” into the hallway to ensure that no victims are in the hallway outside of their assigned rooms. Then the Entry Explorer will close the door to the hallway isolating their room.
8. Then the Entry Explorer will perform a quick search of their assigned room. If a victim is found, the Entry Explorer will take the victim to their Exterior/Window Explorer and get the victim out of the room. The Entry Explorer will complete the search in their assigned room.
9. The time will stop when both Entry Explorers advise the judges that their rooms have been searched by saying “Room Clear” and when all victims have been taken back across the start/finish line.

10 second Penalties for each of the below

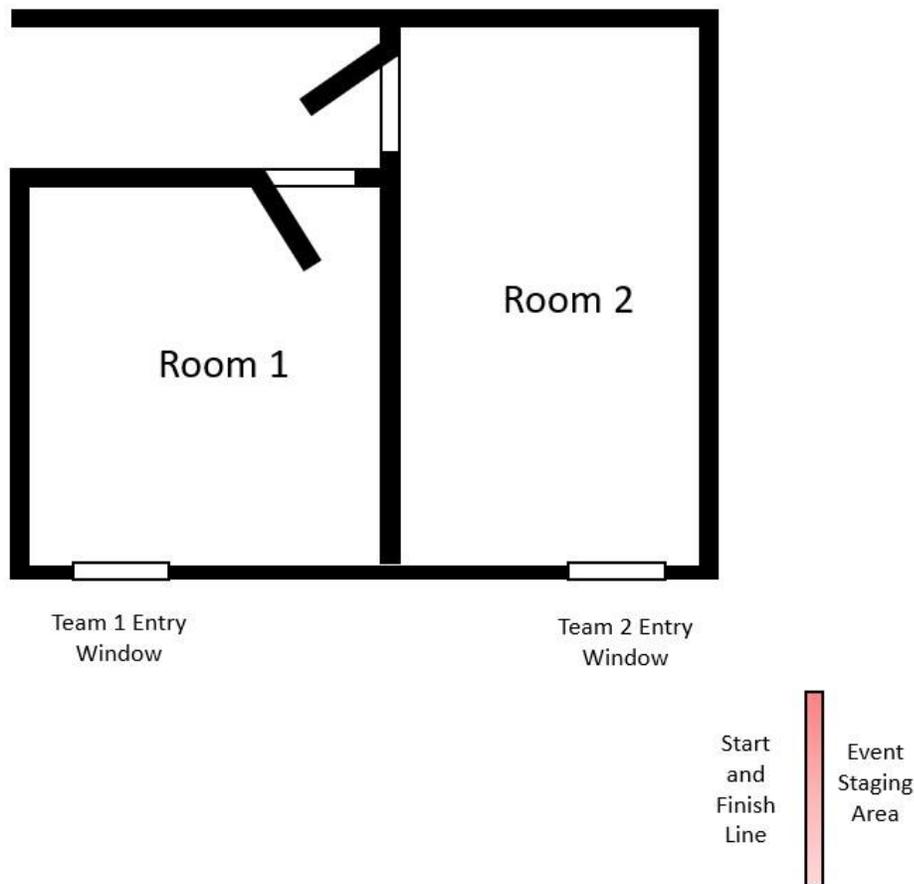
1. Failure to be in proper PPE throughout event. Examples: helmet falling off, taking off gloves, etc.
2. Not simulating the clearing of glass in the full window frame.
3. Not controlling hand tools and other equipment to a reasonable standard.
4. Failure controlling any victim while removing the victim in a reasonable manner.
5. Failure to complete a “hook and look”.
6. Failure to stay low in the window while entering the room. (12-28-2022)
7. Failure to safely and controllably enter the room. Explorer cannot jump through the window. It has to be a controlled entry into the room. (12-28-2022)

Disqualification from Event

1. Profanity/ Unsportsmanlike Conduct
2. Not completing the Event
3. Throws equipment purposeful

[Photo on next page]

Two Room 1st Floor VEIS



Z-Drag

Team Event: 4 Explorers per Team

Location: Gatlinburg Fire Training Center - outdoors

Time: See BSA Winterfest App

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 year it will be slightly different than the year before because this system will be tied to the litter basket and not attached to another line. **Please take note of the changes.**

