



WHO: Leatherstocking Scoutmasters and Committee Chairs

WHAT: 2024 Leatherstocking Council First Aid Meet

WHEN: Friday March 8, 2024, at 7:00pm (Snow date 3/15/24)
Judges must check in before 6:15 p.m. The Judges' meeting begins at 6:15pm. Teams may begin checking in at 6:15pm.

WHERE: The G. Hal Chase Physical Education Building at
SUNY Oneonta, Oneonta, NY

The **2024 Leatherstocking Council First Aid Meet** will take place at the G. Hal Chase Physical Education Building at SUNY Oneonta on March 8, 2024, starting at 7:00pm. This year's First Aid Meet will follow the format of previous year's First Aid Meets so this should be very familiar to those who have attended in the past.

Troops taking part in the contest **MUST** provide one (1) judge per team entered (extra judges are always welcome). Judges' names must be submitted with the team's registration. (There is no charge for judges or other adults.) Judges should check in at the registration table before the Judges' meeting at 6:15 p.m. Judges must be on time so we can start the meet on time. The Judges' Meeting at 6:15 p.m. is to review the scenarios and the score sheets. Teams will not be allowed on the floor if their judge has not checked in! Judges do not need to be Squad members or EMT's. The scenarios will be judged using **BSA First Aid Criteria**. The only acceptable stretcher per BSA can be found on the next page. Any other stretcher will be judged as incorrect.

There will be a registration fee of \$12.00 per Scout to cover the cost of patches and other expenses. Payment will be due with online registration or by check payable to Leatherstocking Council, BSA, and sent to the Utica Council Office, 1401 Genesee St, Utica, NY 13501. A troop check is preferable, but a personal check will be accepted. Pre-registration ends 03/01/2024. Registration at the door is \$15 per Scout. Checks (no cash) will be accepted at the door. At the end of the meet, extra patches will be available for a cost of \$2 each, cash or check only.

Pre-registration is strongly encouraged! If you do not pre-register, you may not have a spot at the event. **Also, to get through registration more quickly at the event, bring a completed Team Roster Form the night of the event for each participating team.** If you have an odd number of Scouts that would like to attend (either less than 5 or more than 5), please let us know that as well and we can form 'provisional teams' the night of the First Aid Meet. Less than 5 Scouts – come anyway!! Hint – you can use Webelos as victims to fill out a team! We welcome and encourage adults to volunteer as 'Provisional Judges'!

Please use the online registration that is available on the council website to register for this event. The council's website is: www.leatherstockingcouncil.org

Any questions can be sent to Dave Leidy at drleidy@yahoo.com or Chuck Whitman at bsascouttroop501@gmail.com

**** REQUIRED FOR THIS YEAR ****

FACE MASKS ARE OPTIONAL AT THIS TIME. SHOULD THE COVID INFECTION RATES CHANGE, THIS POLICY MAY NEED TO BE CHANGED.

**** If any team member/judge is feeling unwell the night of the Meet, for the safety all concerned, please do not attend the meet! ****

We look forward to hearing from you and seeing you on Friday, March 8, 2024!


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FIRST AID MEET 2024 - Basic Information

1. A team will consist of four (4) Scouts and one (1) victim. (A Cub or Webelos Scout can be used as the victim, if desired.) No other person from any other Unit will be allowed on the floor during the working of the problem.
2. There will be Junior (ages 13 and under) and Senior (ages 14+) teams. If any Scout on the team is 14 or over, it will be considered a senior team.
3. Reminder: Boy Troops and Girl Troops are 2 separate units so any combination of male and female scouts will be considered a provisional team.
4. Each Team must have a captain before appearing on the floor for the first problem and only that person may speak to the judge during the working of a problem.
5. The problem will be read once for all to hear – the written problem will be given to the team captain – there will be 2 minutes given to study the problem – then 10 minutes will be given to work on the problem. Scouts can continue to work on the problem after the 10 minutes but there will be a time penalty. There will be plenty of time given to work each problem. So please work until the problem is finished.
6. Judges will move from one unit to the next so no unit should be judged by the same judge twice.
7. The judges will have a few minutes to discuss the solution with the Scouts after problem is finished. This will help units correct their mistakes.
8. No assistance allowed. In the real world, you would have access to assistance from your Handbook, Field Guide and/or other Scouts and Scouters, and even the Internet. And, in the real world, we would encourage you to use any and all of them. However, this is a competition, so no assistance of any kind is allowed, including printed books and electronic devices.

