



2012 RARITAN VALLEY DISTRICT

Boy Scout Troop

FIRST AID COMPETITION

&

Webelos Readyman Activity Pin Class

Event Details

DATE: Saturday, December 8, 2012

TIME: Boy Scout First Aid Contest Check in starts at 8:15am, must complete by 8:55am

NOTE: Judges must be onsite no later than 8:30am

Opening Ceremony starts at 9:00am

Competition: 9:05 am – 1:00 pm

Webelos Readyman Class #1: Check in at 8:15am

Class starts 9:00am/Completes @ 11:45am

Note: lunch for Class #1 after class ends

Webelos Readyman Class #2: Check in at 11:00am

Class starts 12:00 noon/Completes @ 3:00pm

Note: lunch for Class #2 @ 11:30am

Note: Webelos are invited to watch the First Aid Contest before/after end of class.

PLACE: Midland School
94 Readington Rd
Branchburg, New Jersey

COST: **\$8.00 per participant** (no charge for Judges or Webelos "victims")

There are two events:

- Boy Scout Patrols will be competing using first aid problem scenarios.
- Cub Scout Webelos Dens will have a separate Readyman Activity Pin training session. Readyman participants will receive a First Aid Contest patch.

Note: Any Webelos I/II Cubs who are not participating in the Readyman class are requested to act as "victims" for the Boy Scout Patrol competition. This is a great opportunity for the Webelos to get a feeling for Boy Scout activities. Leaders please contact event Administrative Support (Bill Cox at 908-231-9225/bidocj@verizon.net) as soon as possible (first-come, first-served).

Note: Food for the Boy Scouts and the first Readyman class will be late in the event. However, since it starts early in the morning, please make sure each Scout has breakfast before coming.



Webelos Dens:

Readyman Activity Pin sessions will be held for Cub Scout Webelos Dens. Cubs should come in their uniforms ready to learn! It is recommended that Cubs review the Readyman section of their Webelos Handbook ahead of time. Space may be limited so please register as soon as possible. Note that every Webelos **MUST** have a supervising adult at all times. Thus, parents: **DO NOT** leave your Cub until you have an adult in place to supervise him. Each Pack needs to supply one adult to record requirement completion for its Cubs. The instructor also needs adults to staff each training table to assist with instruction (roughly one for every 6 boys).

Boy Scout Patrols:

First Aid contest problem scenarios will cover First Aid (and safety aspects of Hiking, and Camping) information from the Boy Scout Handbook, plus First Aid merit badge skills. Scoring will be based upon the latest versions of both the Boy Scout Handbook (Version 12) and the First Aid Merit Badge book (SKU# 35897, Copyright 2007).

Competition should be by "natural" patrols – **DO NOT** create a patrol of "first aid experts". As indicated below, patrols will be categorized as either Junior or Senior Patrols. The intent is for the less experienced "Junior" scouts to have a fair competition with similar patrols. Thus, PLEASE DO NOT plan a Junior Patrol such that one (or more) older scouts are included to act as the leader of the Patrol. This creates an unfair situation for the other Junior Patrols. While the rules are not set to eliminate the ability to do this, we rely on your integrity to not create this unfair situation. During the event, if judges notice that an older scout is dominating a Junior Patrol, steps may be taken during the competition to keep this from happening.

- Each patrol is responsible for providing their own supplies to be used in the competition (see supplies list in the attached rules).
- Each patrol must provide an Adult Leader to act as a judge for the competition. The process will ensure no judge will be put in the position of judging a patrol from their own troop.
Please select judges who have first aid knowledge.
Judges should be available for instruction at the event no later than 8:30am.
- This year we do **NOT** expect patrols to provide their own victims.

Note: If there are Boy Scouts who will not be competing, but who would like to be part of the staff, please contact the event chair in advance of the event.

Each participant (and each Judge and Webelos "victim") will receive an event patch.

