

Action Station Outlines

Action Station 1 (Fishing Pier). 24 scouts in each rotation. First rotation is observed by second rotation until all RP members have done at least one station. Continues to rotate on station until time has reached 40 minutes on station.

1. **Controller 1:** Three manikins. CPR/AED One scout (2) from each of 3 RP Pair teams up on a manikin and does CPR three cycles of 30/2 and then AED, then three cycles of CPR (6 Scouts).
2. **Controller 2:** Canoe and rowboat identification. One scout (2) from each of 3 RP Pair teams up for the watercraft identification (6 Scouts).
3. **Controller 3:** Reach Rescue. Three targets in water. One scout (2) from each of 3 RP Pair teams up for the Reach Rescue. One reaches, the other scout secures the scout on shore. (6 Scouts). Switches after target is hit.
4. **Controller 4:** Throw Rescue. Six targets in the water. One scout from each RP throws ring at target. Three tries each. One acts as Spotter and coach (12 scouts). Switches after target is hit.

Action Station 1 Resources:

1. Three canoes and three rowboats. Paddles and oars for each watercraft.
2. Three CPR/AED sets, tarp or ground cloth for manikins.
3. Three floating jugs with anchors placed in water 12ft from shore (Reach)
4. Assorted reaching materials
5. Six floating rings or jugs with anchors 35-30 feet from fishing pier.
6. Six float rings with line.
7. Answer key for watercraft identification.

Action Station 2. Camano. First Aid

Action Station 3. Whidby (east) Dog Team Search for lost individuals. Broken ankle, leg, arm, evacuation to Ecology Conservation. Six patients.

Action Station 4. Skagit. First Aid, ESAR assisted evacuation to AS 5.

Action Station 5. Tuff Lodge Field. First Aid, CPR 20-minute Challenge, Signaling

Action Station 6. Monte Cristo. Pioneering

Action Station 7 (Rifle Range) is staffed by camp staff. General sequence, exact determined by Range Staff so all can complete in the 45-minute station time. Completed shooters return to the waiting shelter or per Range Staff direction.

1. RPs will fall on the firing line per Range Staff instructions. Rescue daypacks will be grounded directly behind shooter's station (or per Range Staff direction).
2. Shooters are issued a target and 10 rounds of .22 bullets.
3. Shooters move to assigned shooting position and write their NAME and Rescue Patrol ID on the target.
4. Targets are mounted and sent downrange.
5. Shooters follow Range Staff instructions to complete firing 10 rounds in a 10 minute time limit.
6. Targets are turned into Range Staff for Scoring. Goal is 10 rounds within a US Quarter sized shot group from the seated support position. Dime Club Awarded to those who qualify.
7. Rescue Mentor position per Range Staff direction, protocols and procedures.

Action Station 7 Resources: Per Range Staff protocols

1. One target per shooter
2. 10 rounds .22 per shooter (alibi fire per Range Staff guidance)
3. Hearing protection
4. Eye protection

Action Station 8 (The Gauntlet) Amazing trophy for each Rescue Patrol in a Pair to take home.

1. **Controller 1:** Craft Lodge/Gaga Pit.

a. Briefs the standards of the course to all Paired RPs.