Equipment--200' Rescue Rope

2 Pre-Tied Prusiks

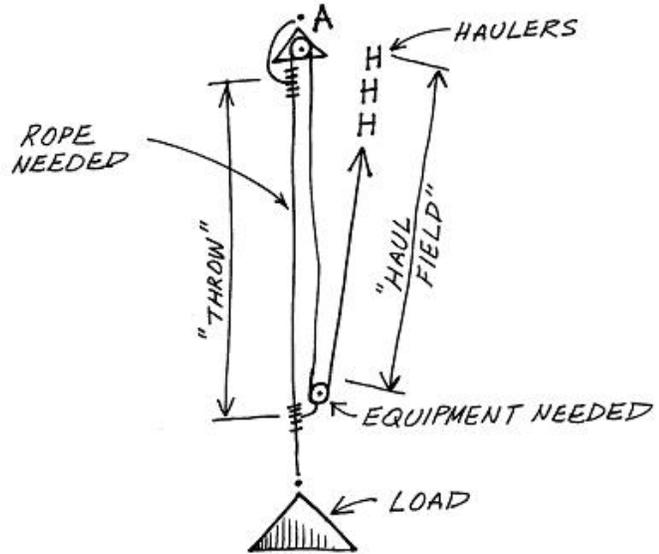
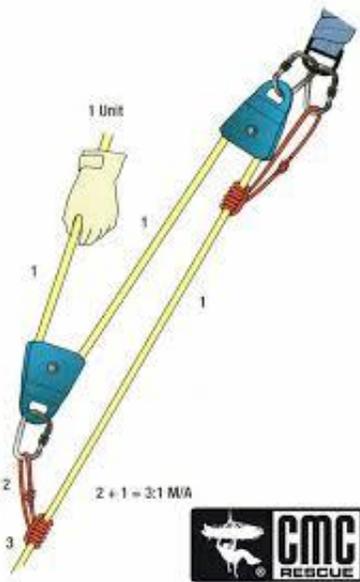
3 Carabiners

2 Prusik Minding Pulleys

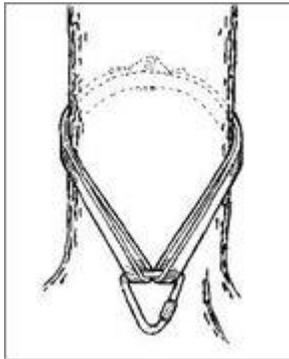
1 Weighted Rescue Litter

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

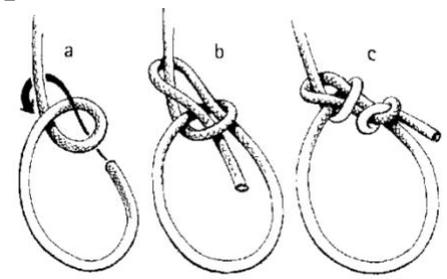
Clothing Requirements—This event will be conducted in turn out gear without air packs. The system may be constructed without wearing gloves; however gloves must be donned prior to hauling on the mainline.



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



Explorer 2 will advance the rope to the rescue litter. The explorer will then secure the rope directly to the litter using an approved life safety knot, for example a Bowline with an overhand or Yosemite, or a figure 8 follow through. The figure 8 does not require a safety knot. **The system will be tied directly to the rescue litter not “piggyback” like it was in years past.**

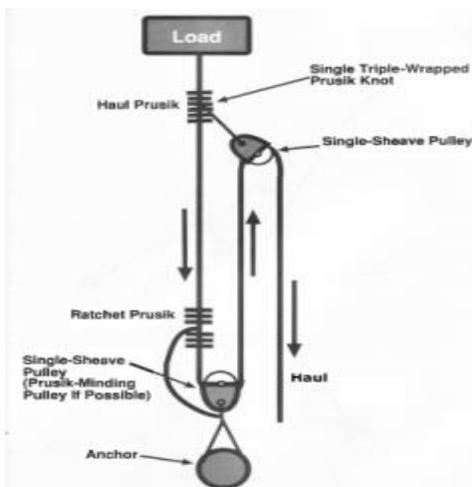




Explorer 3 will use the rescue rope, anchor rigged by explorer 1, pulley, carabiner, and a one prusik to construct the progress capture portion of the Z drag. Explorer 3 will attach the pulley to the rescue rope, and then attach the pulley to anchor. Next, they will attach the prusik to the side of the 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 entire 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.