First through third place awards will be presented for both Senior and Junior patrols. Award announcements will immediately follow the event. Troops should classify each Patrol using the following definitions:

Junior Patrol: Average rank First Class or below AND average age less than or equal to 14
Senior Patrol: Average rank above First Class OR average age greater than 14

Note: any patrol can choose to identify themselves as a Senior patrol regardless of rank/age.

Note: space for observers may be limited. Since we don't want to interfere with the scouts while they are concentrating, we may have to limit access to the competition area for non-participating adults.



Registration

Registration will be done online via the Raritan Valley webpage of the Patriot's Path Council (www.rvppbsa.org). The final registration deadline for Boy Scout Patrols is set at November 30, 2012. Note: Registration is already closed for the Readyman classes.

Note: it is not necessary for judges or "victims" to register, i.e., there is no fee required, but they will receive an event patch.

For the Boy Scout competition, the smallest practical patrol size to be able to complete the first aid scenarios is four scouts. There is no maximum patrol size limit, but please take into consideration that space is limited. Each Patrol will be assigned an area (approximately 10' x 10'), which must also hold the judge, victim, and your supplies. Points will be taken off each time a scout steps out of his area during a problem scenario. If you so choose, you may break a larger patrol into two. To facilitate planning, it is requested that each troop also separately provide the number of patrols expected (and size) to the event chair as soon as possible:

Event Chair: Deborah L. Kazar debbiekazar@yahoo.com

Administrative Support: Bill Cox bidocj@verizon.net (908) 231-9225

On the day of the event, each Patrol Leader (and each Webelos Den Leader) is required to check in. A roster of scouts must be provided at that time. Any participants not pre-registered must be paid for at that time.

Directions: Midland School, 94 Readington Rd, Branchburg, New Jersey

From Route 22 Westbound (Bridgewater/Somerville area): go past 202/206 North and South exits (follow 22W toward Clinton). Continue @3.8 miles to Readington Road (fifth traffic light) - Milltown Road is at the 4th light. Take jug handle on right to turn left onto Readington Road. Continue @ ¾ mile - over railroad tracks, past Industrial Parkway (on right), then turn right on the next road (just before small bridge). Look close - this road does not have a name, but you will see a white sign for Midland School. This road dead-ends at the school. It has a fairly large set of parking areas, but please be careful to watch for pedestrians.

Example Problem Scenario – Boy Scout Competition

The following is an example of the type of problem you can expect at the first aid meet. At the beginning of the problem, you will be given a problem description to read. You will be given time to discuss it and to ask the judge questions. The judge will provide any information that is allowed by the instructions. When told to begin, you will evaluate the victim and then treat the injuries. The judge will have a scoring sheet used to evaluate and record your score.

Example Problem Description:

Your Patrol is on a bike hike at the Delaware Water Gap one fall day. You are headed for Blue Mountain Lake, and your Patrol becomes spread out along the road. Most of your Patrol is out of sight around a bend when you hear a loud yell, followed by sounds of a crash. As you round the bend you see Joe, one of your Patrol members, lying on the side of the road. His bike is lying in the ditch. Joe slowly sits up and he appears to be in a great deal of pain. He is holding his right arm across his chest.

You stop your bike and as you approach Joe you can see that his right arm just above the wrist is slightly deformed, and is beginning to swell. Joe does not want to move his arm. His bike helmet is scraped up and blood is running down his forehead from under his helmet.

What do you do?



Raritan Valley District First Aid Meet
Boy Scout Patrol
Competition Rules

1. Each patrol must provide at least one adult to assist in judging. While each scenario will have a set of judging criteria, it is IMPORTANT the judge has experience with the First Aid-related information from the Boy Scout Handbook and the First Aid merit badge.
2. First Aid contest problem scenarios will cover First Aid (and safety aspects of Hiking, and Camping) information from the Boy Scout Handbook, plus First Aid merit badge skills. Scoring will be based upon the latest versions of both the Boy Scout Handbook (Version 12) and the First Aid Merit Badge book (SKU# 35897, Copyright 2007).
3. Victims are **not** required from each patrol; Webelos Cubs will act as victims for the competition.
4. To be fair, units should not put together a patrol of first aid experts. It is expected that competition is between “natural” patrols (see registration section for more information).

