

Wilderness Survival Camporee

All activities are focused on wilderness survival, and will require all scouts to demonstrate their ability to remain safe in challenging conditions. Some events will be competitive while others will be instruction in advanced survival techniques. Each event has been selected to introduce or educate each and every scout in scouting skills pertaining to cooking, orienteering, first aid, shelter building, and other basic survival techniques. This Camporee gives every scout the opportunity to have fun, to demonstrate their skills, to experience new challenges, and fulfill requirements for their Wilderness Survival Merit Badge.

There are two separate categories of events, Instructional Events and Competitive Events. Points are earned in both categories. Instructional Events can help the patrols complete the Competitive Events. Each patrol earns pass/fail points for Instructional Events. If the patrol attends and participates in an instructional event, they earn full points for that event. If they DO NOT attend and participate in an instructional event, they will not be awarded any points. Each patrol earns points based on their ability to complete the Competitive Events. All events are subject to change as may be needed.

Events

Shelter Building – *Merit Badge Requirement 8*. Improvise a natural shelter. One of the basic needs for wilderness survival is a shelter. The shelter is to provide protection from the elements. This activity can give the leaders a chance to give hands-on instructions of what makes a good shelter for the element that they are in. This is then followed by a timed shelter building contest. Patrols will construct a tarp shelter capable of housing their entire patrol. Each shelter will be tested for its ability to withstand wind and rain. Patrols can use dead branches with a rain fly to pitch a shelter.

Blindfold Tent Set-up - One member of the patrol is the leader. The rest of the patrol is blindfolded. The leader must direct blindfolded members of his team to set-up a tent. Scoring is based on time to set up and neatness (standing up straight, good tension on guide wires)

Wilderness Survival Quiz – *Merit Badge Requirements 2,3,4,9,11*. Seven priorities for survival in a backcountry or wilderness location; ways to avoid panic and maintain a high level of morale when lost. The steps you would take to survive in the following conditions cold and snowy, wet (forest), hot and dry (desert), windy (mountains or plains), water (ocean, lake, or river). Poisonous snake and insect identification.

Signaling – *Merit Badge Requirement 7*. Show five different ways to attract attention when lost; demonstrate how to use a signal mirror; describe five ground-to-air signals and tell what they mean.

First Aid – *Merit Badge Requirement 1*. When out in the wilderness, you are far away from the nearest medical facility, and what you do before medical help has arrived may save a life. First aid training will be done by the scout leaders complete with CPR, bone splinting and wound dressing. At the end of this training, a contest will be held for the most efficient leg splinting in a designated time frame. This will make it interesting for the scouts.

Rescue - In this event the patrol will build a stretcher out of supplied branches or poles and a choice of materials. Patrols should be prepared to provide first aid (triangular bandages). The patrol will be presented with a random “victim scenario” they must properly evaluate and treat the problem. They must then carry a “victim” over a prescribed course. Once the activity is done, the stretchers can be judged for integrity and usefulness. Dropping a victim will result in a 30 second penalty.

Fire Building - *Merit Badge Requirement #6*. Using three different methods (other than matches), build and light three fires. Fire is an important part of wilderness survival. It provides light, heat, cooking energy and can act as a signal for rescue. Building a fire without matches and dry wood is another skill-building exercise that will be taught at the camporee. Instruction on building fires will follow with a fire-building contest. The scouts will gather the wood and kindling and build a fire without matches; whoever gets the flame going first is the winning team.

Fire Dousing: Scouts will learn about and practice methods of properly dousing a camp fire

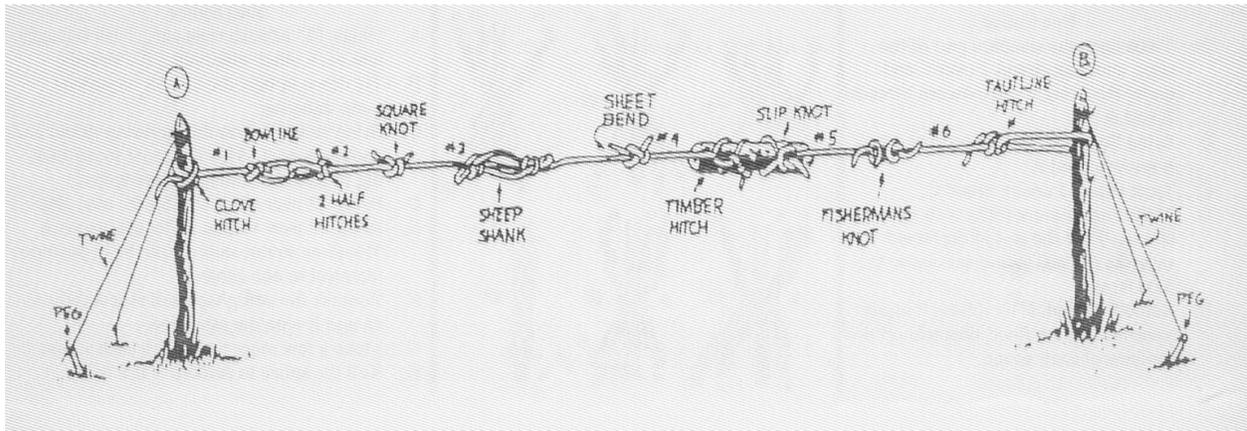
Water Treatment – *Merit Badge Requirement 10*. Scouts will be instructed in 3 ways to treat water found in the outdoors to prepare it for drinking. They will use their skills while cooking.

Field Cooking - Scouts will be presented with three brown paper bags containing food. They will choose one of the three bags (without first checking the contents) and then prepare and serve the best possible meal using only those ingredients in the bag and any spices made available to each patrol by the staff. Dutch ovens, pots, pans, utensils, etc. will be provided, as will hot coals and wood to start their cooking fire.

Survival Kit - Each patrol member will have their personal survival kit inspected at the Field Cooking Station. Points will be earned for complete kits.

Tree/Plant I.D. – *Merit Badge Requirement 12.* Explain why it is usually not wise to eat edible wild plants or wildlife in a wilderness survival situation. The patrol must correctly identify marked plants and trees on a predetermined course. Scores will include time and proper identification.

Knot Relay All scouts (and their leaders) should know the 7 basic scout knots. This relay will give the boys a chance to test their knowledge and skills against the clock. The following knots need to be tied, in the correct order as follows and as demonstrated in the illustration below: Clove hitch, bowline, two half hitches, square knot, sheep shank, sheet bend, timber hitch, slip knot, fisherman's knot, taut line hitch. Starting with all the ropes on the ground, tie the knots and use the taut line to lift the log off the ground as illustrated below. Time begins when the first rope is touched and ends when the log is lifted from the ground and no scout is touching the ropes. Points will be awarded on time and number of knots tied correctly.



Bowline Stroll - Everyone in patrol ties a bowline around his waist, making sure the rope is snug around his middle. Next, they all tie free ends of their ropes to one small loop of rope. Each person should be no more than one foot from the center loop. The group must then travel a timed course.

Giant Clove Hitch - With a 50 ft. rope, the patrol ties a clove hitch around a tree. No one is allowed to go closer than 15 feet to the tree. Scoring: Number of seconds used, subtracted from 240, 4 minutes maximum allowed.

Orienteering Learn the basics of using a compass, finding directions without a compass, and topographic map reading. Compete in a compass course. No GPS will be allowed on the compass course