

2007 Winterfest

Competitive Events



January 26th – 28th, 2007

Gatlinburg, Tennessee

Sponsored by:

Northeast Georgia Council, BSA

Boy Scouts of America

P. O. Box 399

Jefferson, GA 30549

706-693-2446

www.nega-bsa.org

www.nega-lfl.org

TO: All Winterfest Participants

FROM: Scott Sorrels, Winterfest Chairman
ssorrels@pogolaw.com

RE: Competitive and Exhibition Events

Our 2007 WINTERFEST is set for January 26th – 28th, in Gatlinburg, Tennessee. WINTERFEST is an exciting competitive and exhibition events weekend for all Explorers and Venturers. It will surely be the highlight of the year for your Post or Crew!

Winterfest continues to expand and improve each year. You'll notice several new and different events in 2007. This packet details the many competitive and exhibition events offered at Winterfest. For some events you can sign-up after our Friday Night Orientation at the Gatlinburg Convention Center. Some events require pre-registration. Pre-registration forms are included for the appropriate events.

This packet, along with updates as Winterfest nears, will be posted to both Northeast Georgia Council websites (www.nega-bsa.org and www.nega-lfl.org). Be sure to check regularly for updates. In the event of multiple revisions, the latest version will be used.

Please feel free to contact us with any questions you might have.

See you there!

Important Information
(Read me first!)

- Changes, updates, and other notes regarding Winterfest and the competitive events will be posted to www.nega-lfl.org. Check back regularly for the latest information. The latest revision for each event will be followed at Winterfest.
- Winterfest is intentionally “over-programmed” with more events than your youth can participate in during the weekend. We want them to leave wanting more!
- **Do not send event registration forms to your local council office.** All competitive event registration forms should be submitted to:

Northeast Georgia Council
FAX: 706-693-4849
ATTN: Amy Garrett/Winterfest
P. O. Box 399, Jefferson, GA 30549
- Every event can handle a certain number of participants. All events will be handled on a “first come, first served” basis. Note that some events require pre-registration and may have “filled up” before Winterfest arrives.
- While we do not plan on it, due to unforeseen circumstances certain events may deviate from those listed in this packet. We will do our very best to not let this happen. We appreciate your positive attitude about the events.
- Due to the high fixed costs of Winterfest, refunds are not given for any reason.

Winterfest 2007 Contacts

<p>Competitive Events Staff Advisor Michele Rasmussen Senior Exploring Executive Northeast Georgia Council 770-962-2105 x225 mrasmussen@nega-bsa.org</p> <p>Winterfest Staff Advisor Andy Price Director of Field Service Northeast Georgia Council 706-693-2446 x110 aprice@bsamail.org</p> <p>Winterfest Chairman Scott Sorrels ssorrels@pogolaw.com</p> <p>Winterfest Support Secretary Amy Garrett agarrett@nega-bsa.org 706-693-2446</p>	<p>Law Enforcement Events Coordinator Lisa Weston Lisa_weston@hotmail.com</p> <p>Fire Service Events Coordinator Ronnie Register firedancer@yahoo.com</p> <p>Venturing Program Chairman Tom Roberts troberts@mindspring.com 770-313-0223</p> <p>Water Basketball Event Coordinator Carson Hecht checht@bsamail.org 706-327-2634</p>
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Winterfest 2007