Note: Further, PLEASE DO NOT plan a Junior Patrol such that one (or more) older scouts are included to act as the leader(s) of the Patrol. This creates an unfair situation for the other Junior Patrols. While the rules are not set to eliminate the ability to do this, we rely on your integrity to not create this unfair situation. During the event, if judges notice that an older scout is dominating a Junior Patrol, steps may be taken during the competition to keep this from happening.

Note: Any patrol can choose to identify themselves as a Senior patrol regardless of rank/age.

5. Each Patrol Leader is to check in with the registrar between 8:15am and 8:55am. We MUST start on time, so please try to arrive early. The Patrol Leader must have a complete patrol roster. Each patrol will be assigned a location which will be used during the entire competition. Judges and victims will rotate among the locations during the event (Patrols will not move).
6. Each patrol will be assigned an area (approximately 10' x 10'), which must also hold the judge, victim, and your supplies. Points will be taken off each time a scout steps out of your area during a problem scenario.
7. Given the nature of the event, it is suggested that Scouts wear a Class B uniform. Please try to coordinate so that your entire patrol wears the same Class B shirt.
8. Each troop must bring their troop flag and a flag stand for the opening ceremony.
9. It is expected that the patrol method will be used during the competition. Thus, judges will expect each Patrol Leader to be in charge at all times. The Patrol Leader, or his designee, will act as the official spokesman for the patrol for each first aid problem – only one Scout can communicate with the judge for each scenario. The only exception is for possible scenarios where individual scouts must demonstrate specific skills. Patrols may want to consider rotating the Patrol Leader role during the competition.
10. All patrol members are expected to stay with their patrol for the duration of the competition.
11. The Scout Promise and Scout Law will prevail at all times.



12. Each patrol is expected to actually perform as much of the first aid care as possible for each problem scenario, for example, examining injuries, splinting, dressing and bandaging wounds, moving and positioning the victim. Credit will not be given for just telling the judge what you would do (unless specifically instructed to do so for a given problem scenario). The following are exceptions to this rule:
 - a. Calling for help
 - b. Sending scouts for help
 - c. Using water or any other liquids
 - d. Application of medical “dosages”, e.g., alcohol or first aid cream
 - e. Inducing the victim to vomit
 - f. Removing any clothing (other than shoes, hats, gloves, or rolling up shirt sleeves/pant legs)
 - g. Any other situation the judge identifies at the time of a given problem scenario
13. For each problem scenario, the Patrol Leader will receive a problem description, followed by 2 minutes to read and discuss the situation. At that point, you will have 15 minutes for victim evaluation and treatment. There will be a warning given when there are 5 minutes remaining. You may ask the judge questions any time after receiving the description, but the information available may be limited.
14. Scenarios assume that no cell phone service is available during first aid activities, so no one will be allowed to use cell phones during the event.
15. **DO NOT** actually breathe into a victim’s mouth. If required to do rescue breathing or perform external chest compressions for CPR, you would be expected to demonstrate proper positioning of the patient and correct techniques, but not the actual breathing or pressure activities. Abdominal thrusts or back blows, if required, are to be simulated and done gently.
16. For some problems, the exact nature of the injury may not be apparent at first. However, enough information will be provided in the instructions to begin treatment. In some cases, the judges may have additional information on the nature of the injury and the patient’s condition as you provide care.
17. Judges will observe patrol treatment of the problem. Scoring is based upon skills demonstrated in solving the problem and in providing proper care of the victim within the specified time. Part of the scoring will be based upon involvement of **all** Patrol members and on good scout behavior.
18. The organizers will make every possible effort to be fair to all in how the problems are presented. Judges will have guidelines/rules for scoring. Evaluation by the judges and the resulting scores will be final.
19. All supplies must be kept within the floor area assigned to a given patrol. No sharing of supplies will be allowed. All supplies must be repacked immediately after each problem scenario is completed (before the next problem is provided).

