



# **WINTERFEST 2025 EVENT GUIDE**

February 7-9, 2025 | Gatlinburg, TN

**FINAL** (last updated 1/16/2025)

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# IMPORTANT INFORMATION

- **Event Guide Updates:** Changes, updates, and other notes regarding Winterfest and the events will be posted on Facebook and the latest Guide will be published on the Winterfest web site [www.bsawinterfest.org](http://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 OR require a scheduled time or space— **SCUBA, the 5K Run, Escape Rooms and Exploring Competition Events**.
- Registration for most events will be on a first-come, first-served basis.
- **For 2025, each post will be able to choose their Top 5 competition event choices during registration and will receive instructions to choose guaranteed timeslots.**

**Law Enforcement will be allowed 3 guaranteed slots.** The remaining 2 timeslots for Law Enforcement posts will be assigned first-come first served in registration order. We cannot guarantee that the remaining 2 will be from your Top 5, but we will try our best to get those for your Post.

**There is no limit for Fire/EMS guaranteed slots,** you may choose as many as your post would like to compete in. The earlier you register, the better chance you have of receiving all the events of your choice.

**Posts will receive notification of their final schedules after Advance Registration ends on January 17<sup>th</sup>, 2025.** There will also be events & trainings available on a first-come, first-served basis and wait times can vary. **EVENTS ARE SUBJECT TO CHANGE;** any changes will be communicated prior to the event.

- Winterfest has an active Facebook page. Make sure you “like” **bsawinterfest** so you can follow news and event updates. **We will be using the BSA Winterfest app and email as our primary communication to update attendees prior to and during the event. Make sure to download the BSA Winterfest app from the Google Play and Apple App stores (links below).** You will also be able to check in with your digital tickets and see your schedules (ONLY registered email login can see this) on your mobile device with this app. Important messages will be pushed through the app during the event as well. The full event schedule and any location or time changes will also be in the app.
- While we do not plan on it, due to unforeseen circumstances, certain events may deviate from those listed in this packet. We will do our very best to not let this happen. We appreciate your positive attitude about the events.
- **The final registration deadline is February 6, 2025 at 11:59pm.** After that date registration will only be allowed at the door. **Advance ticketing ends at midnight on January 17, 2025.**
  - Wristbands will be provided at check-in and will be checked at each competition site.

**DOWNLOAD THE OFFICIAL WINTERFEST APP!**

*(Click Icons below to link to the app)*



# Key Contacts

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# Partner Events

Ripley's and WonderWorks have partnered with Winterfest to provide some additional discounted fun for all attendees. **Tickets can be pre-ordered in the Winterfest Online Shop ([bsawinterfest.org/shop](https://bsawinterfest.org/shop)) OR purchased at the door when checking in. You will receive your discount tickets at Check-In. IF your Unit would like to use your tickets BEFORE Check-In (starting at 1pm on Friday, Feb 7<sup>th</sup>, 2025), please contact Candy Lee ([candy.lee@scouting.org](mailto:candy.lee@scouting.org)) to arrange an earlier pickup.**

## Ripley's Attractions



For just \$16.00 for youth and adults can choose to go through one of the following: Ripley's Aquarium (closing at 9:00 PM), Haunted Adventure (closing at 10:00 PM), and/or Believe It or Not (closing at 10:00 PM). Participants should plan to arrive 2 hours before closing to enjoy the attraction. Tickets can be ordered in advance in the online Shop ([bsawinterfest.org/shop](https://bsawinterfest.org/shop)) or during event check-in hours. Ripley's will honor the attraction ticket on Saturday/Sunday during normal operating hours.

## WonderWorks



For just \$20.00 for youth and adults can tour WonderWorks and enjoy the laser tag attraction. Tickets can be ordered in advance in the online Shop ([bsawinterfest.org/shop](https://bsawinterfest.org/shop)) or during event check-in hours. Tickets are good Friday – Sunday. Participants should plan to arrive 2 hours before closing to enjoy the attraction.

# GENERAL INFO & COMPETITION RULES

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

NEW THIS YEAR .....

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

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

**EXPLORERS!! Check out events outside of your field, like SCUBA, Public Safety Diving, Knot Tying, Climbing, Escape Rooms, Training and STEM offerings.**

- 1. Scouting behavior (according to the Scout Oath & Law) and professionalism will be always shown.** This means no profanity, arguing with judges, unruly conduct, etc.
- 2. SAFETY is of the utmost importance. Scouts & Explorers will always conduct themselves in a safe manner.**
- 3. If a Scout or Explorer argues with the judges, they or their team will be immediately disqualified.** Advisors may confer with judges after completion of an event, but Scouting behavior and professionalism must be maintained.
- 4. No Scout or Explorer may participate in any competition event more than once and teams must be made up of participants from the same post, unless stated otherwise (exceptions to this are made in Escape Rooms due to small group size).** This rule is in effect to allow as many Scouts & Explorers as possible to participate in each event but still complete the competition in a reasonable amount of time.
- 5. Law Enforcement & Fire/EMS events have a Sponsor Post. This Post is responsible for managing the event and will confer with the Winterfest Competition Program Chief to resolve any problems that arise.**
- 6. 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.
- 7. Judging for timed events is performed by Winterfest Staff and Sponsor Posts –** typical configuration for Exploring events is one each from the Sponsor Post, the team competing, and the next team to compete. Each judge will keep an official time. A fourth time is kept by the event sponsor who is used in place of one of the judge's times if a judge has a stopwatch problem.
- 8. For timed Explorer events, three times will be recorded for each run.** High and low times are thrown out and the middle time is used as the official time. Times will be kept to the 100<sup>th</sup> of a second.
- 9. Explorer Sponsor Posts are allowed to enter teams in the event they sponsor.** Whenever a team from the sponsoring Post is competing an impartial judge will be selected from the audience to replace the judge that would normally come from the competing team (so the event sponsor would not have 2 judges from their post).
- 10. Rulings by a Sponsor Post regarding safety issues, rule infractions, or disqualifications are unbiased and final.** Disputes or disagreements will be brought to the Winterfest Competition Program Chief.
- 11. Each event has its own rules that must be followed in addition to these general rules.**



# General Events

## Color Guard Auditions



**Location: Rocky Top – Main Stage**

**Time: Friday 5:00-6:45 PM**

### OVERVIEW:

The Color Guard Competition is a team event. The first-place team will have the privilege of presenting the colors at Saturday evening's closing award show. **Units will have 8 minutes for this competition, including preparation. Please plan accordingly.** Judging will consist of two phases: **Team Inspection** and **Posting of the Colors**. During each phase of the competition, teams and team members will be judged on uniformity and bearing. The variations of marching styles will not be penalized; rather, teams will be judged for precision and straight lines. All teams are responsible for bringing their own equipment, including flags, poles, bases, parade equipment, swords, etc.

### TEAM PARTICIPANTS:

Each team will have a minimum of 4 and not more than 8 members. One of those members will be designated as a Team Leader. ***Each member must participate in both phases of the competition.*** Support staff is allowed to aid with equipment and will not be judged. The Team Leader must clearly identify any support staff to the judges ahead of their performance.

### DESCRIPTION OF THE EVENTS AND GENERAL RULES:

The Color Guard Competition is composed of two separate phases:

1. The Team Inspection
2. The Posting of the Color

**Preparation:** Prior to the designated time for teams to begin the Team Inspection, teams will assemble on a "ready line" before moving to the Inspection Line. While on the ready line, members of the Color Guard team may silently make one last inspection of their uniforms and equipment. At the appointed time, the team will move up to the Inspection Line and follow the instructions for competition.

1. **Team Inspection:** The Team Leader will present the team for judging at the Inspection Line at the proper time. The team will fall-in on a single line at a full arms-length dress right, and at "Attention." The team will remain at attention until dismissed or otherwise told by the judge. When the Team Leader is satisfied that the team is ready, the Leader will take a position in front of the team and inform the judge that the team is ready for inspection. *Note:* Judging begins when the Team Leader reports to the judge for inspection. The Leader will then be inspected for neatness, cleanliness, and bearing. The remaining team members will then be inspected for conformity to the Leader's uniform. Equipment used in the "Posting of the Colors" phase does not have to be carried or worn during the inspection; however, all equipment the team chooses to wear or carry during this phase will be subject to inspection.

2. When the judge comes to a member carrying a piece of equipment (e.g. – rifle or sword) that member will bring the equipment to a “Port Arms” or carry position. The individual members are judged on neatness, cleanliness, and bearing. The team is judged for conformity, precision, and straight lines as a unit. At the end of judging for the Team Inspection, the judge will instruct the Leader that the judging is complete and to prepare the team for the Posting of the Colors.
3. **Posting of the Colors:** When the inspection portion for each team is completed, the flags/equipment may be brought to the flag bearer(s) by the team’s support staff. Not all team members are required to Post Colors, but ***all team members must participate*** as guides or escorts. When the team has all equipment and is ready, the Team Leader will notify the judge that the team is ready to Post the Colors.
4. Judging begins in this event when the judge instructs the Leader to begin. Each team will immediately begin the “Posting of the Colors.” Each team will post a minimum of **two** colors (U.S., plus state, district, agency, or team flag as appropriate).
5. Starting from the start location, the Team Leader will lead the team through the following:
6. The Team Leader will begin with a "forward march command", and then with the use of either audible or silent commands, the Team Leader will march the Color Guard to the designated posting area by following the pre-set path which may require turning movements. The Team Leader will direct the Posting of the Colors in a manner which may be done as *elaborately* or as *simply* as the team wishes. The Posting will accomplish placing the U.S. and other flags in fixed holders. The U.S. Flag is placed stage right (to the audience’s left). The bearer(s) will then return to the rank.
7. After posting the Colors, the team will march to the designated end point in a disciplined and professional manner, where the Team Leader will audibly command the Color Guard to halt.
8. The Color Guard may march or fall out and quietly move from the assembly area. Support staff will retrieve the colors and any other equipment as soon as the team has come to a halt after posting and exiting.

# Lessons Learned from Apalachee High School in Winder, GA -- presented by Barrow County PD



**Location: Rocky Top – Main Stage**

**Time: Friday 7:00-8:00 PM**

Join us to hear about the lessons learned from the active shooter incident at Apalachee High School in Winder, GA. Talk directly with Officers Donovan Boyd and Tanner Good who were responsible for apprehending the suspect. There will be an open Q&A.

## Roundtable – Exploring



**Location: Boys & Girls Club - 215**

**Time: Saturday 5:45-6:30 PM**

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

## Roundtable – Sea Scouts & Venturing



**Location: Boys & Girls Club - 212**

**Time: Saturday 5:45-6:30 PM**

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

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

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

## Patch Trading Spot



**Location: Rocky Top - 124**

**Time: Saturday, 8:00 AM – 5:00 PM**

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

# Winterfest Chill Zone



**Location: Community Center - 303**

**Time: Friday 2:00 PM – 9:00 PM, Saturday, 10:00 AM – 5:00 PM**

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



**Location: See the BSA Winterfest App – Outdoor**

**High School – See Map at Check-in**

**Time: 6:30 am**

Join us for an early morning run to help fulfil the Scout Oath - To keep ourselves physically strong. Participants must register in advance for this 5K.