General Firefighting Competition Rules

1. Professionalism will be shown at all times. This means no profanity, arguing with judges, unruly conduct, etc.
2. SAFETY is of utmost importance. Explorers will conduct themselves in a safe manner at all times.
3. If an Explorer argues with the judges their team will be disqualified. Coaches may confer with judges after completion of an event but professionalism must be maintained.
4. Each post may enter up to 3 teams in each event (except the mystery event for which only one team per post is allowed) subject to the following rules: No Explorer can participate in any event more than once and teams must be made up of Explorers from the same post. An Explorer can participate in more than one event, just not more than once in the SAME event. This rule is in effect to allow as many Explorers as possible to participate in each event but still complete the competition in a reasonable amount of time.
5. Order of competition for each event will be selected at random during event registration which begins at 08:00 Saturday morning. The names of the Explorers participating in each event must be submitted at this time.
6. Each event will have an event sponsor. This person is responsible for managing the event and has final say if any problems occur. The event sponsor is not a judge but will resolve issues among the judges if necessary.
7. Judging will be done by 3 adults – one each from the sponsoring post, the team competing and the next team to compete. Each judge will keep an official time. A fourth time will be kept by the event sponsor who will be used in place of one of the judge's times if a judge has a stopwatch problem.
8. Three times will be recorded for each run. High and low times will be thrown out and the middle time used as the official time. Times will be kept to the 100th of a second.
9. Sponsoring posts will be allowed to enter teams in the event they sponsor. Whenever a team from the sponsoring post is competing the event sponsor will select an impartial judge from the audience to replace the judge that would normally come from the competing team (so the event sponsor would not have two judges from their post).
10. If a team misses their turn in an event they will be placed at the end of that events list and given opportunity to participate when their turn comes up the second time. If they miss the second turn that team will be disqualified from that event.

11. Rulings of the event sponsors in regard to safety issues, rule infractions, or disqualifications will be unbiased and final. Disputes or disagreements should be brought to a Winterfest staff member, not to the event sponsor.
12. Each event has its own rules that must be followed in addition to these general rules.

Winterfest 2007 Rapid Dress Competition

Objective:

This event requires five (5) team members. The team will demonstrate their ability to correctly don personal protective equipment in a safe and timely manner in order to conduct emergency operations.

Equipment:

Full protective clothing: coat, pants, boots, fire fighting gloves, flash hood and SCBA (without mask). Participants must provide all equipment except SCBA. Sponsoring department will provide wire frame Scott 4.5 packs with 30 minute composite bottles. Posts may elect to use their own SCBA if they wish.

Rules:

1. All team members will be sitting in chairs side by side with no shoes on.
2. Personal protective gear will be set on the floor in front of each team member in whatever manner they desire.
3. Any broken equipment must be brought to the attention of the judges prior to the "GO" command. In the case of any broken equipment the effort or motion to secure that part must be made.
4. On the "GO" command time will begin and all team members will start dressing in gear.
5. When a team member finishes he/she must be standing with their hands in the air. Team members are encouraged to cheer on their team mates who are still dressing.
6. Time stops when all members are dressed and standing with their hands in air.
7. A ten (10) second penalty will be imposed for each infraction of the following rules:
 - a. All snaps, hooks, zippers, Velcro, etc. must be fastened securely.
 - b. All SCBA shoulder straps and waist belts must be fastened and pulled snug.
 - c. Helmet straps must be fastened under the chin and snug.
 - d. Collars on coats must be turned up and fastened.
 - e. Hoods must be on properly with NO hair showing.
 - f. No powder or lubricants of any kind may be used.

In addition to team times a time will be kept for the fastest member of each team. An award for the fastest individual time will be presented in addition to the first, second and third place teams. While this is a team event we also want to recognize superior individual effort.

Combat Challenge

- 1) Explorer #1 will be sitting in a chair that sits 5ft away from the starting line. There will be a square with two 50ft sections of 2 ½ hose rolled next to the starting line. Upon the “GO” command the explorer will get up from the chair, pick up the two sections of hose and walk a 50ft straight line carrying the two hoses the entire way. At the end of the 50 ft the explorer will then place both sections of hose in a square that will be 5ft away from explorer #2. After placing the two hoses in the square explorer #1 will then tag explorer #2. After tagging explorer #2 explorer #1 will then walk back to the chair in which they were sitting in.
- 2) Explorer #2 will be sitting in a chair that is 5ft away from the chair that will be facing away from explorer #1. Once being tagged by explorer #1, explorer #2 will then get up from the chair and then take the same two hoses that explorer #1 carried and walk across the entire length of a 10ft 4x4 beam. There will be a line on the beam that is 1 1/2ft from each end of the beam and the explorer must make their first and last footstep within the line on each end of the beam. After stepping off of the beam explorer #2 will then place both sections of hose into a square that will be 5ft away from the end of the beam. Explorers #2 will then walk over and tag explorer #3. After tagging explorer #3 explorer #2 will then walk back to the chair in which they were sitting in. **Please Note:** If the explorer steps off the beam they must return to the start of the beam and try again.
- 3) Explorer #3 will be sitting in a chair that is 5ft away and facing in the same direction as explorer #2’s chair. Once being tagged explorer #3 will then walk over to a rack that is standing 15ft from their chair, and 15ft from the first cone. The explorer will then un-rack a 14ft roof ladder and proceed through 4 orange cones set 10ft apart weaving in and out of those cones. When the explorer reaches the end of those cones they are to turn and go back through the cones weaving in and out in the opposite manner. Once the explorer reaches the point at which they started they are to re-rack the 14ft roof ladder. Once the explorer re-rack’s the 14ft roof ladder they are to walk over to explorer #4 and tag them. After having tagged explorer #4 explorer #3 is to walk back to the chair in which they were first sitting in. **Please Note:** Each cone will be standing 10ft apart and will have a 5ft PVC pipe projecting from it. The explorer is to weave in and out of the cones using the LOW SHOULDER CARRY while ensuring that they DO NOT hit any of the cones or piping projecting from them.