- i. Passing is only allowed in the open, not on the COPE Course, Climbing Wall, or Axe Alley.
- ii. Time limits are strict.
- iii. Gloves worn for all litter bearers
- iv. No stepping on the obstacles in the COPE Course.
- v. Two Safety Spotters will be on the ground below the “climber” with arms up in the catch position and eyes always on the climber. A 15-second penalty will be applied by the Controller following one warning.
- vi. Climbers must complete the traverse and return without falling. **Falling** means they fall completely off the climbing wall, or any portion of their body touches the ground at any time.
- vii. If the Climber falls, they sustain a “broken” ankle which must be immediately treated by moving them off the course to not interfere with the next group coming behind them. No time penalty for the fall, they will incur enough time lost having to deal with a second patient.
 1. The new patient must be assessed for a head and spine injury and the “broken” ankle properly splinted before the entire group may proceed.
 2. The new patient must be assisted by at least two people and transported or assisted through the remainder of the course without putting the injured ankle on the ground. Rescue Mentors (RM) will monitor compliance and access a 15-second penalty for each infraction after one warning.
 3. Time is marked when the last RP member passes the finish line (Gaga Pit).
- viii. There is a 15-second penalty for failure to follow Totin’ Chip safety rules on the Axe Alley.
- ix. Sandbag “patient” must be returned intact. Any damage will deduct from time.
 1. If bag is completely broken and spilling out, that group is disqualified for causing irreparable harm to the “patient”.

2. A tear in the bag without spillage will result in a 1-minute penalty unless properly “bandaged”.
 3. Sandbag patients must be secured to the improvised stretcher in a manner simulating how a real patient would be carried. RP may not tie it all up in a big bundle. The intent is simulating carrying a patient, not a trussed animal, from a game hunt.
- b. One person from each Paired RP draws a card to determine 5-minute increment start delay for spacing on the course.
 - c. Paired RP draws two 2in x 6 ft lodge pine poles and one #100 sandbag “patient” from the Gaga Pit and builds their improvised stretcher.
 - i. Flight 1 launches within 5 minutes. Their departure is the ZERO time.
 - ii. Flight 2 launches 5 minutes later.
 - iii. Flight 3 launches 5 minutes later.
2. **Controller 2:** COPE Course.
- a. Posts the Rescue Mentor (RM) at the Tire Obstacle. RM ensures the litter borne “patient” is not rested on the tire but remains elevated and passes through without touching. Accesses a 15-second penalty for each touch (accidental or not)
 - i. Follows through obstacles scoring.
 - ii. A 15-second penalty may be applied at the Controllers’ discretion for each infraction (intentional or accidental).
3. **Controller 3:** Climbing Wall.
- a. Posts Rescue Mentor (RM) at the end of the wall route.
 - b. Applies rules and scoring noted in the initial briefing.
 - c. Alert for actual fall-related injuries.
 - d. Accesses a fall penalty and ensures RP moves off course to complete treatment before movement forward.
4. **Controller 4:** Axe Alley.
- a. Posts Rescue Mentor (RM) at the rope gate to control movement on and off the range. One enters, one exits.
 - b. No running with hatchet in hand. Totin’ Chip protocols always followed.
 - c. Accesses a 15-second penalty for failure to follow Totin’ Chip safety rules.
 - d. Each RM buddy pair throws one hatchet, then recovers the hatchet to the starting line (rope) walking briskly. No running. Both move forward and back to the line at the same time. Each stick scores 1 point.
 - e. Continue until all able-bodied members have thrown.
 - f. Injured patients from the Climbing Wall may not throw hatchets.

- g. Rescue Patrol Partners dash carrying or assisting their patient(s) to the front of the Order of the Arrow Lodge where they will each recover a token with their Rescue Patrol ID on it.
- h. Dash to the finish line at the Gaga Pit. Time stops when last RPO member passes the finish line. Rescue Patrol must always move together and “*leave no one behind*”. 1-minute penalty assessed for failure to move as a group across the finish line.
- i. Break down their stretcher, carefully transfer their #100 sandbag “patient” to the stack (damage here will also incur a time penalty), place the lodge poles in the stack, remove all medical treatment for any Climbing Wall “patient”.

Action Station 8 Resources:

- i. Six #100 sandbags
- ii. Duct Tape for repairing minor tears (injuries) for next rotation.
- iii. Twelve 2 in x 6-foot lodge pole pine “stretcher” poles. 2 per RP Pair, others are spares in case of breakage.
- iv. Timer to record each flight's start and completion time.
- v. Clip board
- vi. Writing materials

Score Sheet for COPE, Climbing Wall, Axe All