# Venturing / Sea Scouts / Scouts BSA

## Amateur Radio Station



**Individual Event: Rocky Top - 101**

**Location: Rocky Top - 101**

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

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

## Basic Knot Tying – Tag Team Relay



**Team Event: Team of 4**

**Location: Rocky Top - 104**

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

### Description:

This event tests the basic knot tying skills of every scout. A team of 4 Scouts/Explorers will compete together in a basic scout knot tying tag team relay. This event will start with all 4 team members standing around a small table. There will be 10 - 6' long sections of rope laying on the table. There will be a bucket in the middle of the table with 8 cards in the bucket. Each card with a different name of a knot on the cards. When this event starts, each Scout/Explorer (one at a time) will draw a card out of the bucket. The Scout/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 table. Once the knot is tied, that Scout/Explorer will tag the next member on their team to draw the next knot from the bucket. This relay will go until each Scout/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. The knots will be inspected for accuracy after the team finishes the last knot. This will be scored first by the number of knots tied correctly and then based on the time it is done after that. During the event, no Scouts/Explorers or advisors are allowed to coach their teammates through tying the knots. Cheering is allowed, but no coaching.

## Basic Scout Knots:

- Sheet Bend
- Bowline
- Trucker's Hitch
- Two Half Hitches
- Taut Line Hitch
- Prusik Hitch
- Double Fisherman's Knot
- Clove Hitch

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

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

## Battle on the Board



### ***Group Event: Walk-up***

***Location: Chill Zone – Community Center - 303***

***Time: Saturday 10:00 AM to 5:00 PM, closed between noon and 1 pm***

Human Battleship is a larger-than-life version of the classic board game. Crews will compete against other Crews and will be positioned on a grid-like field. Each Crew secretly places their "ships" (players) on their grid. Crews then take turns calling out coordinates to try to hit the opposing group's ships. When a ship is hit, that player is "sunk" and must leave the game. The first Crew to sink all the opposing team's ships wins!

## Camp Oh No! Relay



### ***Group Event: Walk-up***

***Location: See the BSA Winterfest App – Outdoor - 902***

***Time: Saturday 9:00 AM to 12:00 PM***

Test your team's knowledge of Leave No Trace principles! Explore "Camp Oh No" and identify areas where the campers could have done a better job of minimizing their impact on the environment.

# Disaster Mind



**Group Event: Walk-up**

**Location: Rocky Top - 104**

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

Disaster Mind is an immersive online game that challenges players to make critical decisions in the face of three devastating natural disasters: a blizzard, a wildfire, and a flood. As players navigate these perilous situations, they must rely on their knowledge of disaster preparedness to survive. The game's mysterious guide adds an extra layer of intrigue, guiding players through unexpected twists and turns. With every decision, players learn valuable lessons about emergency planning and response.

# Escape Rooms



**Team Event: Scheduled ONLY**

**Location: Rocky Top - 106**

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

A great way for a group to have some exciting fun, through team building, by discovering clues, solving puzzles, and completing tasks in one or more rooms to accomplish a specific goal in a limited amount of time. With 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. Each unit will have an assigned time and escape room. The unit should arrive 5 minutes early to make sure they have the maximum allotted time. If a unit arrives late they will not be given extra time and must complete the room by the designated end time.

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

# Foosball Frenzy



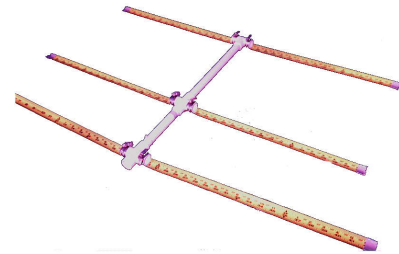
## **Group Event: Walk-up**

**Location: Chill Zone – Community Center - 303**

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

Human Foosball is a larger-than-life version of the classic tabletop game. Players are divided into two teams and attached to poles, restricting their movement to side-to-side. The objective is to score goals by maneuvering the ball past the opposing team's defenders. It's a fun and energetic activity that requires teamwork, coordination, and a bit of strategy.

# Fox Hunt Challenge



## **Team Event 2 to 8 people: Walk-up**

**Location: Rocky Top - 101**

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

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

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

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

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

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



# Nautical Heaving Line



**Teams of 4: Walk-up**

**Location: Community Center - 303**

**Time: Saturday 1:00 PM – 1:45 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.

# Puzzle Box Mystery



**Team Event: Walk-Up**

**Location: Rocky Top - 106**

**Time: Friday 2:00 – 7:00 PM & Saturday 8:00 AM – 5:00 PM**

**Box Puzzle 1 - Spy Briefcase** --> Your mission, should you choose to accept it, is to unlock the secrets of this spy briefcase within 20 minutes. Hidden inside is a crucial USB drive, and only by solving a series of cryptic puzzles can you uncover it. Time is ticking—can you crack the code before it's too late?

**Box Puzzle 2 - Rube Goldberg** --> Step into a world where chaos and creativity collide! This puzzle box is no ordinary challenge—each turn of a lever or drop of a marble sets off an elaborate chain reaction that brings the contraption to life. Can you solve the intricate mystery hidden within the gears, pulleys, and hidden mechanisms?

## Rescue Throw Bag



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

**Location: Community Center - 303**

**Time: Saturday 1:00 PM – 1:45 PM**

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

## Social Media Scavenger Hunt – Winterfest Edition



**Location: All Venues**

**Time: Friday – Saturday all day**

**#Winterfest2025 #BestEventEver** Join us for a thrilling Social Media Scavenger Hunt at Winterfest 2025! From the moment you check-in until 5 PM on Saturday, embark on a digital adventure to discover hidden gems, complete challenges, and capture unforgettable moments. How to Play: Check-in: Upon arrival, collect your Scavenger Hunt list and rules. Explore Winterfest: Discover hidden clues, participate in activities, and snap photos. Share Your Adventure: Post your findings on social media using the hashtags #Winterfest2025 and #ScoutingAmericaWinterfest. Collect Points: Earn points for each completed task and shared post. Win Big: The team with the most points at the end of the event will be crowned the ultimate Winterfest Scavenger Hunt Champions! Get ready to explore, engage, and win big!

## Team Building Challenge



**Group Event: Walk-up**

**Location: Rocky Top - 104**

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

How well does your Team work together? Test communication, problem solving, conflict resolutions and decision-making skills. Games will include The Human Knot, Helium Stick, Rope Geometry, Survival Game and more! How quickly can you all work through all the tasks?

# Trash Bash: A Bin-Busting Battle



**Group Event: Walk-up**

**Location: Chill Zone – Community Center - 303**

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

Get ready for a high-stakes trash toss! Each unit will be equipped with 10 large trash bins and a basketball. The objective? To strategically knock out your opponent's bins by accurately tossing your basketball. The first team to clear all their opponent's bins will emerge victorious! It's a battle of skill, strategy, and a bit of luck. Let the bin-busting fun begin!

# Ultimate Human Knot Challenge



**Group Event: Walk-up**

**Location: Rocky Top Outside – Soccer Field #1**

**Time: Saturday 1:00- 1:30 PM**

Join us at Winterfest for a colossal challenge: the largest Human Knot ever assembled! Gather with fellow participants and intertwine your hands to form a massive, tangled web. Work together to untangle the knot, fostering teamwork, communication, and problem-solving skills. Let's see how quickly you can unravel this wintery puzzle!

# Winterfest Intrigue – A Clue Game



**Team Event: Walk-Up**

**Location: Rocky Top - 106**

**Time: Friday 2:00 – 7:00 PM & Saturday 8:00 AM – 5:00 PM**

Welcome to **Intrigue at Winterfest**, where beneath the snow-covered festivities, a chilling mystery awaits. Someone at the heart of the celebration has committed a shocking crime, and it's up to you to uncover the truth. You'll need to piece together the clues to discover **who** the culprit is, **where** the crime took place, and **with what** sinister weapon it was done—can you solve the case before Winterfest ends?

# Winterfest Reel Challenge



***Location: All Venues***

***Time: Friday – Saturday all day***

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

# Aquatic Events

## **ATTIRE NOTE:**

For those events taking place at the pool proper attire must be worn. **Males** - Swimming trunks with drawstring. **Females** - One-piece bathing suit or similar (torso must be covered).

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

## Anchor Dive



### **Individual Event: Walk-up**

**Location: Community Center Pool - 301**

**Time: Saturday 12:00 PM – 12:45 PM**

This is a physical challenge, intended for those who are already Lifeguards (BSA, Red Cross, etc.) or strong swimmers. This event is taken directly from the pre-requisites for BSA Lifeguard: *Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim with the object 20 yards back to the starting point with both hands holding the object, and exit the water, all within 1 minute and 40 seconds.*

**Scoring:** Fastest time wins.

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

## Cardboard Boat Regatta



**Location: Community Center Pool – 301 (Build) / 310 (Race)**

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

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

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

# Lifeguard Relay



## ***Teams of 4: Walk-up***

***Location: Community Center Pool - 301***

***Time: Saturday 2:00 PM – 2:45 PM***

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

**Scoring:** Fastest time wins.

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

# Rubber Ducky Regatta



## ***Individual competition: Walk-Up***

***Location: Community Center Pool - 301***

***Time: Saturday 3:00 PM – 3:45 PM***

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

**Scoring:** Fastest time wins.

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

# SCUBA Discovery



**Individual Event, Registration Required, Fee \$15**

**Location: Community Center Pool - 301**

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

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

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

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

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

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

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

**A waiver and medical questionnaire is required and must be signed by a parent if participant is under 18. A briefing is required PRIOR to participating in the Scuba Discovery program (prior to coming to the pool). We will offer one opportunity to attend the briefing Friday night and one on Saturday morning, please make sure to register for 1 SCUBA timeslot and attend 1 briefing.**

## **SCUBA Mandatory Briefing**

**Location: Rocky Top, Classroom A - 111**

**Friday – Session #1 6:00 PM – 7:00 PM**

**Location: Community Center – Classroom F - 302**

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

# Public Safety Diving Hands on Experience



## ***Walk-up***

***Location: Community Center Pool - 301***

***Time: Saturday, 2:30 – 4:00 PM***

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

# Wet Trainer Hands-on Competition



***Walk-up – Team of 3 or more required***

***Location: Rocky Top – Outdoor - 901***

***Time: Saturday, 9:00 AM – 4:00 PM***

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

## **Scoring:**

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

## **Procedure:**

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



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

## **NEW!! Aquatics Education**

### **Antarctica Expedition – What is it and How Can I Sign Up??**



***Walk-up – Classroom experience***

***Location: Rocky Top – Classroom A – 111,***

***\*Community Center – Classroom F - 302***

***Time: Friday, 5:00 PM, \*Saturday, 12:00 AM – 1:00 PM***

In 2021 Crew 774 (Orange County Council) traveled to Antarctica, where they camped, kayaked, hiked, hung out with penguins, and helped with scientific research. Learn about what they did, and how you could go on a similar expedition in 2026.

