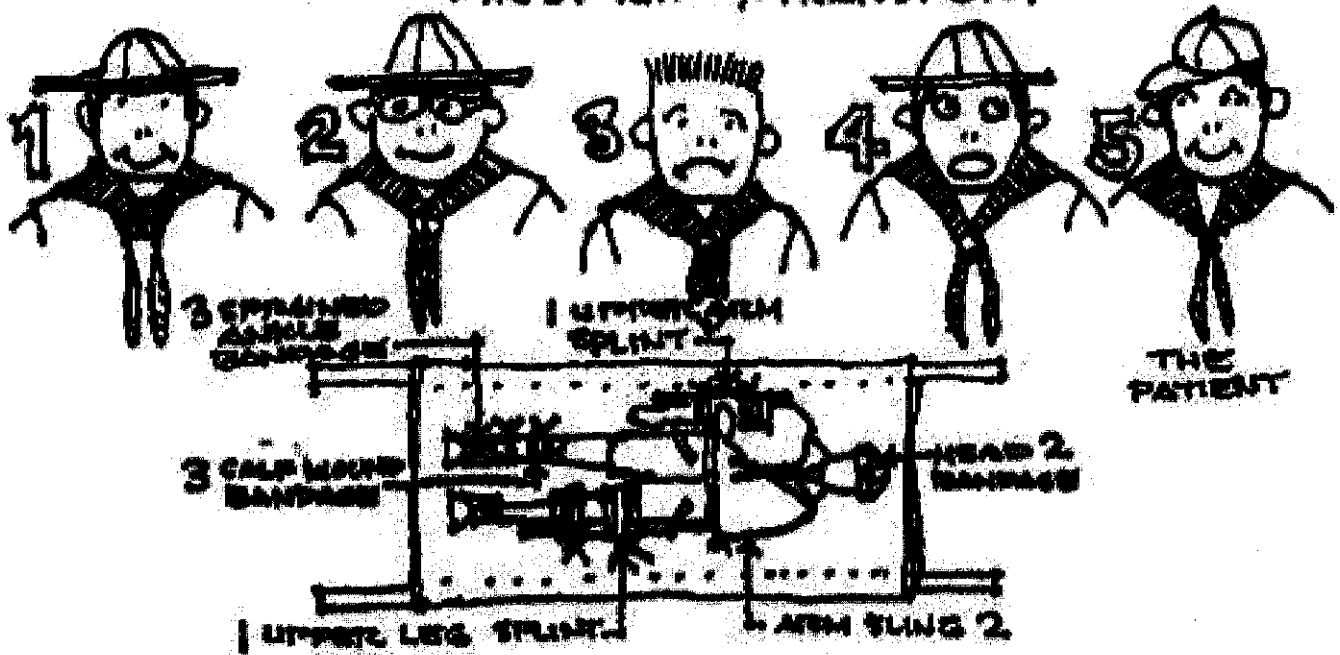


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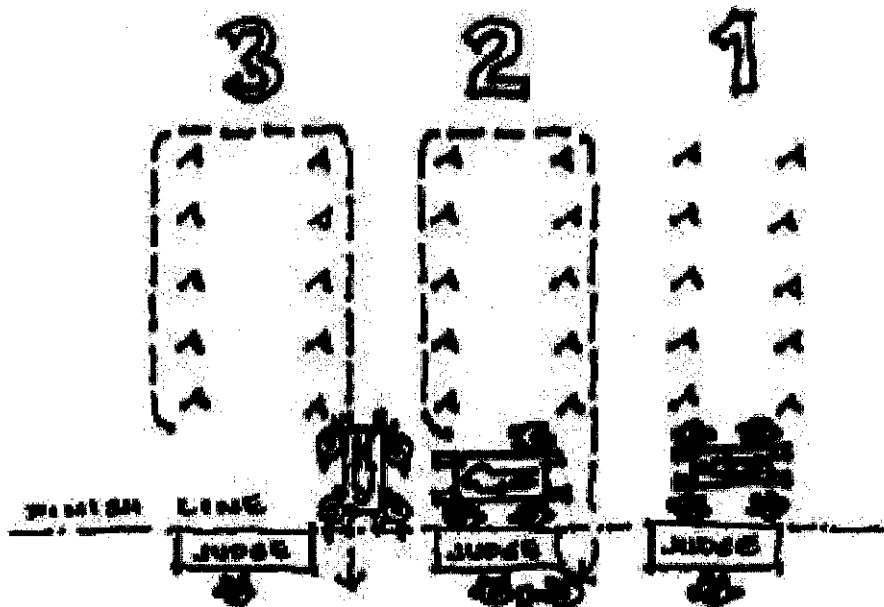
FIRST AID & TRANSPORT



EACH FIRST AID APPLICATION MUST BE DONE IN ORDER AND MUST BE COMPLETED BEFORE THE NEXT ONE IS STARTED. THE TEAM FINISHES THE STRETCHER WHEN THE JUDGE SAYS "GO..."

