TECUMSEH DISTRICT
SIMON KENTON COUNCIL, B.S.A.
2016 Spring Wilderness Survival Camporee
April 15th – 17th
CAMP OYO, WEST PORTSMOUTH OHIO

UNIT PARTICIPATION GUIDE
PLEASE READ

General Information:
All activities are focused on wilderness survival, and will require all scouts to demonstrate their ability to remain safe in challenging conditions. Some events will be competitive while others will be instruction in advanced survival techniques. Each event has been selected to introduce or educate each and every scout in scouting skills pertaining to first aid, shelter building, teamwork, lifesaving, and other basic survival techniques. This Camporee gives every scout the opportunity to have fun, to demonstrate their skills, to experience new challenges.

Order of the Arrow - Members are encouraged to wear their sashes on Saturday. A call out will be conducted Saturday night and opportunities to participate in cheerful service will be available throughout the day.

Patrol Survival Pack – Each patrol should carry a pack contacting basic survival tools and equipment. Contents of the pack should be decided by the entire patrol and selected to improve event performance. Each patrols pack will be judged and evaluated one of the event stations.

Suggested List of Items:
- Pocketknife
- First-aid kit
- Extra clothing
- Rain gear
- Water bottle
- Flashlight
- Trail food
- Matches and fire starters
- Sun protection
- Map and compass
- Duct Tape
- Whistle
- Signal Mirror
- Thin Wire
- Garbage Bag
- Fishing Line and Hooks
- Hatchet
- Folding Saw
Events: Stations will be located in various locations throughout camp. A camp schedule will be emailed to all registered unit leaders after registration closes on Friday, April 8th.

- **Shelter Building** – One of the basic needs for wilderness survival is a shelter. The shelter is to provide protection from the elements. This is a timed shelter building contest, patrols will construct a tarp shelter capable of housing their entire patrol. Each shelter will be tested for its ability to withstand wind and rain. Patrols will be provided with 1.5x7 plastic tarp. Scouts may use dead branches and anything item from their Patrol Survival Pack to complete this structure.

- **Blindfold Tent Set-up** - One member of the patrol is the leader. The rest of the patrol is blindfolded. The leader must direct blindfolded members of his team to set-up a BSA canvas wall tent. Scoring is based on time to set up and neatness (standing up straight, good tension on guide wires, proper knots).

- **Fire Building** - Using three different methods, build and light three fires. Fire is an important part of wilderness survival. It provides light, heat, cooking energy and can act as a signal for rescue. Instruction on building fires will follow with a fire-building contest. The scouts will gather the wood and kindling and build a fire. **Bonus points will be awarded if patrol survival pack includes 3 different fire building methods.**

- **Wilderness First Aid** – You have located an injured person in a disaster area. This event will place scouts in a wilderness first aid scenario. Scouts must determine and treat the injured person with basic first aid knowledge, including the treatment for: shock, broken bones and sprains, insect and bee stings, cuts and wounds, etc.

- **Lifesaving Station** – 10 floating items in the water tethered to bottom with a rock. The scouts must use a ring buoy with a rope attached to throw out and retrieve them. Patrol members all have to try 3 times before passing on to next.

- **Tree/Plant Identification** – Explain why it is usually not wise to eat edible wild plants or wildlife in a wilderness survival situation. The patrol must correctly identify marked plants and trees on a predetermined course. Scores will include time and proper identification.

- **Wilderness Snares and Traps** - Patrols will be presented with 4 different types of wilderness snares and traps. These traps will be a bird pole snare, fishing snare, spring snare, and Paiute deadfall. Scouts will be instructed on the mechanics of each structure, then build one of the 4. Points will be awarded based on the difficulty of each structure the patrol chooses to build.

- **How wide and how high** – Patrols; judged on accuracy. On a field, points will be drawn to represent the banks of a river. Using various methods, Scouts will estimate the distance between these points. Patrols, must also determine the height of a pre-determined structure using various methods to estimate the heights.
- **Knot Relay** - All scouts should know the 7 basic scout knots. This relay will give them a chance to test their knowledge and skills against the clock. The following knots need to be tied, in the correct order as follows and as demonstrated in the illustration below: Clove hitch, bowline, two half hitches, square knot, sheep shank, sheet bend, timber hitch, slip knot, fisherman's knot, taut-line hitch. Starting with all the ropes on the ground, tie the knots and use the taut line to lift the log off the ground as illustrated below. Time begins when the first rope is touched and ends when the log is lifted from the ground and no scout is touching the ropes. Points will be awarded on time and number of knots tied correctly.