### **Diving Careers – Public Safety & Scientific Research Diving**



***Walk-up – Classroom experience***

***Location: Community Center – Classroom F - 302***

***Time: Saturday, 11:00 AM – 12:00 PM***

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

# Climbing Events

## Bouldering



***Individual Event: Walk-up***

***Location: Rocky Top - 102***

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

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

## Caving Challenge - Squeeze Box



***Individual Event: Walk-up***

***Location: Rocky Top - 102***

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

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

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

# Climbing Wall



***Individual Event: Walk-up***

***Location: Rocky Top – 102***

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

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

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

# Crate Stacking



***Individual Event: Walk-up***

***Location: Rocky Top - 102***

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

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

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

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

# Gym Rope Climb Challenge



**Individual Event: Walk-up**

**Location: Rocky Top - 102**

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

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

# Rappelling



**Individual Event: Walk-up**

**Location: Rocky Top - 102**

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

Learn how to rappel off the mezzanine of Rocky Top!

# Rope Climbing Competition



**Individual Event: Walk-up**

**Location: Rocky Top - 102**

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

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

# V-Squeeze



**Individual Event: Walk-up**

**Location: Rocky Top - 102**

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

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

# Fire/EMS Events

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

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

## Advanced Trauma Management



**Team Event of up to 4 people**

**Location: Rocky Top 103/105**

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

### Description:

1. This team event will have two parts as a competition.
  - a. **Part one is a Written Exam** – Each team member will take the written exam and scores will be averaged to determine the Team Score. (The written exam will take place at 8am, and will only be offered at this time)
  - b. **Part two is a Practical Exam**
2. **The Practical Exam event will be held outdoors. Please prepare for possible cold and wet conditions.**
3. The event is designed to evaluate the team as an Emergency Medical Responder in knowledge and hands-on patient care. There will be multiple scenarios of similar difficulty for each station, and one will be randomly selected for each team.
4. Scores will be tallied and awarded as **First, Second, and Third** place.

### Competition Rules:

Professionalism will be always shown. This means no profanity, arguing with judges, unruly conduct, etc.

SAFETY is of utmost importance. **Reminder, the practical portion of this event will be held outdoors. Please be prepared for possible cold and wet conditions!** Explorers will always conduct themselves in a safe manner. This includes lifting and moving of any patient or equipment.

1. If an Explorer argues with the judges the team is disqualified. Coaches may confer with judges after completion of an event, but professionalism must be maintained.
2. Order of competition for each event will be selected on a “First Come, First Serve” basis. The entire team must be present before they can start the competition.
3. During the competition, once a team has entered the scenario, they cannot leave for any reason. If any team members leave the scenario, the scenario will stop, and the team will be judged based on what they have completed.
4. Any teams caught discussing any of the scenarios with any other teams will be automatically disqualified from the competition.

- a. *This includes any advisors discussing information with other teams from the same Post competing.*
  - b. *This includes sharing any recordings from the scenario.*
5. Advisors may observe the scenario but may not provide the team with direction of any kind.
6. Once the scenario is over, the team may proceed to the next event. Please understand, each scenario will be a first come first tested basis.
7. After all teams are tested and scored, the advisors may be allowed to ask about the scenario and their team performance but may not see the final score sheet until after the final announcement of award is done.
8. Come with a positive attitude, open mind, and have fun!

### **Written Exam:**

(The Written Exam will be offered at 08:00 and will only be offered at this time)

1. The **Advance Trauma Management Competition will be 25 questions**, multiple-choice, covering material from the Current Emergency Medical Responder Textbook or similar.
2. Each team member will take the exam and **scores averaged for a Team score.**

### **Practical Scenario:**

This is a scenario-based checkoff for Trauma. The scenario will use the standard National Registry of EMT's – EMR Patient Assessment/Management – Trauma Psychomotor Skills. Sheets and may include the National Registry of EMT's Bleeding Control / Shock Management skills sheets. The scenario will utilize a simulated patient where the team will have to interact with the patient.

Each team may consist of up to four Explorers. Each team will need to have a designated Team Leader to communicate with the evaluator during the scenario. Each team member is highly encouraged to communicate with team members in the competition box but may not communicate with anyone outside the competition box.

1. Teams are to bring the following items with them to competition.
  - a. A Fully stocked EMS Responder bag.
  - b. The bag should contain supplies needed to handle the Trauma scenario
  - c. A Jump Bag containing only supplies designated for the Emergency Medical Responder
  - d. Body Substance Isolation supplies for each team member
  - e. ***A Long Spine Board and C-Collar will be available for use as needed.***
2. When the team is ready, the patient will be uncovered. Time will begin when the Team Leader advises they are ready to begin.
3. Time will end when the Team Leader advised they are moving to transport.

### **Trauma Scenario Station**

1. The team will have to assess injuries, manage, and package for transport a trauma patient within a goal of 10-minute time.

2. The patient used will be triaged to look and properly respond like a trauma patient would in the field.
3. Each team will be responsible for assessing and managing the patient based on current Emergency Medical Responder guidelines.

**NOTE: QUESTIONS WILL BE ANSWERED AT THE FRIDAY NIGHT MEETING**

### **Team Scoring:**

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

## **Denver Drill**



***Hosted by: Oconee County FD  
Team Event – 4 Explorer Team  
Location: Rocky Top 103/105  
Time: Saturday 8:00 AM to 5:00 PM***

### **Description:**

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'. Team members must work in pairs. 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 145 lb mannequin in full PPE and SCBA weighing approximately 185 lbs. total. 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:**

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.

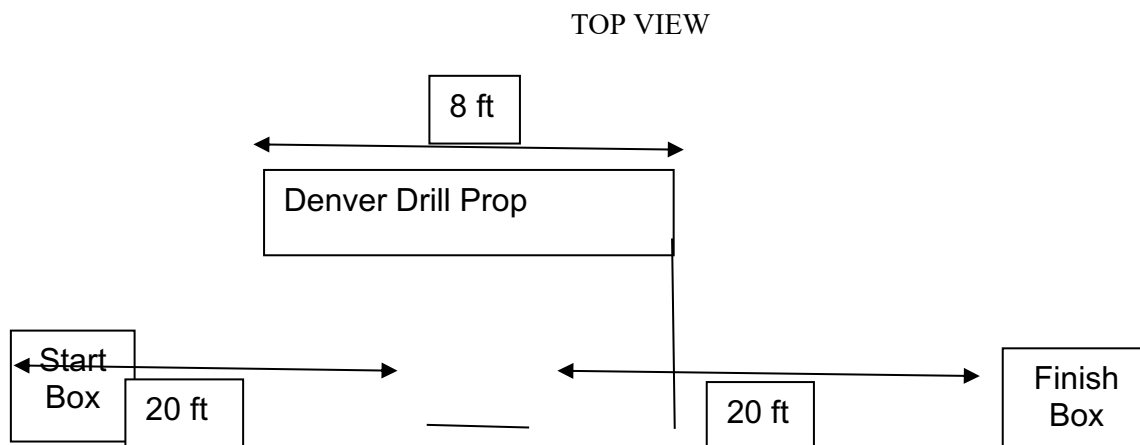
2. Any compromise or loss of any PPE at any time during the evolution.
3. Leaving the starting box before the "Go" command
4. Not staying low during approach to wall, breach of wall and re-donning of air pack (for low profile breach)
5. Failing to work in pairs
6. Failure to maintain control of left (regulator side) strap of SCBA. This strap shall not be released by the rescuer at any point in the low-profile breach.
7. Leaving the victim alone after removal from window.
8. Failure to bring victim to "Finish" box.
9. Rescuers at no point shall access or assist with the rescue from the exterior of the prop except for the window. This is to include the tops of the side walls.

**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.

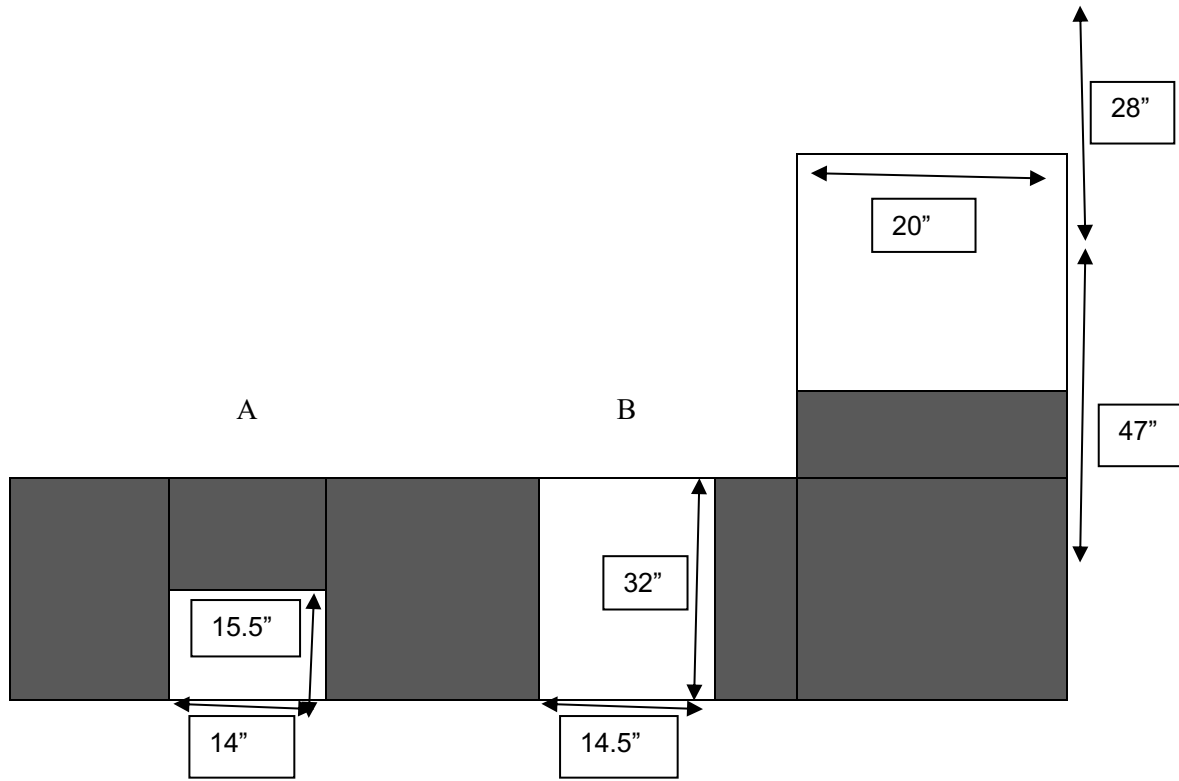
**Provided tool:**

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.