Law Enforcement



The competitions in this portion of the guide are open only to Law Enforcement Explorers.

Active Shooter

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

Team Event

Location: See the BSA Winterfest App

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

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

Crisis Negotiation

Hosted by Spartanburg County Sheriff's Office (SC)

Team Event up to 5 people

Location: See the BSA Winterfest App

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

Your Crisis Negotiation team has been sent to a residence where multiple domestic calls have been received in the past. The caller is believed to be a resident and is talking about harming himself or others. Participant must contact the caller and determine what steps to take for a successful resolution of the incident. This may or may not include finding out who may be in the home, what weapons may be involved, what circumstances have caused the event, etc. The event will take approximately 45 total minutes with evaluation and 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 the Paducah Police Department (KY)

Team Event

Location: See the BSA Winterfest App

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

This competition will be graded on the following:

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

Uniform Inspection

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

Team Event of 4-6 people

Location: TBD

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

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

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

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

Standards and Grading Specifications:

Category I: Overall Appearance

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

Category II: Grooming

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

Category III: Equipment

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

Category IV: Accessories

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

Category V: Command Performance

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

Unknown Trouble

Hosted by the Chattanooga Police Department (TN)

Team Event

Location: See the BSA Winterfest App

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

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

Warrant Service

Hosted by the Mauldin Police Department (SC)

Team Event of 2-4 people

Location: See the BSA Winterfest App

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

Each Post may enter one team consisting of two (2) to four (4) members. The team will be given an account of the incident (forcible felony) and a CI (that has been proven reliable), they will need to draw a warrant affidavit and present it to the Judge for a warrant. When proper Probable Cause exists, they will be given the warrant to serve on the suspect’s residence.

Shooting Sports Events



Archery Competition and Match Shoot

Individual Event: Walk-up

Location: Rocky Top Sports World (Outdoors)

Time: 8:00 am to 3:30 pm

Rules:

This is an individual competition

3 shots per archer

Targets will be 3-D and paper

Scoring may only take place once

60 second time limit

Targets will be shot in order

Ties will be broken with highest scoring arrows

Ex. (A) 6+10+5=21 (B) 8+8+5=21 A is winner

Scoring

Bear: 5 points body, 6 points inside large area, 8 points small area

Deer: 5 points body, 8 points inside large area, 10 points small area

Multicolor target will be ring value with a bonus dot in the blue rings worth 14 points

Headshots will be deducted 5 points from total score

Headshots are anything from ears forward

0 points for targets shot out of order

Bounce outs will be re-shot with no time limit

Total score based on 3 shots

Total possible score= 31

Archery Free Shoot

Individual Event: Walk-up

Location: Rocky Top Sports World (Outdoors)

Time: 8:00 am to 3:30 pm

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

Outdoor Range Events - Shooting (NRA)

Individual Event: Registration required

Location: Sportsman's Club

Time: 8:00 am – 4:00 pm, based on registration

Rifle, Shotgun, and Pistol Shooting events will be held all day Saturday at the Gatlinburg Sportsman's Club. Shooting events are open to registered Scouts (youth participants) who have either completed NRA certification or who have attended the appropriate safety briefing at Winterfest. If you plan to utilize your NRA Certification, you must go to the safety briefing area and produce the certification for verification and to receive your shooting sports wristband. **Scouts BSA youth ARE NOT allowed participation in Pistol Shooting.**

Registration for Saturday shooting events will be done online at the same time you register for Winterfest. Teams can sign up for more than one event but must sign up for a separate slot for each event. If there are any questions, there will be shooting sports staff on hand Friday evening.

When registering, be sure to allow ample travel time to and from the sportsman's club. Also keep in mind that Rifle should not be scheduled between Pistol and Shotgun due to the location of the Rifle range. Please be punctual as this is a popular event and we want to ensure that everyone gets a chance to participate. **Participants who register for an 8:00 am shooting time will need to be on the bus at 7 am.**

There will be safety briefings held on Friday evening and Saturday morning (time and place will be in the BSA Winterfest App). All participants **MUST** either attend a briefing or present proof of their NRA certification to shoot. At check-in you will receive a ticket for each person registered for shooting sports. Please take that ticket to your safety briefing. All attendees at the on-site briefing will be given a wristband that must be worn to participate (no exceptions). Please plan to attend the Friday night briefing unless your unit will not arrive in time to do so. Also, if you plan to shoot before 10 am on Saturday morning you **MUST** attend a Friday night briefing.