- 4) Explorer #4 will be sitting in a chair that is 10ft away from explorer #3's chair and 10ft away from a truck tire. After being tagged explorer #4 will get up and **walk** over to the tire which will have an 8lb sledgehammer sitting next to it. The explorer will take the sledgehammer and drive the tire until the entire tire is over a line which will be 5ft from the point in which they started driving the tire. After driving the tire the entire 5ft the explorer will then **place** the sledgehammer down and **walk** over to explorer #5 and tag them. After tagging explorer #5 explorer #4 will then **walk** back to the chair in which they were first sitting in.

- 5) Explorer #5 will be sitting in a chair that will be 5ft away from explorer #4's finish line. The explorer will be sitting exactly 12 1/2ft away from a 165lb dummy that will be dressed in full turnout gear. After being tagged by explorer #4 explorer #5 will get up from their chair and walk over to the dummy and drag it 25ft across a line marked on the floor, that line will be the finish line. The explorer and the dummy must be completely across the line before time is stopped. **Please Note:** Explorer #5 will be sitting 12 1/2ft from each line the dummy is to be dragged from. Once the dummy is dragged from one line it will stay at the other line to be turned around and ready for the next team up to drag, this will be done in order to save time throughout the day.

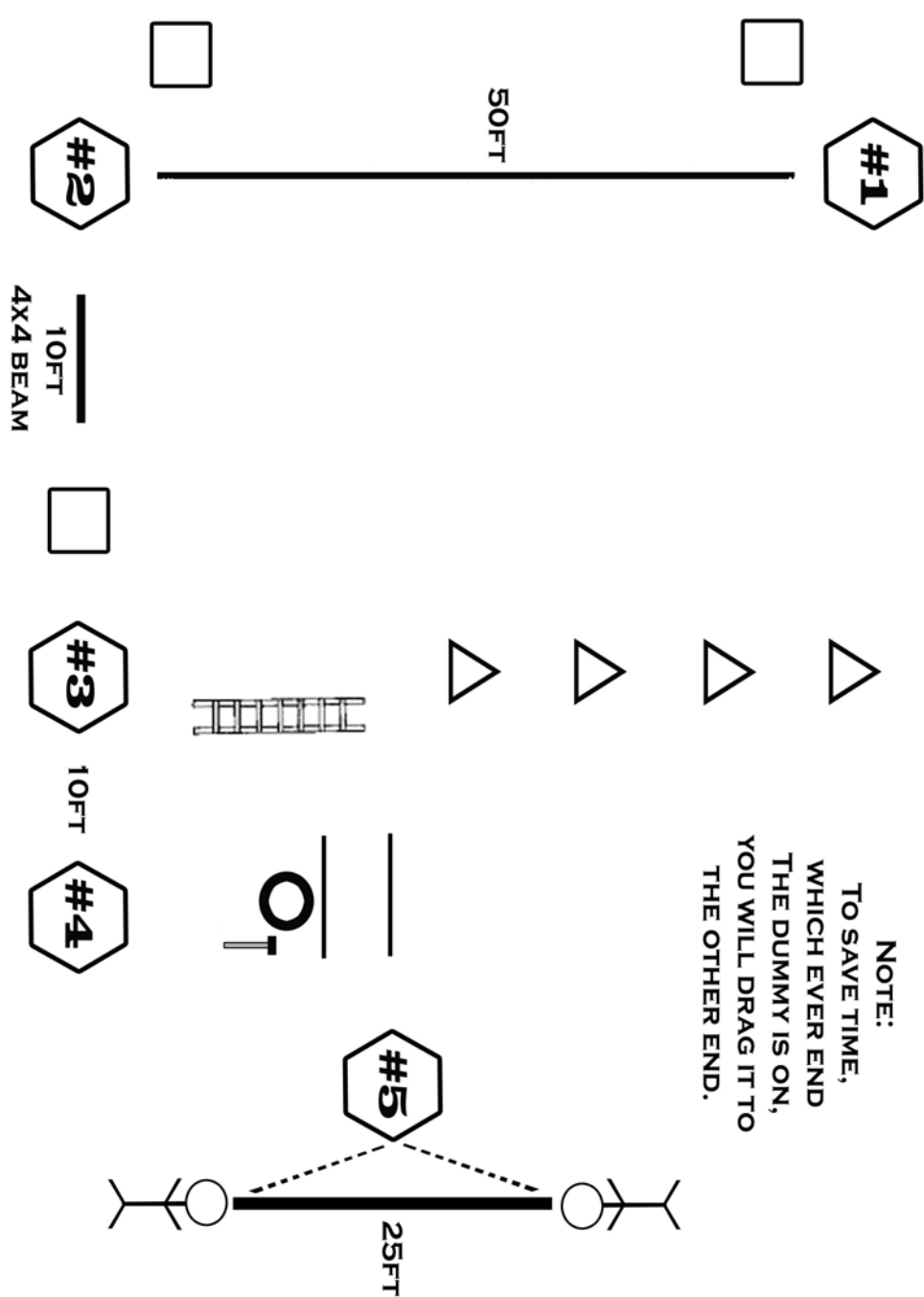
Rules, Regulations & Penalties for the Combat Challenge

- 1) Judges will consist of 1 advisor from Dalton Fire Department Explorer Post 404, 1 advisor from team running the event, and 1 advisor from team preparing to run the event.
- 2) High & Low times will be thrown out & the middle time will be recorded.
- 3) Host judges have the final say.
- 4) Each post can enter a maximum of 3 teams consisting of 5 explorers'.