FRONT VIEW



# Denver Drill Score Sheet

**Department**

**Team**

Time	
Total Time Deductions	
Final Time	

Penalties	Seconds	# Penalties	Total
Not voicing 'SCBA Fully Charged'	<b>10</b>		
Not controlling tools	<b>10</b>		
Leaving the start box early	<b>10</b>		
Not staying low on wall approach	<b>10</b>		
Failure to maintain control of left strap of SCBA	<b>10</b>		
Failure to sweep the floor prior to sounding the floor	<b>10</b>		
Failure to sound the floor	<b>10</b>		
Failure to have control while removing the victim	<b>10</b>		
Failure to have control while removing the rescuer	<b>10</b>		
Any loss of any team member's PPE	<b>10</b>		
Failure to stay/work in pairs	<b>10</b>		
Improper access to prop (sides/top/around window)	<b>10</b>		
Failure to bring victim across finish line	<b>10</b>		
Failure to voice 'Par of 4 Members'	<b>10</b>		
		Total	

# Dress and Lay



**Hosted by: Barrow County FD**  
**Team Event: 5 Explorer Team**  
**Location: Rocky Top 103/105**  
**Time: Saturday 8:00 AM to 5:00 PM**

## Objectives:

This will be a dry event with no water. The 5-person team will be staged behind the starting line in street clothes (no shoes required) with their protective clothing set up for quick dress.

All equipment including the one section of 2 1/2 " hose, the two sections of 1 3/4" , hose, gated wye, hydrant wrench, and nozzles can be positioned or rolled in any manner in the equipment area. The hose cannot be preconnected prior to the start of the drill.

At the **“Ready, Set, Go”** command, or judges whistle, members will don protective clothing (coats, pants, boots, helmets, and gloves.)

No SCBA will be worn. No members may cross the start line until all members of the team are dressed. External storm flaps must be secured, and helmet straps must be secured. Quicker members may assist others in getting dressed. Team members should advise judges of gear issues prior to event starting. For example, flap issues.

Once all members are dressed, the team may proceed to the equipment area. Once there, the team will get their equipment and make their way to the hydrant valve where they will unroll the three sections of hose. Connect the hose to hydrant valve and place hydrant wrench on top. Make hose connections. Connect the gated wye. Connect nozzle to the hoses. (**Note:** *The order of these connections doesn't matter; it may be done simultaneously.*)

Once all hose and connections are made, the five-person team should have one person in the following positions:

- One (1) person placed at the hydrant
- Two (2) at the gated wye (one on each side of the gated wye each controlling on valve)
- One (1) on each nozzle

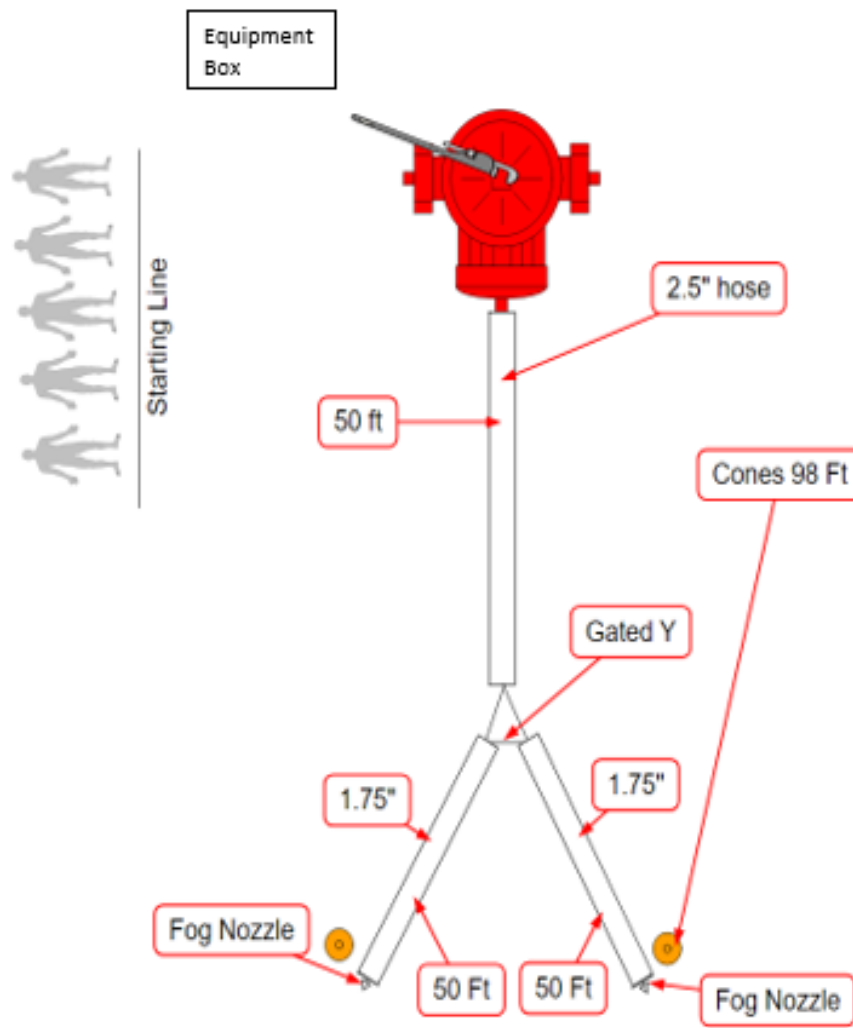
After all connections are made and all explorers are at their position, the explorers on the gated wye will call for water. The explorer at the hydrant will turn the hydrant valve ten times and simulate sending water to the gated wye.

Once the ten turns are done, the explorers at the wye has to say **“WATER, WATER, WATER”** and open the gated wye. Once the wye is opened each explorer at the nozzles open the bale and the time will stop. All hose must be pulled past the cones that are set up to simulate full length of the hose.

## Penalties:

Penalties will be in 10 second increments for each infraction.

- Not finishing the quick dress before crossing the line.
- Gear falling off during the drill
- Couplings not being tightened all the way
- The explorers not saying Water, Water, Water
- If the bail is opened before water has been sent from the gated wye.
- If the gated wye is open when water is simulating filling.
- Not completing the full ten turns for the hydrant
- Not fully stretching the hose out past the cones



# EMS Combat Challenge



***Hosted by: Alliance Academy, Forsyth County Schools***

***Team Event of 3 people***

***Location: Rocky Top 103/105***

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

## **Description:**

- The objective of this event is for a 3-member team to spinally immobilize a weighted patient and safely move that patient from the starting point to the end point while negotiating obstacles.
- Time will begin when judges say “Go”.
- When the challenge starts the team will properly secure the weighted mannequin using a long spine board, c-collar, and straps (all provided).
- A ball will be placed on the patient’s harness by the team and then the patient must be safely moved from the starting point to the end point for the event to be completed.
- Each time the ball falls off the patient, the team will be required to set patient down and be given new ball by course official. The third member of the team will be given the new ball and set the new ball in the harness. The team will be instructed by the timekeeper by the word “Go” for the team to pick the patient back up and continue through the course.
- The event course will have traffic cones forming pathways that the team will have to negotiate the patient as well as obstacles the team will have to overcome to reach the end of the course safely with their patient.
- The team will be evaluated and scored.
- Score will be tallied and awarded as **1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.**

## **Competition Rules:**

1. SAFETY is of utmost importance. Team members will always conduct themselves in a safe manner. This includes performing proper lifting and moving of the patient as taught in EMS and negotiating the course.
2. Order of competition for each event will be selected on a “First Come, First Serve” basis. The entire team must be present before they can start the challenge.
3. During the challenge once a team has entered the course, they cannot leave the course area until the challenge is completed, or the entire team will be disqualified.
4. No running or jumping on the course. A brisk walking pace is acceptable.
5. 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. Professionalism will be always shown. This means no profanity, arguing with judges, unruly conduct, etc.
6. A maximum of 2 teams per post may compete in this challenge.
7. No explorer can compete with more than one team.

# EMS Combat Challenge

**Department**

**Team**

Time	
Total Time Deductions	
Final Time	

Penalties	Seconds	# Penalties	Total
Failing to immobilize the patient's spine	<b>10</b>		
Failing to properly secure patient to long spine board	<b>10</b>		
Any act deemed 'unsafe'	<b>10</b>		
		Total	

# Fire Ground Relay



***Hosted by: Forsyth County FD  
Team Event: 4 Explorer Team  
Location: Rocky Top 103/105  
Time: Saturday 8:00 AM to 5:00 PM***

## **Descriptions:**

In this event participants will complete a series of tasks that mimic a fire scene from start to finish. Teams will be composed of 4 participants per team with a 3-team maximum per post. All participants will be in full personal protective equipment and SCBA (no mask) except the starting participant who will rapidly dress to begin the drill. The other participants will begin in the starting box at the location of their leg of the relay. The event will start with Ready, Set, Go. Once the "Go"; command is given the first team member will rapidly dress from a seated position. Once they have donned all required protective equipment, they will then pick up a set of 25 lbs. kettlebell weights and walk briskly down 30 ft around a cone and back to the same starting point. They will set the weights down and tag the next hand of one the pair of team members at the next point.

This team will then pick up a 14 ft roof ladder in a team brief case carry and will perform a serpentine around cones down the 30 ft course and back. The same team of two will then pick up and perform a hose advancement and fire attack with a weighted hose and digital nozzle. The team will advance the hose the 30-foot length of the course around a cone and back (approximately half the distance) without displacing the cone. Once the Explorers reach the "Fire" 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. The nozzle Explorer will then place the nozzle on the mat provided and proceed to tag the last team member's hand. The last Explorer will complete a victim drag down the 30-foot course around the cone and back to the starting point. The mannequin will weight approximately 150 lbs. They will then proceed to 'roll hose' down the 30 ft course around a cone and back. The 'hose roll' will be a 50-foot section of pre-rolled and taped 1 3/4" hose. Time stops when the last participant crosses the finish line with the 'hose roll'.

## **Penalties & 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 or prior to being tagged.
4. Any cone being displaced from its square.
5. Ladder hitting ground or improperly carried.

6. Failure to check and flush hose line/digital nozzle prior to leaving the start box.
7. Failure to stay low while advancing the hose line.
8. Not extinguishing the fire for the required 15 seconds.
9. Failure to maintain control of the victim from start to finish (i.e. dropping or throwing)
10. Hose roll must always remain in contact with ground.

**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



# Medical Emergency Management



***Hosted by: Forsyth County FD***  
***Team Event of up to 4 people***  
***Location: Rocky Top 103/105***  
***Time: Saturday 8:00 AM to 5:00 PM***

## **Description:**

1. This team event will have two parts as a competition.
  - **Part one is a Written Exam** – Each team member will take the written exam and scores will be averaged to determine the Team Score. (The written exam will take place at 8am, and will only be offered at this time)
  - **Part two is a Practical Exam**
2. The event is designed to evaluate the team as an Emergency Medical Responder in
3. knowledge and hands-on patient care. There will be multiple scenarios of similar.
4. difficulty for each station and one will be randomly selected for each team.
5. 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. 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
6. 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.
7. Any teams caught discussing any of the scenarios with any other teams will be
8. automatically disqualified from the competition.
9. *This includes any advisors discussing information with other teams from the same Post competing.*
10. *This includes sharing any recordings from the scenario.*
11. Advisors may observe the scenario but may not provide the team with direction of any kind.
12. 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.

13. 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.
14. Come with a positive attitude, open mind, and have fun!

**Written Exam:**

(The Written Exam will be offered at 0800 and will only be offered at this time)

1. The Medical Emergency Management Competition will be 25 questions, multiple-choice, covering material from the current Emergency Medical Responder textbook or similar.
2. Each team member will take the exam and scores averaged for a Team score.