There will be a bus transporting participants between Rocky Top Sports World and the Sportsman's Club. The bus will make a round-trip every 30 minutes. 8:00 and 8:30 am shooters will have priority boarding on the first bus of the morning.

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

The members of the Gatlinburg Sportsman's Club graciously provide this facility to Winterfest, *and it is important to remember that we are guests.* Please ensure that there is no horseplay and that we take care to leave the facility better than we found it.

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

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

Pistol: Participants will have the opportunity to shoot one-on-one with an instructor with .22 caliber pistols at a fixed target. We will keep scores of the sharpest shot and hand out awards at the Closing Show. **Scouts BSA are not allowed to participate in Pistol shooting.**

When registering for these events please keep in mind that while all three of these outdoor range events will take place at the Sportsman's Club, rifle is on a range that is not adjacent to the others. Therefore, please do not schedule rifle in between shotgun and pistol events.



Action Figure Bungee Jumping

Team Event: Walk-up

Location: See the BSA Winterfest App

Time: 8:00 to 5:00 pm; See BSA Winterfest App

The goal is to allow your action figure to fall as close to the ground as possible, without touching.

Participants will be given an action figure and some rubber bands. The goal is to be able to drop the action figure from a set height and see how close to the ground they can get without touching.

How do we judge, you ask?

A cookie sheet of paint, and a high-speed camera. If your action figure gets paint on them, you are disqualified. If it does not, we will use the camera to see how close you come to that paint. You only get one drop! And no practice jumps.

This event can be used as a Supernova activity for the Venturing Supernova Awards, but not all requirements will be completed at the event.

Rockets to the Moon (or across the room)

Team Event: Walk-up

Location: See the BSA Winterfest App

Time: 8:00 to 5:00 pm; See BSA Winterfest App

Tape, construction paper, and a dream. That is all you must create a paper rocket and launch it out. How far can you make it go!

Rube Goldberg Challenge

Team Event: Registration Required, Maximum of 12 Teams

Location: See the BSA Winterfest App

Time: Challenge Details provided Friday; Self-paced build; Judging 2:30 pm to 4:00 pm

(Description added 12-29-2022, edited 01-11-2023)

Rube Goldberg is devised as a test of your skills. Teams must build a machine that performs multiple simple tasks* that demonstrate their STEM skills. Teams will consist of up to 5 individuals. **Teams will need to bring challenge parts. All items must be safe for a toddler to play with. Teams will receive instructions on what needs to be accomplished on Friday night at the appropriate time. The end goal will be to hit a large Staples "EASY" button.**

Teams will have until Saturday at 3:30 p.m. to demonstrate their machine to a panel of judges. A maximum of 5 individual outside items will be permitted. Teams will be given 3 opportunities during judging to demonstrate their machine achieves the goal indicated

without outside help (manual intervention) except to initiate the first motion of the entire machine. Team members may manually initiate the first task, but all other tasks must be initiated naturally by the machine without outside help.

Judging:

20 points for successful completion of the goal using 5 tasks.

- Up to 10 points awarded by judges for style and creativity.
- Up to 10 points awarded by judges for continuity and flow of the machine.
- Each manual intervention to re-start or continue the work of the machine will result in a deduction of 5 points.
- Up to 10 extra points for documenting and making available such documentation of the use of the engineering method during the course of the challenge.
- 2 additional points for each additional task, up to a maximum of 5 extra tasks.

*A task consists of a transfer of energy/motion from one physical object to another.

Sky Tower Challenge

Team Event: Walk-up

Location: See the BSA Winterfest App

Time: 8:00 to 5:00 pm; See BSA Winterfest App

Participants will be given a pack of newspaper, a half meter of masking tape and a sharpened pencil. The goal is to build the tallest tower possible that will stand on its own for at least 30 seconds. Simple, right, but can you rise to beat all the others?

Straw Shooting Bow

Team Event: Walk-up

Location: See the BSA Winterfest App

Time: 8:00 to 5:00 pm; See BSA Winterfest App

Come by and assemble your very own lethal (well not really) straw shooter. Craft sticks, hot glue and a launching cable will be assembled so that you can fire off some sippy cylinders!

