

## Event #2: Four Challenge Sled Race Scoring Guidelines

### Material to be provided by Station Master:

Cones or other objects for creating course

4 Stopwatches for timing

### Four Challenge Sled Race

Patrols will pull their sleds around a course with four stops. At each stop they will be given a challenge they must complete as a patrol. Total time and scores received at each stop will determine the event winner.

*Snow Blind Challenge:* All of the members of a patrol, except the patrol leader, are blinded by the glare of the sun off of the snow and now it is up to the patrol leader to verbally guide his patrol safely through a maze of obstacles.

*Estimating Heights Challenge:* The patrol will estimate the heights of 4 objects from a distance.

*First Aid Challenge:* A winter first aid challenge will be given to the patrol. The patrol will provide the victim and administer appropriate treatments.

*Ice Rescue Challenge:* Requires a safety line and knowing how to tie a bowline. May require shorter pieces of rope tied together with a sheet bend knot to make a safety line long enough. One Scout will be placed on the “safe” side of a sheet of thin ice. This Scout must then work with their patrol to safely get them and the sled across.

Up to 20 points will be awarded at each station

Additional points are awarded at the end of the day for speed in completing the entire course:

Fastest time	20 pts
2 <sup>nd</sup> place	18 pts
3 <sup>rd</sup> place	16 pts
4 <sup>th</sup> place	14 pts
5 <sup>th</sup> place	12 pts
6 <sup>th</sup> place	10 pts
7 <sup>th</sup> place	8 pts
8 <sup>th</sup> place	6 pts
9 <sup>th</sup> place	4 pts
10 <sup>th</sup> place	2 pts
11 <sup>th</sup> place and lower	0 pts

Total points possible: 100 points

## Four Challenge Sled Race: Snow Blind Challenge Scoring Guidelines

*Snow Blind Challenge:* All of the members of a patrol, except the patrol leader, are blinded by the glare of the sun off of the snow and now it is up to the patrol leader to verbally guide his patrol safely through a maze of obstacles.

*Material to be provided by Station Master:*

Cones or other objects for creating course

Stopwatches for timing

Fastest Average Time	20 pts
2 <sup>nd</sup> place	18 pts
3 <sup>rd</sup> place	16 pts
4 <sup>th</sup> place	14 pts
5 <sup>th</sup> place	12 pts
6 <sup>th</sup> place	10 pts
7 <sup>th</sup> place	8 pts
8 <sup>th</sup> place	6 pts
9 <sup>th</sup> place	4 pts
10 <sup>th</sup> place	2 pts
11 <sup>th</sup> place and lower	0 pts

Total points possible: 20 points

### Snow Blind Challenge Score Sheet

Patrol	Troop #	Time to Complete	Number of Patrol Members	Average time to Complete	Place	Points for Place
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						
14.						
15.						
16.						
17.						
18.						

## Four Challenge Sled Race: Estimating Heights Challenge Scoring Guidelines

*Estimating Heights Challenge:* The patrol will estimate the heights of 4 objects. A different patrol member must estimate the height of each object. Up to 5 points will be awarded for each object according to the following scale:

*Material to be provided by Station Master:*

Known heights of 4 objects in the visible distance

*Estimated Height within:*

1 foot – 5 points

2 feet – 4 points

3 feet – 3 points

4 feet – 2 points

5 feet – 1 point

More than 5 feet – 0 points

*Known Object Height:*

Object #1: \_\_\_\_\_

Object #2: \_\_\_\_\_

Object #3: \_\_\_\_\_

Object #4: \_\_\_\_\_

Total points possible: 20 points

Patrol	Troop #	Object #1 Score	Object #2 Score	Object #3 Score	Object #4 Score	Total Score
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						
14.						
15.						
16.						
17.						
18.						

## Four Challenge Sled Race: First Aid Scoring Guidelines

*First Aid Challenge:* A winter first aid challenge will be given to the patrol. The patrol will provide the victim and administer appropriate treatments.