**Practical Scenario:**

This is a scenario-based checkoff for Medical. The scenario will use the standard National Registry of EMT's - EMR Patient Assessment/Management – Medical psychomotor skills sheet. 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. A Fully stocked EMS Responder bag.
  - b. The bag should contain supplies needed to handle the Trauma scenario
  - c. A Jump Bag containing only supplies designated for the Emergency Medical Responder
  - d. Body Substance Isolation supplies for each team member
  - e. ***A Long Spine Board and C-Collar will be available for use as needed.***
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.

**Medical Scenario Station**

1. The team will have to assess, manage, and package for transport a medical patient within a goal of 15-minute time.

2. Each team will be responsible for assessing and managing the patient based on current Emergency Medical Responder guidelines.

**NOTE: QUESTIONS WILL BE ANSWERED AT THE FRIDAY NIGHT MEETING**

### **Team Scoring:**

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

## **Pittsburgh Drill**



***Hosted by: Cherokee County Fire/EMS***

***Team Event: 4 Explorers per Team***

***Location: Rocky Top 103/105***

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

### **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 100 lbs in full gear, SCBA, but NO MASK) that will be taken 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.

Each team will start out behind the start finish line dressed in full turnout gear, with an SCBA, but no mask. There will be a female coupling at the start finish line that will lead to the downed firefighter. Time will begin when the host judge gives the "Ready, Set, Go" command and will stop when the downed firefighter victim and all four team members come back across the start finish 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 start finish line 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 if any of the team members fail to stay low to the ground after negotiating the Low Profile obstacle. It is acceptable for team members to stand prior to negotiating and after exiting through the Low Profile obstacle.
- There will be ten (10) second penalty if any team member is not within arms reach of another team member. This will be approximately 6 feet apart. Exceptions will be made when a team member is on the opposite side of an obstacle or the victim is between the two team members.
- 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



***Hosted by: Peach County FD***

***Team Event: 4 Explorers per Team***

***Location: Rocky Top 103/105***

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

## **Description of event**

This is a simulated event that represents the explorers readying themselves for structural firefighting.

## **Rules:**

Individual and team timing will be done at the same time. This event requires 6 timers. Each competing explorer will have an individual timer. In addition, there will be a timer from the participating post and one from the upcoming post to help with the overall timing of the team. Competing post will be on a first come first serve basis. Each post advisor will fill out a card consisting of each explorer's first and last name, the competing post name and post number and council.

1. Each team will consist of 4 eligible explorers.
2. More than 2 teams will be allowed to compete from each post.
3. If the competing post has less than 4 members participating, then there will be no team time, but each explorer will have an individual time. Any extra members will be allowed to participate in individual times only.
4. Each explorer is only allowed to participate once. Four (4) chairs will be placed in a line facing another set of 4 chairs for the next participating post.
5. Only one post will be competing at one time.
6. Participating explorers will have an individual timer in front of them.
7. The hosting post will supply 4 packs that will be SCOTT training packs with steel bottles without air in them for safety purposes.
8. Face pieces will not be needed.
9. Posts are allowed to bring their own SCBA packs that they have been practicing with as long as they were or are NFPA compliant packs. Regulators can be removed to prevent injury or damage to equipment.
10. Explorers will be allowed to position their gear and packs as needed in any fashion they wish after their SCBA packs are inspected.
11. For safety "no explorer" will be allowed to do their SCBA packs over their heads unless their helmets are affixed to their head.
12. SCBA packs will have all straps extended to their maximum position and will be inspected by the explorers' individual timer. Once the timer has checked the pack, the explorer will then be allowed to reposition the pack but must not touch the straps on the SCBA pack.
13. The explorer at this time will be asked about any problems with their gear and that will be communicated to their individual timer, it will ultimately be the competing

- explorer's responsibility to report any Issues with gear prior to the starting of the timer.
14. The four (4) competing explorers will then be instructed to be seated in their chairs with their backs against the upright of the chair before being allowed to lean forward in their ready position. (Shoes can be off) Explorers will not be allowed to touch their gear until they are given the go command. The command will be as follows: "Ready, Set, Go". Explorers will then don all protective equipment including their SCBA.
  15. Once the explorer has completed donning their equipment the timer will stop the clock when the explorer claps their hands together. Once this happens the explorer will then raise both hands above their head for inspection. Gear cannot be touched until the timer has inspected the key items on the scoring sheet. The final timer will not stop until the last team member has clapped and placed their hands above their heads. Any adjustment of PPE after clapping will result in Disqualification.

### **Scoring Sheet Penalties:**

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

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

### **List of equipment**

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

# Rapid Rescue & Resuscitate



***Hosted by: Houston County FD  
Team Event of 4 people  
Location: Rocky Top 103/105  
Time: Saturday 8:00 AM to 5:00 PM***

## **Objectives:**

The purpose of this event is to test the individual's mental endurance, and the team dynamics at the most stressful time on the fire ground, when a firefighter goes down. This event simulates a fire crew managing a downed fire fighter that goes into cardiac arrest.

This event will be set up with a 50' section of 1 3/4" hose. The female coupling will be at the start/finish line. The line will be stretched out in a straight line with a nozzle on the male coupling. Two Explorers will start on the hose line, one on the nozzle and the other backing him/her up on the hose line. The mannequin/"downed firefighter" will be 5' in front of them. The other two Explorers will serve as the outside the rapid intervention crew and they will start at the start/finish line. Time will start when the judge gives the "**Ready, Set, Go**" command.

At that time, the Explorer on the nozzle will shout "*Mayday, Mayday, Mayday! Firefighter Down.*" Then, those two Explorers can begin assessing and *packaging* the "downed firefighter".

The two rapid intervention crew Explorers can begin crawling towards the "downed firefighter" as soon as they hear their teammate start declaring the *Mayday*. They must crawl, following the hose line, and maintaining contact with the hose line as they make their way to the "down firefighter".

*Packaging* the down firefighter will consist of:

- Opening the bypass valve (verbalize) on the downed firefighter's regulator.
- Securing the waist strap by placing it underneath one of the downed firefighter's legs and reconnecting it.

Once the downed firefighter is secured using the above method, the remaining crew members must drag the downed firefighter along the hose line while maintaining contact with hose line and across the start/finish line. Once all members are across the start/finish line you may begin your firefighter CPR as demonstrated in the following video:

<https://www.youtube.com/watch?v=45qDPFj4IpI>.

Time will not stop until both hands/arms are pulled completely out of the jacket, and compressions are resumed.

**Penalties:**

Each penalty constitutes 10 seconds added to your final time.

- Penalties will be issued for the following violations.
- Failing to verbalize the Mayday call.
- RIC starting before the Mayday is called.
- Not maintaining contact with hose line entry/exit
- Standing up before crossing the start/finish line
- Not packing the downed firefighter properly
- Not crossing the line with the downed firefighter
- Not completing a Step in the CPR
- Anytime CPR is stopped, once it has been started, except when the jacket is removed from the victim in the final step.
- Any unsafe act.

Participants must wear full PPE with an air pack until they cross the start/finish line with the mannequin at which time participants may remove whatever they deem necessary.



# Rapid Rescue and Resuscitate Score Sheet

**Department**

**Team**

Time	
Total Time Deductions	
Final Time	

Penalties	Seconds	# Penalties	Total
Failing to verbalize the Mayday Call	<b>10</b>		
RIC starting before the Mayday is called	<b>10</b>		
Not maintaining contact with hose line on either entry of the RIC team or exit for all team members	<b>10</b>		
Not packing the downed firefighter properly	<b>10</b>		
Not crossing the line with the downed firefighter	<b>10</b>		
Standing up before crossing the start/finish line	<b>10</b>		
Not completing a step in the CPR	<b>10</b>		
CPR stopped once it has been started	<b>10</b>		
Any Unsafe act	<b>10</b>		
Any loss of any team member's PPE	<b>10</b>		
		<b>Total</b>	

# Triple Lay Drill



***Hosted by: Clover High School FD  
Team Event: 4 Explorer Team  
Location: Rocky Top 103/105  
Time: Saturday 8:00 AM to 5:00 PM***

## **Description:**

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

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

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

# Z-Drag



**Hosted by:** Catoosa County FD  
**Team Event:** 4 Explorer Team  
**Location:** Rocky Top 103/105  
**Time:** Saturday 8:00 AM to 5:00 PM

**Scope:** The purpose of this event is to expose the explorers to the basics of ropes and knots as well as the rigging of a 3:1 raise system. This system will be tied to the litter basket and not attached to another line.

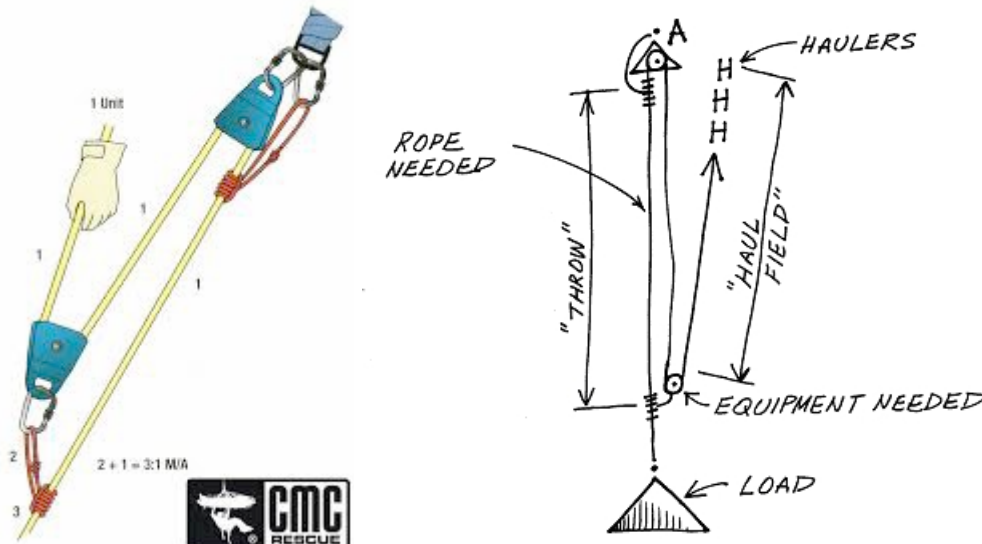
## Equipment:

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

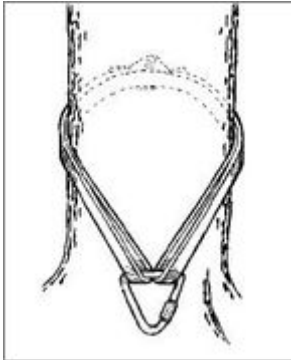
## Clothing Requirements:

This event will be conducted using appropriate personal protective equipment including hand and head protection. The system may be constructed without wearing gloves; however, gloves must be donned prior to hauling on the mainline.