- SCOUT 1: UPPER ARM SPLINT THEN UPPER LEG SPLINT
- SCOUT 2: ARM SLING THEN HEAD BANDAGE
- SCOUT 3: CALF WOUND BANDAGE THEN SPRAINED ANKLE BANDAGE
- SCOUT 4: WRITES THE PATIENT'S NAME, EMERGENCY CONTACT INFORMATION AND LIST OF INJURIES ON A NOTE AND RUNS THE COURSE AND HANDS IT TO THE JUDGE
- JUDGE 1: READS THE NOTE FOR COMPLETION AND THEN SENDS THE TEAM TO RUN THE COURSE

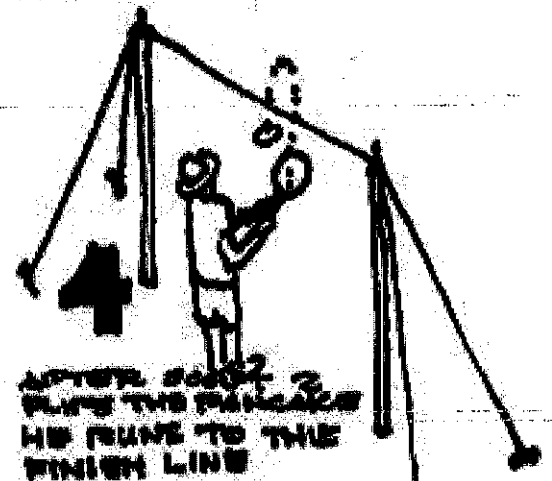
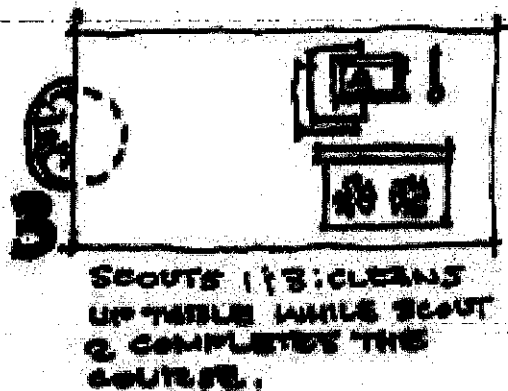
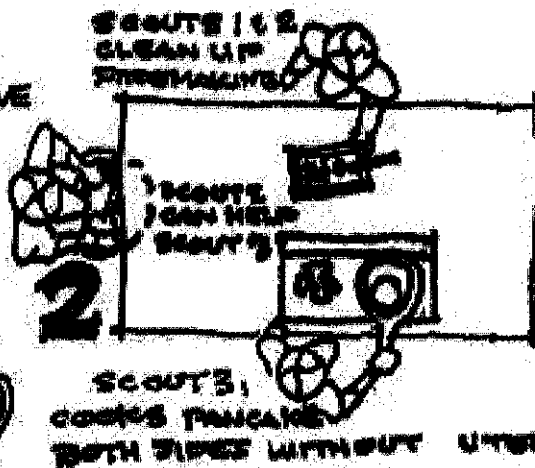
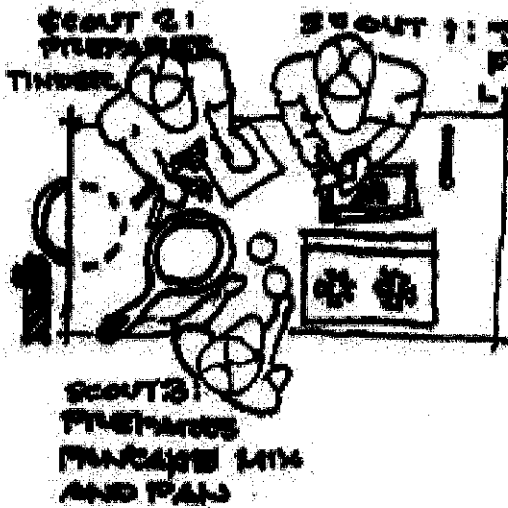
THE TEAM'S SCORE IS THE ELAPSED TIME PLUS TIME PENALTIES FOR INCORRECT FIRST AID APPLICATIONS