**** Note:** see next page for required First Aid equipment **



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20. First Aid supplies must be provided by each participating patrol. First aid supplies are to be of the type that would be carried on a “day hike” and should not take up space larger than a typical day pack, except for blankets and poles. If some materials do not fit, e.g., splints, they can be neatly fastened to the outside of the pack. The following must be available for the competition:

Note: it is assumed that the following materials are the **only** items that will be used during the contest.

Note: no commercial splints, traction splints, or stretchers will be allowed. The judges have the right to prohibit the use of any supplies that might be a safety concern.

| Supplies/Materials | Minimum Number |
|---|--|
| Poles (6 to 7 feet long, strong enough for improvised stretcher) | 2 |
| Blankets | 2 |
| Rolls of 1 inch adhesive medical tape | 2 |
| Triangular bandages (at least 40” long side-large enough for scalp bandage, ankle sprain, slings, etc.) | 12 |
| Splint: 24-30 inches, 3 inches wide | 1 |
| Splints: 12–18 inches, 2 inches wide | 2 |
| Splint: 36 inches, 3 inches wide | 1 |
| Padding for splints | enough for any given splint |
| 3 x 3 inch gauze pads (don’t need to be sterile) | 12 |
| Gauze bandage rolls, either 3 or 4 inches wide | 4 |
| Triple antibiotic ointment | 1 tube (note – see Rule #12) |
| Bar of soap | 1 small (note – see Rule #12) |
| Water bottle | 1 empty (note – see Rule #12) |
| CPR breathing barrier | 1 |
| Protective gloves (no latex products, please) | 1 for each patrol member (will be reused across problem scenarios) |
| Protective goggles or safety glasses | 3 pairs |
| Rope (10 feet long) | 1 |
| Hand Sanitizer | To be used by Patrol members themselves for sanitary purposes during the event |

Patrol Preparation Note:

This year, the contest may have some required first aid skills that have not been done recently. The following provides some hints for additional skill practice: choking, scalp bandage, cuts/scrapes, folding a cravat, foot blisters, sunburn, tick bites, bee stings, nosebleeds, snake bites, poisonous plants, object in the eye, ankle sprain while hiking, moving injured person.



HANDICAPPED ACCESSIBILITY STATEMENT

In compliance with the Americans with Disabilities Act, the Patriots' Path Council, Boy Scouts of America will make all reasonable efforts to accommodate persons with disabilities at its meetings. Please call Asbel Perez at 973-765-9322 x253 with your request.

PHOTO RELEASE

I understand that by attending this program, sponsored by the Patriots' Path Council, Boy Scouts of America, I consent to the use of photographs, film, videotapes, electronic representations and/or sound recordings made of me during that time by the Boy Scouts of America, at their discretion, and I hereby release the Boy Scouts of America from any and all liability from such use and publication.

RULES FOR ACCEPTANCE AND PARTICIPATION IN THE PROGRAMS

Rules for acceptance and participation in the programs are the same for everyone without regard to race, color, national origin, or handicap.

CANCELLATION POLICY

In all programs offered by the Patriots' Path Council, BSA, a great deal of planning and purchasing takes place well in advance. These plans include, but are not limited to, staff, food, program materials, patches and awards, rental and purchase of equipment, and in some cases, items of clothing such as T-shirts that are given as part of a program fee.

When an individual or group makes a reservation for an activity or program, these items are included in ordering of materials and staffing for that event.

Refunds: Individuals or groups that cancel a program reservation 30 days prior to the date of the event will receive a refund of fees paid, less a 15% administrative charge. No refunds will be made after the 30 day cancellation deadline, unless there is a medical or other emergency.

ALL CANCELLATIONS MUST BE MADE IN WRITING AND SENT TO THE PATRIOTS' PATH COUNCIL, 222 Columbia Tpk., Florham Park, NJ 07932 P 973.765.9322 | F 973.765.9142