Tournament Events



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

Tournaments are single elimination. Bowling will take place hourly throughout the day and is a team event. Volleyball will be entirely in the morning. Basketball will be played in the afternoon. Winners in each stage will advance to later rounds until a champion is determined. Winning teams will be expected to be present and ready to play at the next scheduled round. Those fortunate enough to make it to the finals should plan on staying at the venue the entire morning or afternoon.

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

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

Any team that enters a tournament must contribute one adult advisor to assist with judging and scorekeeping during each game played by their team.

Basketball (4 on 4)

Team Event of 4 players (Bracketed): Sign-up during check-in hours

Location: Community Center

Time: 1:00 PM to 3:00 PM

Single elimination bracketed tournament. Game times are subject to change. Any changes will be communicated prior to your team's game time.

See Addendum #2 for full rules.

Bowling

Teams Event 4 players: Registration Required

Location: Community Center

Time: 10:00 am to 5:00 pm

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

Rules:

1. Each Unit is eligible to enter one four-person youth team. Adults may not participate. Teams smaller than four need to be willing to share a lane.
2. Each player gets two practice throws and then will bowl ONE 10-frame game.
3. You must follow the facility's rules regarding bowling shoes and food.
4. You may bring your own bowling ball and shoes.

Disc Golf

Individual Event: Walk-up

Location: Mills Park Disc Golf Course

Time: All day, self-guided

This event is a self-guided walk-up event at the Mills Park Disc Golf Course. Disc Golf is played like traditional golf, but with flying discs instead of balls and clubs. The object of the game is to throw the disc from a tee area into a basket with chains in the fewest throws possible. One point (stroke) is counted each time the disc is thrown. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins. Plan 45 minutes to complete a round. You may bring your own discs.

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

See Addendum #3 for rules.

Volleyball

Team Event of 6 players (Bracketed): Sign-up during check-in hours

Location: Community Center

Time: 10:00 AM to 12:00 PM

Rules

1. Each unit is eligible to enter one six-person team.
2. Rally scoring will be used to speed the play of each match.

Addendums

Addendum #1: Cardboard Regatta Rules

Supplies allowed for building your cardboard boat:

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

Getting Started

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

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

To save time, **build a model** using a manila folder or other heavy paper or lightweight cardboard. That way, you can fold, re-fold, and fold again to get your design. You can cut it up, tape it together, and try out your design idea in small scale before working on a full-sized creation. You may have had an idea that sounded great, but it just didn't work. You can try something new using your models, so you don't waste your cardboard.

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

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

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

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

Here's a few other items to think about.

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

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

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

General Rules

1. Only corrugated cardboard will be used. It must not be bonded to any other material such as vinyl. Non-corrugated material may not be used. No solid cardboard and no carpet roll tubes may be used, except for decorations.
2. Wood, metal, Styrofoam, or other materials that would aid in flotation or make the hull rigid are prohibited but may be used for decoration. This restriction applies to the keel, transom, ribs, hull, etc.
3. Hulls may be painted with any "one-part" paint. No epoxy glues, fiberglass resins or "multi-part" varnishes or paints may be used. Hulls may not be "wrapped" in plastic, duct tape or anything else. Tar based substances like roof coatings are not permitted.
4. Joints and seams should be taped. No nails, metal, wood fasteners, or staples may be used in the construction of the boat (small amounts may be used for removable decoration only).
5. Design is "builder's choice." A minimum of 65% of the boat's volume must remain above water during racing. Failure to meet this rule will result in a 20 second time penalty.
6. Decorations may be made from any material but may not be used to reinforce the actual structure of the boat.
7. Boats from previous years will not be allowed.

8. No boat will be allowed to leave the starting gate unless all persons on board are wearing a Personal Flotation Device (PFD). (PFDs and paddles will be provided.)
9. Boats are subject to inspection and disqualification for each violation of the above General Rules, (except for rule # 6 which results in a 20 second time penalty).
10. All entrants must ensure that their building area has been cleaned prior to racing. All boats must be removed from the pool and cut apart and placed in the Community Center dumpsters. Teams who do not dispose of their boats properly will not be permitted to participate in future Cardboard Boat Regattas.
11. Prior to the races, boats will be judged in the following categories:
 - Best Original Design (most creative design and best use of corrugated cardboard)
 - Best Construction or Construction Technique
 - Best Decorated
 - Team Spirit (most-spirited team ... the looks of the boat aren't considered)
 - Most Spectacular Sinking (to qualify, you must salvage the remains completely).
12. Boats must be propelled by paddles or oars only. Other forms of propulsion including swimming your boat are not permitted.