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FIREMAKING / PANCAKE TOSS

ELAPSED TIME IS THE TEAMS SCORE. TIME STARTS WHEN THE JUDGE SAYS "GO"

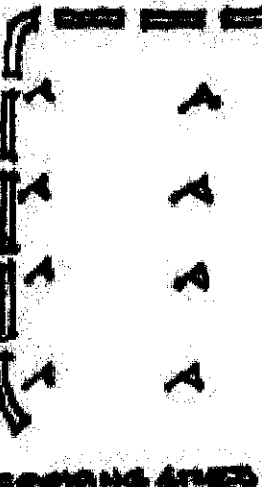


START LINE
FINISH LINE

6 FT.

FLIP CLOTHESLINE

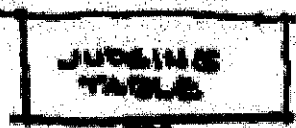
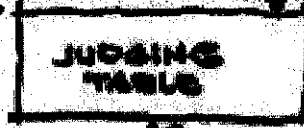
FLIP CLOTHESLINE



COOKING AREA

COOKING AREA

FINISH LINE

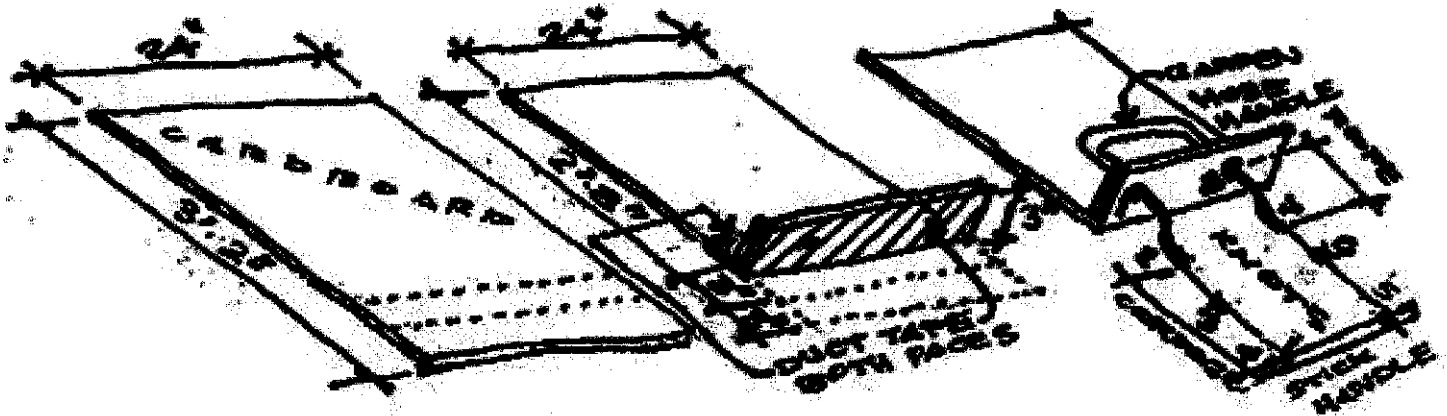


ALL THREE SCOUT MUST BEAT ALL OF THE PANCAKE AND STAND AT A TERTIAL WITH SCOUT SIGN TO COMPLETE THE GAME

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SLED PULL / KNOTS

- | | |
|---|-----------------------------------|
| KNOT 1 . OVERHAND KNOT | KNOT 5 . CLOVE HITCH |
| KNOT 2 . SQUARE KNOT | KNOT 6 . 2 INTERSECTING BOWLINE |
| KNOT 3 . 2 INTERSECTING
THIRD HALF HITCHES | KNOT 7 . SECRET KNOT (CLUE GIVEN) |
| KNOT 4 . TIMBERLINE HITCH | KNOT 8 . OVERHAND KNOT |



ADJUSTED TIME IS THE TEAM'S SCORE. IMPROPERLY TIED KNOTS ADD 20 SECONDS TO ELAPSED TIME. FAILED KNOTS MUST BE RETIED AT THE ASSEMBLY AREA WHILE THE CLOCK RUNS.