- 5) Post must submit the names of the explorers participating in relay at the drawing on Saturday Morning. (Random Selection)
- 6) No member of any team may stand in for another team or participate for another post needing another participant.
- 7) No member can participate in this event twice.
- 8) If a team misses their turn they will be placed at the end of the events order and will be given another chance to participate. If the team is absent their second turn that team will be disqualified from that event.
- 9) All team members will be sitting in a chair in full turnout gear with a breathing apparatus on. All turnout gear including coats, pants, helmets, gloves, hoods, and boots must be structural fire fighting gear. (If a team cannot provide 5 breathing apparatus they will be provided with the breathing apparatus by the hosting team).

Penalties:

- 1) Any unsafe act will result in a 10sec penalty for each offense.
- 2) No running of any kind at any time, (one foot on the ground at all times), doing so will result in a 10sec penalty for each offense.
- 3) No person may leave the chair before being tagged by the team member before them; doing so will result in a 1min. penalty. Team members #2-5 will be sitting facing away from team member #1.
- 4) If team member #2 steps off of the 4x4 beam before the end, that team member must return to the beginning of the beam and start over.
- 5) If team member #3 hits a cone or a PVC pipe projecting from the cone a 10sec penalty will be issued for each time a cone or pipe is hit.
- 6) If team member #4 throws the 8lb sledgehammer down that team will be automatically disqualified from this event.

Professionalism will be shown at all times! This means No profanity, No arguing with the judges (this includes the advisors) unruly conduct such as getting mad and throwing things will not be tolerated!