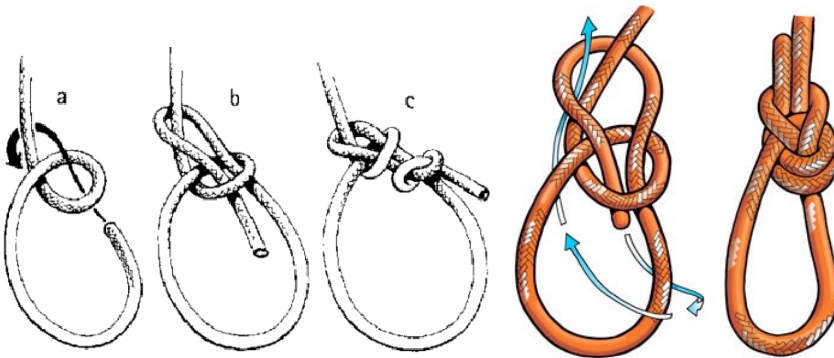
This event will consist of a team of 4 explorers. The event will be timed in a traditional manner from the words "Ready, Set, GO". There will also be a score sheet for this event. Once this command is given all work can be completed simultaneously.



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



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



**Figure 8 Follow Through**

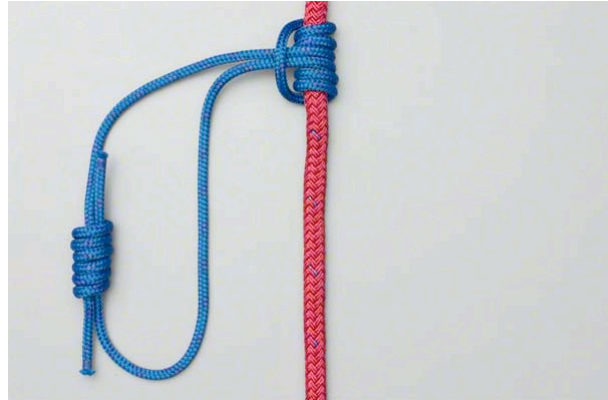


[www.animatedknots.com](http://www.animatedknots.com)

**Explorer 3** will use the rescue rope, anchor rigged by explorer 1, pulley, carabiner, and one prusik to construct the progress capture portion of the Z-drag. Explorer 3 will attach the pulley to the rescue rope, and then attach the pulley to the anchor. Next, they will attach the prusik to the side of the rescue rope going down to the litter. Then the prusik will be attached to the anchor at the location of the pulley. **Only one prusik is required for the progress capture.**

**Explorer 4** will use a prusik, pulley, and a carabiner to create and attach the haul cam portion of the Z drag. Explorer 4 will attach a prusik to the load side of the rescue rope. Then

they will attach a pulley to the prusik using a carabiner. **The haul cam cannot be attached past the designated line that will represent the edge.**



**NOTE:** *Even though the explorers have different predetermined tasks any explorer on that team may make the connection of the different parts i.e., the anchor to the 3:1. They can help each other construct any part of the Z-drag.*

Once the 3:1 system has been completed the explorer team will haul the rescue litter to a predetermined location on the floor that will be marked by tape. The tape will be at a distance so that the explorers will have to reset the system. It will not be one continuous pull and the time will stop once the end of the rescue litter has crossed the tape. **The team cannot begin hauling until all team members are on the operating side of the “edge.”**

#### **10-second Penalties for each of the below**

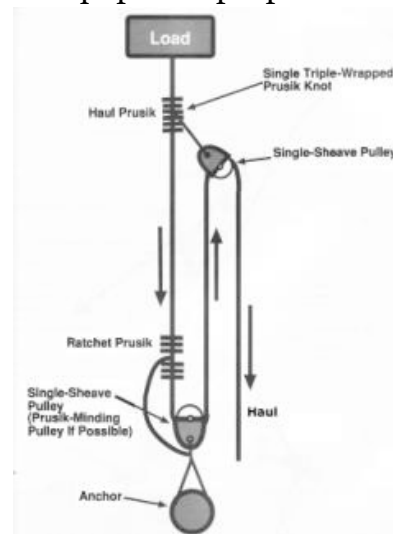
1. Failure to don gloves before hauling on the completed system
2. Improper or incorrect knot used to secure to the litter

#### **5-second penalty for each incorrect prusik.**

#### **Disqualification from Event**

1. Profanity/ Unsportsmanlike Conduct
2. Unsuccessful completion or hauling on the system before completion
3. Hauling on the system in a 1:1 manner

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



# Mystery Event!!



**Hosted by: Cherokee Co FD**  
**Team Event: ??? Explorer Team**  
**Location: Rocky Top 103/105**  
**Time: Saturday 8:00 AM to 5:00 PM - Walkup**

## Objectives:

The mystery event offers a fun and challenging event that requires each Explorer to think on their feet and react to the unknown challenge. The description and rules for this event will be given to each post when they report to the event on Saturday.

## Fire/EMS Hands-On Demonstrations



## Basic Fire Attack Demonstration

**Hosted by: Former Explorers/Current Firefighters**  
**Location: Rocky Top 103/105**  
**Time: Saturday 8:00 AM to 5:00 PM**

## Objectives:

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

## Forcible Entry Demonstration

**Hosted by: Former Explorers/Current Firefighters**  
**Location: Rocky Top 103/105**  
**Time: Saturday 8:00 AM to 5:00 PM**

## Objectives:

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

# Vehicle Extrication – Cutting Up a Car

**Hosted by: Former Explorers/Current Firefighters**

**Location: Rocky Top – Outside - 901**

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

## **Objectives:**

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

## **Fire/EMS Learning Academy**

# **XPLORLABS**

UL Research Institutes



## **Fire/EMS Learning Academy Block A**

**Walk-Up Only, Rotate Through Blocks**

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

**Classroom Session (24 participants max):**

**UL XPLORLABS – The Science of Fire – The Fire Triangle**

**Location: Classroom C - 104**

**Instructors – UL XPLORLAB Experts**

The fire triangle is critical to firefighting and fire investigation. To identify potential points of origin and how to extinguish fires, fire professionals must understand what a fire needs to burn. In this hands-on workshop participants, will complete experiments to make observations about how heat, fuel, and oxygen affect fire.

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

**Fire Hands-On Session (20 participants max):**

**VEIS (Vent Enter Isolate Search)**

**Location: Rocky Top 103/105**

**Instructors – Former Explorers/Current Firefighters**

Because it's not always possible to send firefighters through a front or rear door to reach victims trapped inside a structure fire; Vent Enter Isolate and Search is one of the best tactics firefighters can use for gaining access to these trapped victims. In this class, Explorers will learn the basics of Vent Enter Isolate and Search and will be given a chance to practice their skills in a simulated room.



**EMS Classroom Session (24 participants max):**

**Stop the Bleed**

**Location: Classroom D - 104**

**Instructors – Winterfest Medical Staff**

In the STOP THE BLEED course, you'll learn three quick techniques to help save a life before someone bleeds out: (1) How to use your hands to apply pressure to a wound; (2) How to pack a wound to control bleeding; (3) How to correctly apply a tourniquet.

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

## **Fire/EMS Learning Academy Block B**

**Hosted by: TBD**

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

**Classroom Session (24 participants max):**

**UL XPLORLABS – The Science of Fire – Heat Transfer**

**Location: Classroom C - 104**

**Instructors – UL XPLORLAB Experts**

When heat is applied, solids and liquids can change into gases that can ignite and burn. We need to know how heat is transferred from a fire to other objects in the room to better understand what objects will ignite and burn. In this hands-on workshop, participants will complete experiments to observe differences in heat transfer by conduction, convection, and radiation.

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

**Fire Hands-On Session (20 participants max):**

**Forcible Entry**

**Location: Rocky Top 103/105**

**Instructors – Former Explorers/Current Firefighters**

Forcible Entry is one of the most basic and essential skills that a firefighter should possess. This class teaches Explorers the importance of sizing up doors and techniques for forcing doors to gain access. In this class, Explorers will get firsthand experience practicing their techniques using forcible entry doors.

**EMS Classroom Session (24 participants max):**

**Mental Health First Aid for First Responders**

**Location: Classroom D - 104**

**Instructors – Winterfest Medical Staff**

Using the model from BSA Listening Ear, (WSJ '19 & NJ '23), we will discuss the basics of mental health first aid. This will include current statistics, basic mental health triage, and next steps in the mental health first aid arena.

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



# Fire/EMS Learning Academy Block C

*Hosted by: TBD*

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

**Classroom Session (24 participants max):**

**UL XPLORLABS – The Science of Fire - Ignition and Combustion**

**Location: Classroom C - 104**

**Instructors – UL XPLORLAB Experts**

Understanding the rate of ignition and combustion of common household items helps fire professionals predict how a fire will behave. In this hands-on workshop, participants will complete experiments to make observations of the timing, behavior, and smoke of different household fuels as they burn. **(OFFERED AGAIN ON SATURDAY, See TRAINING section of this GUIDE)**

**Fire Hands-On Session (20 participants max):**

**Fire Attack**

**Location: Rocky Top 103/105**

**Instructors – Former Explorers/Current Firefighters**

Deploying and advancing fire attack lines into structure fires is one of the most basic skills that firefighters need to understand and be proficient with. This class gives Explorers a fun way of deploying and advancing attack lines through obstacles, and then allows them the opportunity to practice their fire attack skills uses the Lion Attack Digital Fire Training System.

**EMS Classroom Session (24 participants max):**

**Backcountry First Aid**

**Location: Classroom D - 104**

**Instructors – Winterfest Medical Staff**

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

# Law Enforcement

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

## Accident Investigation



***Hosted by: Collierville TN Police Department***

***Team Event: minimum 2 – no maximum***

***Location: Rocky Top – Outside - 901***

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

The team will respond to a traffic accident involving a vehicle and a pedestrian (fatality). Grades are based on the assignment of responsibilities at the scene, techniques of accident investigation, field sketch, interview of the driver or witnesses, accident report, and traffic citations issued, if required. The vehicle will simulate a collision with a pedestrian, using taped or real skid marks, debris, and a pedestrian dummy. The team will be provided with measuring devices, notepaper, writing utensils, traffic citations, and an accident investigation notebook. You will have 30 minutes to complete the competition.

## Active Shooter



***Hosted by: Hoover Police Department***

***Team Event***

***Location: Middle School***

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

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

# Burglary In Progress



***Hosted by: Covington Police Department***

**Individual Event: Team Event of up to 4 Explorers**

**Location: Rocky Top – 125**

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

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

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

# Cell Search



***Hosted by: Barrow County Sheriff's Office***

**Individual Event: Team of up to 2 Explorers**

**Location: Rocky Top – Locker Rooms**

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

Explorers will enter a cell to conduct a cell search. They will be searching for items which would be considered contraband. During this search the explorers must show good officer safety, along with conducting a thorough search.

# Crisis Negotiation



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

**Team Event up to 5 people**

**Location: Boys & Girls Club - 211**

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

Your Crisis Negotiation team will be presented with a specific scenario, then allowed to work through all the aspects of a professional negotiation. Your team will be evaluated on communication, problem solving, and its ability to resolve the given scenario. Explorers should wear full duty belts with red/blue/orange guns and handcuffs.

Grading standards will be explained during event briefing.

