



Surviving World War II

All events are dedicated to remembering the training and service of United States veterans.

Battle for Bastogne Ammunition

Mortar teams in World War II often had ammunition stored in protective bunkers. Resupplying often exposed soldiers to additional risk from enemy fire. Each patrol is a mortar team firing at an enemy bunker when ammunition runs out. The scouts now have to go get more ammo while avoiding enemy fire. Once you have your ammo, aim and fire! Scouts will start at their mortar, and crawl under the barbed wire into the bunker. A scout may retrieve one shell to return with to the mortar. If the ammunition is dropped the scout is presumed dead and can't continue the game. Scouts can only carry one shell at a time; if they are caught carrying more than one shell they are eliminated. If they are hit by the other patrol at any time they are again presumed dead and out of the game.

Signaling Flags

To maintain radio silence so the enemy would not be alerted to the navy's presence, boats would have to signal other ships to alert them of dangers, times and instruction. This provided for long distance communications. Scouts will need to flag the opposite person a question related to the theme. The next person will flag back a response. Points will be given for the correctness of the answer as well as the interpreting by the team (time counts).

D-Day cliff Climb

Some of the beaches at Normandy required soldiers to scale cliffs to take out enemy positions. Scouts will be pioneering a ladder with four rungs. They will have to climb this ladder to retrieve something from a tower.

Teamwork

Soldiers within a patrol had to work effectively as a team to be successful in the fog of combat. Scout patrols will be given a task that will require teamwork and problem solving to successfully complete.

Bomber Building Escape Triage

In WWII, air raids and blitzkriegs would result in damaged and destroyed buildings, often with civilians inside. Workers and soldiers had to effectively assess the situations to rescue the most people. Scouts will quickly and safely remove debris and use triage to assess which wounds are most important for the limited supplies given. Scouts will work as a team for this project, earning points for safety and speed, as well as effective triage.

Cryptography in WWII

Cryptography has been used all throughout history to send secret messages between military divisions. In WWII, many ciphers were mechanical and required machines to encrypt and decrypt. When soldiers didn't have access to machines, they had to use hand ciphers. One such cipher is the columnar transposition cipher, which can be expanded into the double transposition cipher. Many groups used the double transposition cipher during WWII, including Dutch Resistance groups, the French Marquis, the British Special Operations Executive, the American Office of Strategic Services and the German Army and Navy, who only used it as an emergency cipher. Scouts will be taught how to use a columnar transposition and double transposition cipher. They will then be given two encrypted messages to decrypt, along with the key. Once they decrypt both messages they will be given a score based on time, accuracy, and teamwork.

Iwo Jima Flag Raising

Using proper lashings, Scouts must lash a flagpole together using two poles and two ropes. A flag will then be attached to the pole using knots or lashings as appropriate. The flagpole must then be carried up to the top of "Mount Suribachi" and raised. If the flag is dropped, the patrol must restart from the beginning. The patrol will then need to secure the flagpole in place. Once in place and checked, the scouts will salute the flag and recite the pledge of allegiance. The flag will need to be lowered, properly folded, the flagpole disassembled and taken back to the start for the clock to stop.

Obstacle Course

Basic training to prepare soldiers for combat included running an obstacle course. Scouts will complete the obstacle course as a relay. The total time will be divided by the number of scouts in the patrol to determine an average time for overall place at the camporee.

Times and Places of WWII

Each patrol will be given 3 minutes to read an article with the years and locations of major world War battles. At the end of the three minutes, 10 cards containing the names of famous battles will be pulled from a bag and the patrol will have to answer where each one was located and what year it happened. They will be given a 3 minute time limit. Patrols will have to work together to be successful.

Example: Pearl Harbor –Hawaii – 1941

Orienteering

Paratroopers dropped behind enemy lines on D-day often found themselves miles from where they were supposed to have landed. Soldiers had to use maps and compasses to successfully complete their mission. Scouts will be required to successfully navigate an orienteering course without being spotted by the "enemy" to complete this mission.

Camouflage

Individual camouflage is the concealment a soldier uses in combat to surprise, deceive, and outwit the enemy. Effective concealment of the individual depends primarily on background—one's choice of it, and one's knowledge of how to employ it to one's advantage. At this site Scouts will learn how to properly apply US Army camouflage. They will be graded on their ability to apply what they have learned to a time standard.

Special Forces Knots

The U.S. military special forces were critical in the success of D-Day. Today they are taught five knots—the Bowline, Square Knot, Becket's Bend, Clove Hitch, and Right Angle. The bowline is for mooring a small boat to a pier or emergency applications where a fixed loop is needed. The square knot is used in demolition to splice detonation cord, one of the most common knots in surgery, used in first aid to tie bandages, as it lies flat, and to tie boot laces to prevent boots getting pulled off by mud. Becket's Bend (Sheet Bend) is used in demolition to splice Detonation Cord and for joining two ropes of unequal diameter. The clove hitch is used for linking obstacles together with Detonation Cord for demolition, securing a rope to a post, and as a temporary tie in to an anchor point. The right angle is a knot that is typically used as an alternate to the Clove Hitch. When used, the Right Angle creates a more secure knot than the Clove Hitch. Can your patrol learn how to tie these knots and outdo all other patrols?

Tank Training #1:

An obstacle course will be setup for each patrol to navigate a tank through. The tank will be approximately the size of a large refrigerator box with 3 holes cut in the bottom. The box will be placed over 3 patrol members and rest on their head. The patrol members in the box will not be able to see out. They will have a FRS radio inside. Outside their remaining patrol members will have 3 radios. The object of the game is for the outside patrol members via radio to guide their "tank" through the obstacle course. Note: The other patrols participating in Patrol Maneuvers will be bombarding the tank with water balloons as they traverse the obstacle course. Come prepared to get wet. The Patrol Maneuvers will be tough and take coordination to accomplish a hit on the tank.

Patrol Maneuvers:

Each patrol will be given exactly 30 water balloons to fill and place in a cooler to carry around on the Tank Maneuvers course. All of the patrol members will be blindfolded except the patrol leader. The patrol leader must stay outside of the Tank Maneuvers course and verbally direct his patrol. They will need to strategize to get into position to achieve a hit on the tank. Hitting the top of the tank is worth 10 points. Hitting the front or back is worth 4 points. Hitting the sides is worth 2 points. Teamwork and strategy will be needed to get the most points. At least 4 different patrol members must throw at least 3 water balloons; it cannot be dominated by 1 or 2 patrol members. A 15 point penalty will be assessed if this rule is not followed.

Tank Training #2

The M-4 Sherman was the workhorse medium tank of the U.S. Army and Marine Corps during World War II. It fought in every theater of operation—North Africa, the Pacific and Europe. Prepare for the D-Day invasion by having your patrol learn to operate and maneuver your tank on our armored division proving grounds. May the fastest tank crew win.

Materials required per patrol:

4 – 55 gallon plastic barrels

4' x 8' x ½" plywood

2 - 6' spars

Cones for course