Ladder Relay

of Persons:

Each team will consist of 5 Explorers

Equipment:

Helmet

Fire Gloves

Turnout Coat

Turnout Pants

Boots

Rules:

The team will line up at the starting line. There will be a 12' roof and a 24' extension ladder lying behind the starting line. On the GO signal, one member will pick up the roof ladder using the shoulder carry and walk 30' around a cone and back. The ladder is then handed off to the next team member. This will continue until all five members have carried the roof ladder. After the last member, the roof ladder will be placed on the ground as the team found it. All five members will then pick up the extension ladder and carry it using a flat arm length method and carry it a distance of 100'. A team member must verbalize no wires or overhead obstructions. The ladder will then be raised to a mark of 18' on a wall. When the ladder safely up, it is to be tied off with a clove hitch and safety knot. The ladder is to be footed by at least one member. A member will climb the ladder and hit/tag a mark 4' above the 18' mark. The clock will stop when this mark is hit/tagged.

- 10 second penalty for any member who runs
- Disqualification for no safety knot
- 10 second penalty for inappropriate knot
- 5 second penalty for any part of ladder touching cone
- 5 second penalty for not verbalizing; no wires or overhead obstruction prior to raising ladder

FIRE EXPLORER EVENT REGISTRATION

NOTE: Only youth may participate in competitive events. There is a maximum of three teams per post, per event unless otherwise noted. We encourage each post to please plan to participate in as many events as possible.

Tentatively, our post will participate/compete in the events checked below:

Please check if your Post is interested in competing in the following:

# TEAMS	#YOUTH	
		1. Combat Challenge - Three teams per post (5 per team).
		2. Rapid Dress - Three teams per post (5 per team).
		3. Ladder Relay - Three Teams per Post (5per team)
		4. Mystery Event – One Team per Post

Council Name _____ Post # _____

Sponsoring Organization _____

Post Advisor's Name _____

Phone # daytime: _____ evening: _____

Cell Phone: _____

E-mail _____

Note: Competition subject to change. Posts/Crews please submit this registration form to the Northeast Georgia Council by the deadline.

Mail or Fax to:
 Amy Garrett/Winterfest Events
 Northeast Georgia Council BSA
 PO Box 399, Jefferson, GA 20549
 FAX: 706-693-4849

We will not be responsible for forms that have not been submitted to the Northeast Georgia Council (please do not submit to your local council office!)

Law Enforcement Competitions

Winterfest 2007

There will be nine competitions open only to Law Enforcement Explorers. This year we will be doing the registration different from the past. **Each post may submit up to four teams with up to four Explorers on each team**. You will not know what competition(s) you will compete in until the Friday night briefing. Once we have received your registration form, we will randomly assign you to competition(s). **ALL DECISIONS ARE FINAL**. You will not be allowed to swap competitions with another post. **The registration deadline is *January 12, 2007*** (must be postmarked by that date). You must pre-register to be eligible to compete. **Armbands will be checked at each competition site.**

The competitions are:

I): Judgmental Use of Deadly Force: Hosted by Morgan County Sheriff's Department (GA). Each post may enter one team consisting of two to four explorers. Utilizing a LaserShot system, explorers will complete video scenarios and determine if deadly force is appropriate. If deadly force is necessary, explorers will fire a laser-equipped handgun at the threat on the screen. Explorers will need to be able to articulate why (or why not) they used deadly force. Scores will be based on 1) judgment, 2) accuracy (shots fired should only hit the threat), 3) use of verbal commands, 4) time (delay in use of deadly force once deadly force is necessary will be determined by the computer), and 5) explanation of their actions. Team score will be the average score of all team members. **Questions concerning this event should be made to Sgt. Mark Williams at: Work 706-342-1507 or Cell 706-474-8379 or E-Mail mwilliams@morganga.org.**

II) Accident Investigation Competition: Hosted by Tennessee Highway Patrol (TN). The team will respond to a traffic accident involving a vehicle and a pedestrian (fatality). Grades will be based on the assignment of responsibilities at the scene, techniques of accident investigation, field sketch, interview of the driver, accident report, and traffic citations issued, if required. The vehicle will simulate a collision with a pedestrian, using taped or real skid marks, debris, and a pedestrian dummy. The police vehicle will be equipped with a Polaroid camera, a fifty foot measuring tape, notepaper, writing utensils, traffic citations, and an accident investigation notebook. You will have thirty minutes to complete the competition. **The Tennessee Highway Patrol has decided to use the accident report form from the state each team is from. So, just in case you draw this competition, be sure and bring some copies of your state's accident report form.**

III) Unknown Problem / Disturbance Competition: Hosted by Smyrna Police Department (GA). This competition will rely on and test problem solving skills, communication skills, teamwork, and officer safety. This is meant to be a "think on your feet competition."