*Material to be provided by Station Master:*

First aid scenario

Scoring Rubric

Total points possible: 20 points

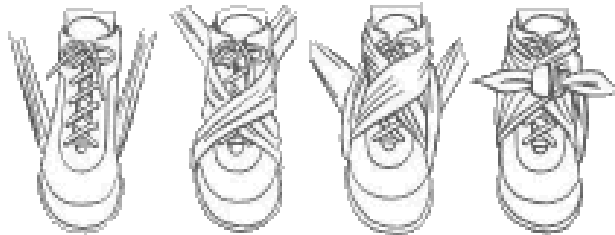
### Winter First Aid Scenario

A group of Scouts snowshoeing to a winter campsite and towing a sled with essential supplies in a national forest come across an injured cross country skier at the base of a hill. The individual's clothing is wet from lying in the snow. His right knee is bent at an odd angle and swollen indicating possible torn ligaments. The left ankle is also bent and swollen. The skier is confused, has slurred speech, very drowsy, and shivering. He is complaining that he can't feel his fingers. Examination of the fingers shows skin that is bluish-white and hard.

### Scoring Checklist:

#### The victim needs first aid for:

- Hypothermia.
- Shock
- Frostbite of fingers.
- Sprained left ankle.
- Torn ligaments in right knee.



#### Scouts need to do the following:

- Send two Scouts for help
- Begin immediate treatment for hypothermia by removing wet clothing and drying the person off. (Scouts just need to explain this part. They do not need to strip the victim.) They should begin warming the person by putting dry clothing on the person and wrapping him in blankets. If using hot water bottles or chemical hot packs to warm the person, wrap them in cloth; don't apply them directly to the skin.
- Simultaneously they should calm and reassure the victim that they will be taken care of.
- Treat for shock by getting him warm with a blanket and elevate the head and feet if possible.
- Splint the right knee; be sure the leg is straightened and immobilized.
- Immobilize the left ankle injury using the wrapping technique outlined in the Scout Manual (see above diagram). It would be best not to remove the boot while wrapping it.
- Treat frostbitten fingers. Restore the warmth to the fingers by gently warming the area. One way to do this is by breathing on it through cupped hands and/or hold it next to your body. Do not use direct heat from chemical hot packs. Do not rub or massage the skin or break blisters. Continue the re-warming process until the skin appears red and warm or the individual is ready for transport to an evacuation point.
- Carry the victim to an evacuation point on an improvised stretcher.

### Winter First Aid Scoring Rubric

Treatment		Possible Points	Actual Points
1	Two Scouts are sent for help (buddy system). 1 point if only one Scout is sent for help.	2	
2	Treat for hypothermia by getting him dry by removing wet clothing and warm him with a blanket.	2	
3	Calm and reassure the victim. Treat for shock by getting him warm with a blanket and elevating head.	2	
4	Straighten the right leg with minimal movement.	2	
5	The splint for the right leg should be positioned correctly and tied snugly with cravats above and below the knee.	3	
6	Straighten the left foot with minimal movement.	2	
7	The ankle should be immobilized correctly by wrapping and tying the wrap snugly over the boot.	3	
8	Treat frostbitten fingers. Restore the warmth to the fingers by gently warming the area.	2	
9	Construct a stretcher using a blanket and staves and transport the victim to the evacuation point.	2	
<b>Total Possible Points</b>		20	



## Four Challenge Sled Race: Ice Rescue Challenge Scoring Guidelines

*Ice Rescue Challenge:* Requires a safety line and knowing how to tie a bowline. It also will require shorter pieces of rope tied together with a sheet bend knot to make a safety line long enough. One scout will be placed on the “safe” side of a sheet of thin ice. This scout must then work with their patrol to safely get them and the sled across. This is typically accomplished by the scout on the safe side tossing one end of the rope to the “stranded” group. A stranded scout then loops the rope around his body and ties a bowline. He places the loop under his arms and lays down to distribute his body weight over a greater area. The scout on the safe side then carefully pulls the other scout to safety. This process is repeated until all scouts are safe. The sled must be pulled over before the last scout is pulled to safety.

*Material to be provided by Station Master:*

Cones or other objects for creating two sides of a “thinly frozen creek” 20 feet apart

4 short pieces of rope (~8 feet in length)

Stopwatches for timing

1 point will be awarded for each knot tied correctly

5 points will be awarded for pulling the sled to safety

Additional points will be awarded at the end of the day for speed in getting the patrol members and sled to safety:

Fastest Average Time	10 pts
2 <sup>nd</sup> place	9 pts
3 <sup>rd</sup> place	8 pts
4 <sup>th</sup> place	7 pts
5 <sup>th</sup> place	6 pts
6 <sup>th</sup> place	5 pts
7 <sup>th</sup> place	4 pts
8 <sup>th</sup> place	3 pts
9 <sup>th</sup> place	2 pts
10 <sup>th</sup> place	1 pts
11 <sup>th</sup> place and lower	0 pts

Total points possible: 20 points