Acceptable BSA Stretchers

(First Aid Merit Badge Book 2016 & 2020 and BSA Handbook v11)

<p>BLANKET STRETCHER</p> 	<p>This technique requires two poles and a blanket.</p> <ol style="list-style-type: none"> 1. Place the blanket down on the ground. 2. Place one pole approx. 1 foot from the middle of the blanket. 3. Fold the short end of the blanket over the first pole. 4. Place the second pole approx. 2 feet from the first (this distance may vary with victim or blanket size). 5. Fold both halves of the blanket over the second pole.
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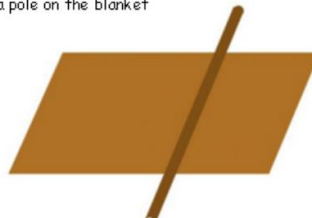
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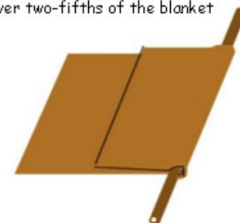
Lay a blanket on the floor



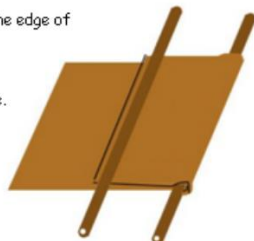
Place a pole on the blanket



Fold over two-fifths of the blanket



Place a second pole 6 inches from the edge of the folded-over part. Bring the edge of the blanket over the pole.



Fold over the rest of the blanket.



Acceptable Equipment

- Two wooden stretcher poles approximately 2 inches in diameter and 6 feet long (no metal – they scratch the floor)
- Four (4) strong blankets
- Two (2) pre-padded splints, about 14 inches long by ½ inch thick by 3 inches wide. (Try and stay close to these measurement)
- One (1) 'long' splint about 30 inches to 36 inches long by ½ inch thick by 3 inches wide.
- Ten (10) triangular bandages
- Twelve (12) or more 3x3 or 4x4 sterile compresses. These can be left in their packages.
- One (1) bottle of water (16oz-24oz size) - not to be opened or drunk!
- Mask for rescue breathing
- Non-latex (nitrile) surgical gloves for all Scouts except for the victim – no latex due to allergy concerns
- Flashlight or head lamp for all team members (except victim) and team judge
- Pen or pencil per Scout

No other equipment should be needed to resolve the scenarios presented.

NO TOURNIQUETS OR ROLLER BANDAGES WILL BE ALLOWED DURING THE WORKING OF THE PROBLEMS.

NO SCOUT HANDBOOKS OR MERIT BADGE PAMPHLETS ALLOWED ON THE FLOOR.

TEAMS MUST SUPPLY A JUDGE IN ORDER TO RECEIVE A FLOOR SPOT AT THE FIRST AID MEET

One final note – if a unit has any extra of the above items, we are asking that they be brought to the meet in case they might be needed for the formation of a provisional team. These items can be left in the vehicles and can be mentioned to the registration workers. If they end up being needed, we will call for them at that time. Thank you in advance!!