IV) DUI Traffic Stop Competition: Hosted by Springfield (TN), and Whitehouse (TN) Police Departments. This competition will test the explorers' ability to determine whether a suspect is too impaired to operate a motor vehicle. Each team may have two to four

members. Each team will have fifteen minutes to complete the scenario and determine the fate of the suspect. The explorers will be scored on officer safety, ability to instruct as well as perform field sobriety tasks, dealing with the suspect, handcuffing, and implied consent (if applicable in your state). The scenario is that you as officers have stopped a vehicle for suspicion of driving under the influence. You have already obtained your probable cause to believe that the driver is possibly impaired; it is now up to you to finish your investigation and make a determination.

V) Room Search Competition: Hosted by Cedartown Police Department (GA).

Each team may consist of two to four members. The teams will be given a scenario where they have been issued a search warrant for an apartment of a suspected drug dealer. The teams will be evaluated on the following criteria: 1) Officer Safety – primary concern is securing the scene and the safe search of the suspect's apartment. 2) Teamwork – Explorers working together to accomplish the search in a systematic manner. 3) Number of items located. 4) Proper documentation. The event will have a ten-minute time limit. Time begins when the door opens to the room and will end when a team member has called time, the search is completed, or the time limit has been reached. Time will only be a factor in the event of a tie.

VI) Crime Scene Competition: Hosted by Walton County Sheriff's Office (GA)

Teams will consist of two (2) to four (4) explorers. Each team will have 30 minutes to process the crime scene based on the scenario. Each team member should be familiar with all aspects of crime scene processing. All materials will be provided by the host agency. *Red guns ARE NOT required.*

For additional information regarding the Crime Scene Competition, please contact

- 1 Sgt. Henry Huff bhuff@co.walton.ga.us 770-266-1595
- 2 Livvy Moore lmoore@co.walton.ga.us 770-267-1419

VII) Uniform Competition: Hosted by Salem Police Explorer Post 606, Salem (VA)

There will be two categories of uniform competition. Class A and a Class B will be graded. (This will allow posts with low funding to be included.) Only one team from each Explorer Post may enter. A team may consist of 4-6 members.

Ten minutes will be allotted for each team. Upon entry into the room, consideration will be given for mode of entry and line-up. This will include military preparatory commands, (dress right-dress, right-face, etc.) Major emphasis will be given towards professionalism and command performance.

Exclusions for competition will be denim, corduroys, and sneakers.

Judges will be looking for how the post will handle themselves and how the uniform are kept overall as opposed to elements and worth of the items. In other words, post need not have expensive and fancy uniforms to compete. Well-kept and groomed uniforms are the key element of this competition.

A copy of your post's uniform standards should be provided prior to competition if available. If not, a copy of your agency's standards should be provided with your registration if those are the standards your post follows. Explorers may be asked questions during the competition to

clarify uniform questions. An understanding of departmental or Explorer policy standards would be beneficial for grading.

Standards and Grading Specifications:

Category I: Overall Appearance

- A. Neatness
- B. Cleanliness
- C. Professionalism

Category II: Grooming

- A. Hair and nails
Hair must be off collar, nails trimmed,
Females, proper hair pinning, no nail polish
Males must be clean-shaven and no hair on ears

Category III: Equipment

- A. All pins and chevrons must be placed accordingly
- B. All equipment must be clean and ready for inspection
- C. Shoes must be edge dressed
- D. Uniforms must be free of lint and strings (Irish pennants)

Category IV: Accessories

- A. Uniforms must be free of all items in pockets unless it is issued equipment

Category V: Command Performance

- A. Does the uniform command respect?
- B. Is it worn well by the individual representing their agency with the utmost respect?
- C. Is the uniform an appropriate representation of a police explorer?
- D. Entry and exit into the competition room was with military style and commands
- E. Is the Explorer able to answer questions regarding the policies and standards of the uniform?