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

Have fun! Be creative!

Addendum #2: Basketball Rules (4 x 4)

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

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

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

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

Addendum #3: Disc Golf

Tee Throws

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

Lie

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

Throwing Order

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

Fairway Throws

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

Dogleg (or Mandatory)

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

Completion of Hole

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

Unplayable Lie

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

Out of Bounds

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

Penalties

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

Course Courtesy

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

Addendum #4: Ober Mountain Winterfest Pricing & Activity Flyer



2022/2023 Winter Group Rates Ski Season

(Typically, Ski Season starts mid-Dec thru mid-March)

Group Rates available for groups of 15 or more. Call Group Sales to plan a visit that caters to your group!

Tax not included

Skiing, Snowboarding and Tubing				
Ski/Snowboard Packages include: Round-trip Aerial Tramway, Ski Area Ticket, Equipment Rental & Ski Lesson.				
Day/Session	Ski Package	Snowboard Pkg. (Limited availability)	Lift Only (Bringing own equipment)	**Tubing (If Available)
Monday- Friday (NON - HOLIDAY) Full day	\$59	\$69	\$32	\$35
Saturday (NON - HOLIDAY) Full day	\$103	\$113 (Limited Availability)	\$43	\$45
Sunday (NON - HOLIDAY) Full day	\$79	\$89 (Limited Availability)	\$43	\$45

<u>SUPER SAVER SATURDAYS!!</u> January 7 ~ February 4 & 25 ~ March 4 FULL DAY SESSION of SKIING Ski Package..... \$ 79 Snowboard Package..... \$ 89 Lift Only..... \$ 43			<u>Winter Wristband</u> \$25 per person - Aerial Tram - Ice Skate (One Session) - Wildlife Encounter - Carousel - Scenic Chairlift <i>Most activities are weather related and can close at any time.</i>
<u>Aerial Tramway</u> Adults: \$15 Children (5-11): \$13 4 & Under: Free	<u>Add on activities:</u> Ice Skating: \$8 pp One session Coaster: \$12 pp One ride	<u>Meal Vouchers</u> \$8.50 Choice of: - Cheeseburger - Grilled Cheese - Hamburger - Grilled Chicken - Chicken Fingers Sandwich - Super Dog Includes: 16 oz. Soft Drink Some selections include French Fries or Chips	
**If you are Tubing, you will need to also purchase a tram ticket. You may also drive up the mountain instead of riding the tram, but space is limited, and spots are not guaranteed. Tubing is a 90minute session. Tax not included.			

Due to COVID-19 Snowboard and Ski Packages are limited and based on availability.

In lieu of a \$300.00 per snowboard security deposit, a group leader must sign a waiver. The group will not be charged unless the snowboard is abused or not returned after the session.

***Holiday Period: December 16, 2022 through January 1, 2023 & January 13- 16, & February 17-20.**

Increased rates on Fridays, January 13 and February 17 -call for info

Please call our group sales office for details.

***No group sales available for ski/SB/tubing during Holiday Periods.**

Night sessions only offered through group sales at this time.

***No group sales available on Christmas Eve (12/24) and Christmas Day (12/25)**

Ski/Snowboard Group Rates apply to 15 or more people skiing the same sessions. A \$10.00 deposit per skier/snowboarder per session is required by a specified date. Deposit refunded only if cancellation is received by Group Sales Office 7 days prior to ski date. Tubing is to be paid for in full at time of reservation. We will contact your group for final numbers three days prior to your arrival to finalize paperwork. No adjustments can be made after the 3-day call ahead. Final payment due two weeks in advance of your intended date of arrival. AMEX, Visa, MasterCard, Discover, or organization check are accepted forms of payment. Rates, activities, and hours are subject to change without notice. Call or email for current rates and activities pertinent to your date of arrival.

For more information, call our group sales office at 865-436-5423 or email groups@obergatlinburg.com

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