Judges Notes

(please have team judge review this prior to the meet **)**

- Victims begin each problem on the floor – not on the blanket.
- Judge can tell the Scouts that went for help to re-enter after a few seconds.
- Review the score sheet. Please make sure that the judge's name, floor position, troop and team designations (Jr./Sr. team) are completely filled out. **Refer to Team Position Card!**
- Please circle the point value if a deduction is to be made. DO NOT add up the deductions – the scoring judges will do that. Do not write in partial values. Scoring is 'all or nothing'.
- **IF YOU AS A JUDGE DEEM A STRETCHER TO BE UNSAFE, DO NOT LET THE SCOUTS ATTEMPT TO LIFT THE VICTIM.** We'd rather not have real victims!
- Only BSA approved stretchers allowed (see back of this sheet). Any other stretcher configuration will result in a point deduction.


Procedure for each problem:

- Judges will be given three problem packets. These packets are the three problems for the First Aid Meet. In the event of a tie breaker, a fourth packet will be given to the tie-breaker judges. Each packet will contain a score sheet, the scenario with scenario judge's notes, a tutorial for the scenario and a copy of the problem for the team. Please remember that the score sheet is specific to the scenario.
- The problem will be read out loud by the head judge.
- The judge will give the team copy of the scenario to the team captain.
- Two minutes will be allowed for the team to review the scenario. No work is to be done at this time.
- After the two minutes are up, a signal will be given for work to begin on the scenario. Ten minutes will be allowed for the scenario. The judge should be scoring the team as work progresses. If the team cannot finish with the 10 minutes, a time penalty will be assessed but the team should work to finish the problem.
- If there is bleeding or if rescue breathing is needed, a signal will be given to indicate when the bleeding stops or when the victim can breathe on their own.
- After the time is up and the team is finished, the judge should finish the score sheet and bring the sheets to the score tables and place in the appropriate location based on Jr. vs. Sr. designation. After the 10 minutes are up, the judge can review the problem with the team and point out any corrections that could have been made. PLEASE WAIT UNTIL TIME IS UP FOR THIS DISCUSSION. If the discussion is done before time is up, other teams within the area could overhear what you are discussing.
- After the signal is given, please move to another team for the next scenario.

*** **NOTE** – As a result of many comments from previous years, please do NOT judge teams of units that are your own or units that you are familiar with (or have Scouts that you know in them). This way, there can be no appearance of 'favoritism' in the scoring. There are many teams and many judges. If you find yourself rotating to a team that you know, make an effort to switch with another judge or call over a floor judge and they will assist you.

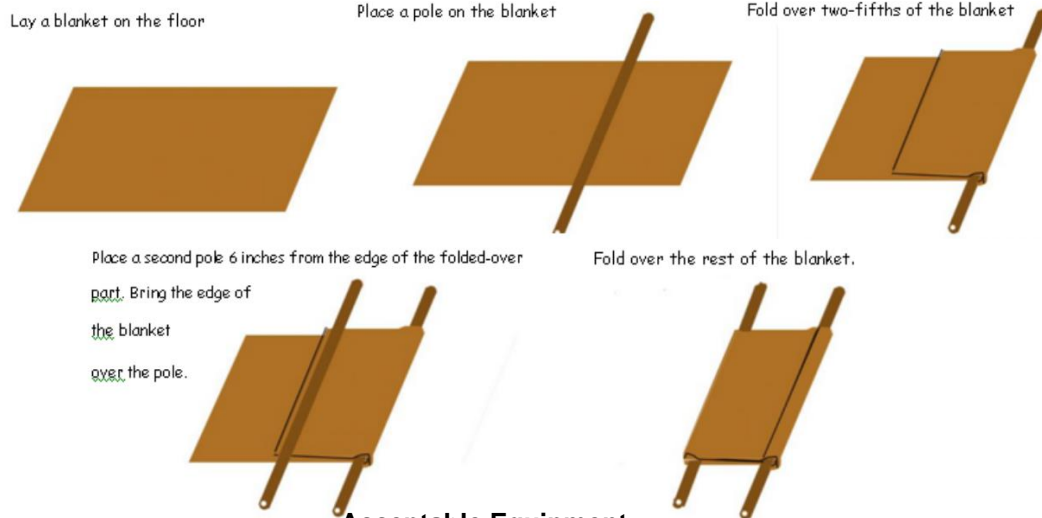
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