# Domestic Violence



***Hosted by: Paducah Police Department***

***Team Event***

***Location: Boys & Girls Club - 211***

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

This competition will be graded on the following:

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

You will be dispatched to a domestic violence related call. Explorers will be graded based on their interview skills, development of probable cause, effecting the arrest, handcuffing technique, proper search, victim's rights, and general police tactics. This scenario will have no "simulation" of handcuffing or searching. The explorers will be expected to know their respective state's domestic violence laws and the criteria needed to meet probable cause.

# Drunk Goggles – An Intoxicating Obstacle Course



***Hosted by: Winterfest Staff***

***Individual Event: Walk-up***

***Location: Boys & Girls Club - 201***

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

# DUI Investigation



***Hosted by: Ellijay Police Department***

***Individual Event: Team of 2 Explorers***

***Location: Rocky Top – Outside - 901***

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

Explorers will simulate a traffic stop for a traffic violation, and upon contact they discover the driver may be under the influence. While using good officer safety, they will put the driver through a series of test from Standardized Field Sobriety Test (SFST), and after completing the series of test they will determine if an arrest is necessary.

Be expected to arrest the offender(s) using proper officer safety tactics. They will be expected to observe any evidence of the crime committed, then articulate probable cause for any search warrants if needed, collect, and preserve any evidence on scene if necessary.

# Modified PT/ POPAT Course Event



**Hosted by: Winston-Salem Police Department**

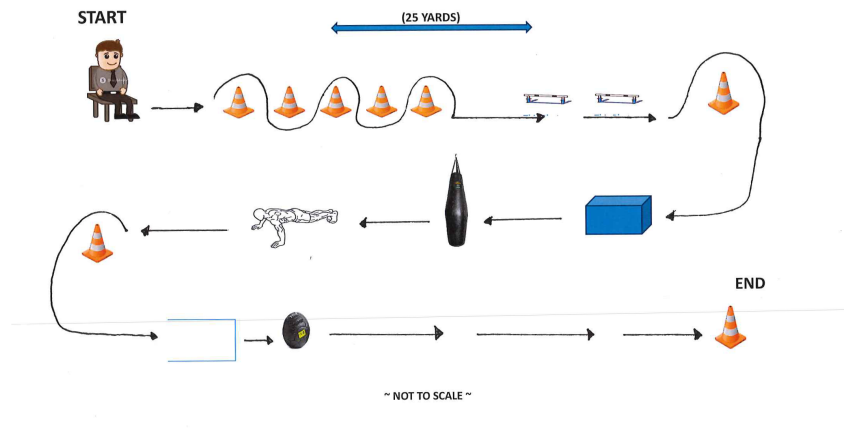
**Team Event of 2-4 Explorers**

**Location: Boys & Girls Club - 201**

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

1. Start in a seated position.
2. Get up from chair and run in and out through (5) cones - Serpentine Course
3. Low crawl under a 2' FT high PVC pipe hurdle then run around a cone (Body cannot touch the pipes or cause the pipes to move)
4. Step - Box (15) full steps (Both feet must touch the top of the box to count as step of the revolution)
5. Roll - Drill/Roll on the ground with a simulated subject (Heavy Bag) (2) Full Revolution/ Body must fully complete a full revolution
6. Push - Ups (10)/Chin must touch the block. The body cannot touch the ground.
7. Get up from push-up position then run around the cone.
8. 4' Ft. Broad Jump/ Must jump from line 4' FT to the other end of the line.
9. Pick- Up (10) lb. medicine ball/Carry the medicine ball in any fashion. (The medicine ball may be carried in the following fashions: Cradle, low carry, on the shoulder, and/or overhead). Ball cannot touch the ground. If the medicine ball is dropped, you may pick it up and keep going.
10. Run with the (10) Lb. medicine ball to the finish line.

Participants will have a maximum of (7) minutes to complete the course. The course will be explained and demonstrated prior to participation.



# Officer Down



***Hosted by: St. Louis Metro Police Department***  
***Individual Event: Team Event of up to 4 Explorers***  
***Location: Rocky Top - 123***  
***Time: Friday, 2:00 PM to 6:00 PM, Saturday 8:00 AM to 5:00 PM***

Explorers will respond to a disturbance call that involves an off duty officer who is suffering a medical emergency. They will be responding to handle the disturbance accordingly with the laws of their state, render first aid to the officer for his medical emergency, and do so while showing good officer safety.

# Traffic Stop



***Hosted by: Rockdale Co SO***  
***Team Event of 2-4 people***  
***Location: Rocky Top – Outside - 901***  
***Time: Friday, 2:00 PM to 6:00 PM, Saturday 8:00 AM to 5:00 PM***

You are a uniform patrol officer working on the traffic unit. You observe a vehicle run a red light and almost wreck into multiple vehicles at the intersection. You initiate a traffic stop on the vehicle and notify dispatch of what you have. Plain talk will be used. You will be graded on how safely you utilize proper cover and make contact with occupant/s of the vehicle. You will be graded on how well you communicate and adjust to the changes that are presented as you would in an actual traffic stop. You can call for 1 back-up unit and 1 supervisor if needed. Dispatch will provide you with information as you request it from them.

This is a regular Traffic Stop, not Felony Traffic Stop. Participants can complete the scenario with two Explorers and one additional backup officer and one supervisor. Teams can choose to complete the event with one Explorer and one additional backup/supervisor instead.

# Uniform Inspection



***Hosted by: Spartanburg County Sheriff's Office/  
North Spartanburg Fire Department  
Team Event of 4-6 people  
Location: Rocky Top - 104  
Time: Friday, 2:00 PM to 6:00 PM, Saturday 8:00 AM to 5:00 PM***

Units will be evaluated on how they move as a unit, their uniformity, and their conformity to their SOPs.

Only two categories of uniform competition are graded Class A and Class B. Only one team, which may consist of 4-6 members, per 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***

- Neatness
- Cleanliness
- Professionalism

### ***Category II: Grooming***

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

### ***Category III: Equipment***

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

### ***Category IV: Accessories***

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

### ***Category V: Command Performance***

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

## **Unknown Trouble**



***Hosted by: Hendersonville Police Department***

***Team Event – 3-4 Explorers per team***

***Location: Rocky Top - 112***

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

Explorers will be responding to a public place for an unknown issue, and must determine what the issue is, and resolve the issue with the appropriate action. During the investigation of the issue, Explorers will be graded on Officer Safety, Officer Presences, Scene Communication, along with Scene Origination.

## **Warrant Service**



***Hosted by: Mauldin Police Department***

***Team Event of 2-4 Explorers***

***Location: Rocky Top - 122***

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

There will be a forcible felony in which the explorers will have to establish and articulate probable cause for arrest warrants to a judge. They will then make entry to a residence and be expected to arrest the offender(s) using proper officer safety tactics. They will be expected to observe any evidence of the crime committed, then articulate probable cause for any search warrants if needed, collect, and preserve any evidence on scene if necessary.



# Range & Target Sports

## Archery Competition and Match Shoot



***Individual Event: Walk-up***

***Location: Rocky Top - 105***

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

### Rules:

1. This is an individual competition
2. **3 shots per archer**
3. Targets will be 3-D and paper
4. Scoring may only take place once
5. 60 second time limit
6. Targets will be shot in order
7. Ties will be broken with highest scoring arrows
8. **Ex. (A) 6+10+5=21 (B) 8+8+5=21 A is winner**

### Scoring

1. Bear: 5 points body, 6 points inside large area, 8 points small area
2. Deer: 5 points body, 8 points inside large area, 10 points small area
3. Multicolor target will be ring value with a bonus dot in the blue rings worth 14 points
4. Headshots will be deducted 5 points from total score
5. Headshots are anything from ears forward
6. 0 points for targets shot out of order
7. Bounce outs will be re-shot with no time limit
8. Total score based on 3 shots
9. **Total possible score= 31**

## Archery Free Shoot



***Individual Event: Walk-up***

***Location: Rocky Top - 105***

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

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

# SIRT Laser Pistol & Rifle Marksmanship Challenge



***Individual Event: Walk-up***

***Location: Rocky Top - 105***

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

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

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

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

# STEM Events

## Aerospace Technology – Flight Simulator



**Individual Event: Walk-up**

**Location: Rocky Top - 101**

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

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

## Bridge It



**Individual Event: Walk-up**

**Location: Rocky Top - 101**

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

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

## 3-D Printing Hands-on Experience



**Individual Event: Walk-up**

**Location: Rocky Top - 101**

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

While working Try your hand at 3-D printing!

# Crime Scene Investigation Technology



**Individual Event: Walk-up**

**Location: Rocky Top - 101**

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

Join in a hands-on demonstration of the latest drones and scanner technologies used for crime scene analysis and accident reconstruction. Detailed data collection combined with powerful software can recreate court-friendly, 360-degree views to support your evidence presentation. Proudly showcased by Duncan-Parnell.

## Drone Obstacle Course Challenge



**Individual Event: Walk-up**

**Location: Rocky Top - 101**

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

Want to improve your drone flying skills? Not sure what first-person visual is? Or how to even start? Come try let us show you how to work your way up to navigating the Winterfest Drone Obstacle Course. You'll get tips on how to begin flying and then practice with obstacles. Then, if you are up to the Challenge, race against another Scout to test your skill!

## Drone VR Experience - Test your Drone Flying Skills – Virtually!



**Individual Event: Walk-up**

**Location: Rocky Top - 101**

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

Ready to take your drone flying skills to the next level? Step into our immersive Mini Drone VR Challenge Course and experience the thrill of piloting drones through obstacles in a virtual first-person view! Learn the basics of drone operation, gain tips for navigating with precision, and practice flying through fun, interactive challenges. Once you've mastered the course, test your skills in an exciting head-to-head race against others. Are you up for the challenge? Let's find out!

# Virtual Reality Games Experience



**Individual Event: Walk-up**

**Location: Rocky Top - 101**

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

JUMP into the Action!! VIRTUALLY!! Stop by the Winterfest Virtual Reality event to slide on the VR Goggles and start your adventure. There will be multiple reality options to choose from and fun for all! Test your skill with Physics, Draw your own world, Wander into unknown territories. You don't want to miss out on this.

## Underwriters Laboratories - XPLORLABS Hands-on Classroom Experiences



**The Science of Fire – The Fire Triangle**

**The Science of Fire – Heat Transfer**

**The Science of Fire – Ignition & Combustion**

**Location: [SEE TRAINING SECTION OF THIS GUIDE](#)**

## Scouting for Clean Waterways – With World Scouting SDGs Exhibit



**Individual Event: Walk-up**

**Location: Rocky Top - 106**

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

Learn more about Scouts for SDGs and be part of Scouting America's nationwide campaign to combat waterway and marine debris. Every year, millions of tons of plastic and other man-made materials pollute our waters, threatening marine life and ecosystems. Scouts, Venturers, and Sea Scouts can:

- Learn about this critical environmental issue
- Develop sustainable practices
- Learn How to Take action through community service projects

# Training

## Backcountry First Aid Basics



**Location: Classroom C – 104, \*Boys & Girls Club – Classroom D - 212**  
**Time: Friday 3:00 PM, \*Saturday 10:00 AM**

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

## Charting the Course for Sea Scouts



**Location: Boys & Girls Club – Classroom D - 212**  
**Time: Saturday 2:00 PM**

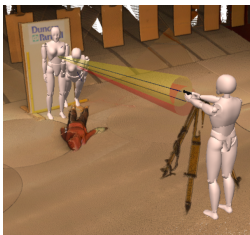
Sea Scouts has been a vital part of the Scouting program from the beginning. Join members of the National Sea Scout Quarterdeck in maritime based games all while talking about all the fun activities sea scouts can do. Learn how Sea Scouts honor the past while always looking to the adventure of the future.

## CSI Technology – Investigating A Shooting

**Duncan  
Parnell**



**Location: Rocky Top - 101**  
**Time: Saturday 2:00 PM, 3:00 PM**



**A Crime Scene Frozen in Time:** Step into a simulated crime scene with Duncan-Parnell's forensic experts for an immersive, hands-on experience. Use cutting edge 3D laser scanning technology to investigate a room with a shooting victim and bullet damaged walls. Learn to document and reconstruct crime scenes, helping to ensure that no critical evidence is overlooked.

# Ethical Controversies



**Location: Rocky Top - Classroom A- 111**

**Time: Saturday 3:00 PM**

Discuss ethical standards and dilemmas in the context of compelling issues with a group of your peers in a model adapted from Johnson and Johnson's Creative Conflict. Get ready to discuss, debate, and consider consequences. Note: This is an ALPS training, but open to all interested participants.

# Know2Protect – with Homeland Security Investigations



**Location: Rocky Top – Main Stage**

**Time: Friday 2:00 PM, Saturday 11:00 AM, 3:00 PM**

Learn about the Department of Homeland Security's Know2Protect, a national public awareness campaign to educate and empower children, teens, parents, trusted adults and policymakers to:

- Prevent and combat online [child sexual exploitation and abuse](#).
- Explain how to report online enticement and victimization.
- Offer resources for victims and survivors and their supporters.

# Homeland Security Investigations - Special Response Team (SRT) Overview



**Location: Rocky Top – Main Stage**

**Time: Friday 3:00 PM, Saturday 1:00 PM**

The mission of SRT is to conduct high-risk enforcement operations and other specialized duties within the scope of its training and capabilities, safely, professionally, and in a

manner that maximizes officer and public safety. (High Risk Warrant Service, Undercover Agent Cover/Rescue, Hostage Rescue, Special Taskings, Public Venue Operations.)

## Mental Health First Aid Basics – For First Responders & Scouts



**Location: Classroom C – 104, \*Boys & Girls Club – Classroom D - 212**  
**Time: Friday 4:00 PM, \*Saturday 9:00 AM**

Using the model from BSA Listening Ear, (WSJ '19 & NJ '23), we will discuss the basics of mental health first aid. This will include current statistics, basic mental health triage, and next steps in the mental health first aid arena.

## Stop the Bleed



**Location: Classroom C – 104, \*Boys & Girls Club – Classroom D - 212**  
**Time: Friday 2:00 PM, \*Saturday 11:00 AM**

In the STOP THE BLEED course, you'll learn three quick techniques to help save a life before someone bleeds out: (1) How to use your hands to apply pressure to a wound; (2) How to pack a wound to control bleeding; (3) How to correctly apply a tourniquet.

## USCG Classroom Boating Safety Lesson



**Location: Boys & Girls Club – Classroom D - 212**  
**Time: Saturday 4:00 PM**

Learn the basics of boating safety, navigation, and the USCG ATON mission. Experience the mission hands-on via VR goggles if able.



# UL XPLORLABS – The Science of Fire – The Fire Triangle [STEM]



***Location: Rocky Top - Classroom A - 111***

***Time: Friday 2:00 PM, Saturday 9:00 AM***

The fire triangle is critical to firefighting and fire investigation. To identify potential points of origin and how to extinguish fires, fire professionals must understand what a fire needs to burn. In this hands-on workshop participants, will complete experiments to make observations about how heat, fuel, and oxygen affect fire.

# UL XPLORLABS – The Science of Fire – Heat Transfer [STEM]



***Location: Rocky Top - Classroom A - 111***

***Time: Friday 3:00 PM, Saturday 10:00 AM***

When heat is applied, solids and liquids can change into gases that can ignite and burn. We need to know how heat is transferred from a fire to other objects in the room to better understand what objects will ignite and burn. In this hands-on workshop, participants will complete experiments to observe differences in heat transfer by conduction, convection, and radiation.

## UL XPLORLABS – The Science of Fire – Ignition & Combustion [STEM]



**Location: Rocky Top - Classroom A - 111**  
**Time: Friday 4:00 PM, Saturday 11:00 AM**

Understanding the rate of ignition and combustion of common household items helps fire professionals predict how a fire will behave. In this hands-on workshop, participants will complete experiments to make observations of the timing, behavior, and smoke of different household fuels as they burn.

## Venturing: Creating a Successful VOA



**Location: Rocky Top - Classroom A - 111**  
**Time: Saturday 2:00 PM**

A functional Council VOA is integral to the success of the crews in your area. Learn and share practical tips and advice to organizing and putting one to work.

## West Point: Learn About Being a West Point Cadet and How to Apply



**Location: Main Stage**  
**Time: Friday 4:00 PM, Saturday 10:00 AM, 1:00 PM, 4:00 PM**

Discover what it takes to be a cadet at the United States Military Academy at West Point. This class provides insights into the life of a West Point cadet, the Academy's values and traditions, and the application process to join this prestigious institution. Ideal for aspiring leaders interested in military service and academic excellence.

# Exhibits / Demo (open to all)



## Basic Fire Attack Demonstration

**Location: Rocky Top – 103/105/901**

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

## Bowling

**Location: Community Center – Bowling Alley**

Open bowling fun at the Community Center!

## Chill Zone

**Location: Community Center – 303**

Free-play games, hangout area & fun activities

## Class B

**Location: Rocky Top– 114**

Learn what products Class B has for your unit.

## Forcible Entry Demonstration

**Location: Rocky Top– 103/105/901**

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

## Homeland Security Investigations - SRT & Recruiting Exhibit

**Location: Rocky Top - 106**

The mission of SRT is to conduct high-risk enforcement operations and other specialized duties within the scope of its training and capabilities, safely, professionally, and in a manner that maximizes officer and public safety. (High Risk Warrant Service, Undercover Agent Cover/Rescue, Hostage Rescue, Special Taskings, Public Venue Operations.) **Come checkout 2 high-tech vehicles (Razor & Bearcat) that SRT utilizes to run their missions.**

## National Eagle Scout Association (NESA) Affinity Groups Exhibit

### **Location: Rocky Top - 106**

Learn why you should join NESA and an Affinity Group that applies to you. As a member of the National Eagle Scout Association, you further the mission, values, and time-honored traditions of Scouting in your community and our country. Give your Eagle pride a purpose by joining a NESA Affinity group today; the future is in your hands.



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



### **Location: Rocky Top - 106**

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

## Sea Scout Landship (Court of Honor)

### **Location: Rocky Top – 105/106**

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

## Silent Disco

### **Location: Rocky Top - 120**

Free-play games, hangout area & fun activities

## Vehicle Extrication – Cutting Up a Car

### **Location: Rocky Top – Outside - 901**

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

## World Scouting Exhibit & Messengers of Peace

### **Location: Rocky Top - 106**

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

# Addendums



## Addendum #1: Cardboard Regatta Rules

### Supplies allowed for building your cardboard boat:

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

### Getting Started

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

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

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

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

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

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

1. You can have strength and keep your boat light if you laminate layers of cardboard. In fact, try placing one layer so that the corrugations run in one direction, then placing the second layer so that the corrugations run at a 90-degree angle to the first layer.

2. To fold cardboard across the corrugations, consider scoring the line of the fold with the butt end of your utility knife.
3. Don't step on your cardboard! If you break the corrugations, you can compromise the integrity of the cardboard.
4. To keep your cardboard dry, don't forget to seal the edges with duct tape. If water gets into your corrugations, you can have great fun watching it get drawn through the corrugation just like in a drinking straw. That may be okay when you have time to do something about it, but if you see this happen in the middle of a race you will not be able to address the issue.

Here's a few other items to think about.

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

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

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

### **General Rules**

1. Only corrugated cardboard will be used. It must not be bonded to any other material such as vinyl. Non-corrugated material may not be used. No solid cardboard and no carpet roll tubes may be used, except for decorations.
2. Wood, metal, Styrofoam, or other materials that would aid in flotation or make the hull rigid are prohibited but may be used for decoration. This restriction applies to the keel, transom, ribs, hull, etc.
3. Hulls may be painted with any "one-part" paint. No epoxy glues, fiberglass resins or "multi-part" varnishes or paints may be used. Hulls may not be "wrapped" in plastic, duct tape or anything else. Tar based substances like roof coatings are not permitted.
4. Joints and seams should be taped. No nails, metal, wood fasteners, or staples may be used in the construction of the boat (small amounts may be used for removable decoration only).
5. Design is "builder's choice." A minimum of 65% of the boat's volume must remain above water during racing. Failure to meet this rule will result in a 20 second time penalty.
6. Decorations may be made from any material but may not be used to reinforce the actual structure of the boat.
7. Boats from previous years will not be allowed.
8. No boat will be allowed to leave the starting gate unless all persons on board are wearing a Personal Flotation Device (PFD). (PFDs and paddles will be provided.)
9. Boats are subject to inspection and disqualification for each violation of the above General Rules, (except for rule # 6 which results in a 20 second time penalty).
10. All entrants must ensure that their building area has been cleaned prior to racing. All boats must be removed from the pool and cut apart and placed in the Community Center dumpsters. Teams who do not dispose of their boats properly will not be permitted to participate in future Cardboard Boat Regattas.
11. Prior to the races, boats will be judged in the following categories:
  - Best Original Design (most creative design and best use of corrugated cardboard)

- Best Construction or Construction Technique
  - Best Decorated
  - Team Spirit (most-spirited team ... the looks of the boat aren't considered)
  - Most Spectacular Sinking (to qualify, you must salvage the remains completely).
12. Boats must be propelled by paddles or oars only. Other forms of propulsion including swimming your boat are not permitted.

**Have fun! Be creative!**



# Addendum #2: Color Guard Scoring Sheet

**Winterfest 2024  
Color Guard Competition  
Scoring Sheet**

Unit # \_\_\_\_\_ Members: \_\_\_\_\_ Email: \_\_\_\_\_

Advisor Name: \_\_\_\_\_ Phone: \_\_\_\_\_

Charter Organization: \_\_\_\_\_

Inspection						<u>Comments</u>
Uniforms	1	2	3	4	5	
Equipment	1	2	3	4	5	
Neatness	1	2	3	4	5	
Presentation	1	2	3	4	5	
<b>Total</b>	_____ / _____					
Ceremony						<u>Comments</u>
Ceremony	1	2	3	4	5	
Creativity	1	2	3	4	5	
Marching	1	2	3	4	5	
Commands	1	2	3	4	5	
Posting	1	2	3	4	5	
Flag Skills	1	2	3	4	5	
Overall Appearance	1	2	3	4	5	
<b>Total</b>	_____ / _____					
<b>Total Score</b>	_____ / _____					Time: _____