VIII) Escaped Inmate Competition: Hosted by Roswell Police Department (GA).

A pretrial inmate has escaped from the local detention facility and is believed to be located in a wooded area. A perimeter has been established and marked. It is unknown if the subject is armed. The team is to locate and arrest the inmate using the minimum force as necessary. Officer safety is the main priority in regard to scoring. Other scoring criteria will include movement, communication, weapons handling, handcuffing, and searching. You will be graded on search and apprehension techniques rather than tracking techniques. There will be a twelve-minute time limit for each team to complete the scenario. This time limit will be strictly adhered to in order to accommodate all teams. Time will only be used in the event of a tie. This event will be cancelled if the roads are closed. Please be prepared for all weather conditions. Red guns will be provided. Due to regulations from the National Park Service, you will not be permitted to bring other weapons (red guns) into the park. Duty belts may be worn only during the event

IX) Domestic Violence Competition: Hosted by Paducah Police Dept. (KY). The Explorers will be judged on the response to the developing situation, officer safety, recommendations, and the outcome.

In cooperation with Gatlinburg Police Department, we ask that Explorers do not wear duty belts in downtown Gatlinburg. In the past, there has been some slight confusion on whether or not a person wearing a duty belt was a member of the Gatlinburg Police Department and a concern for the Explorer's safety.

*** Please note that the pre-registration form is on the next page and is needed to determine how many competitions will be available due to time constraints. ALL competition pre-registration forms *must* go to the Northeast Georgia Council Jefferson Service Center. *Do not send the forms to other councils* due to the long history of other councils not forwarding the competition forms.**

Law Enforcement Registration Form

Winterfest 2007

These competitions are open only to Law Enforcement Explorers. Once we have received your registration form, we will randomly assign you to a competition(s). Hosting chairs will not be allowed to compete in their competition. **ALL DECISIONS ARE FINAL.** You will not be allowed to switch competitions with another post. Be prepared for all competitions. The competitions are as follows:

- I) Judgmental Use of Deadly Force
- II) Accident Investigation
- III) Unknown Problem / Disturbance
- IV) DUI Traffic Stop
- V) Room Search
- VI) Crime Scene
- VII) Uniform Competition
- VIII) Escaped Inmate
- IX) Domestic Violence

Registration Form: Please Print Clearly

Department: _____

Post #: _____

Advisor: _____

Address: _____

Day Phone: _____

Evening Phone: _____

Email Address: _____

For Uniform Competition, indicate Class "A" or "B" _____

Uniform Standards Attached? _____

Number of Teams (up to 4 Explorers each): *circle* 1 2 3 4

E-mail, mail, or fax the registration form to:

Amy Garrett 706-693-4849 (Fax)
Northeast Georgia Council agarrett@nega-bsa.org
P.O. Box 399, Jefferson, Georgia 30549

*E-mail confirmation of receipt will be available through lisa_weston@hotmail.com

Talent Show/Lip Sync Contest

Again this year the talent show will allow “lip sync” performances. You and or your post/crew can showcase any form of talent or Lip Sync. You may be good enough to make it as one of our top 3 talent groups or top 3 Lip Sync groups showing your stuff in front of all Winterfest participants on Saturday Night.

You may participate as an individual or as a team. There is no limit as to the number of entries per post or crew. (NO ADULTS)

Preliminary judging starts at 10:00 p.m. on Friday, January 26th, at the Glenstone Inn, Azalea Room (tentative). Groups that have pre-registered will be given first priority on Friday night. We will handle “walk-ins” as time permits. You must attend Friday’s Preliminary Judging in order to compete on Saturday night.

Only 3 talent acts and 3 lip sync acts will advance to the finals. The show committee will choose the top three in each from all pre-registered participants.

Those top 3 chosen will be listed at Winterfest headquarters by 10:00 a.m. on Saturday morning. You will be given a specific performance time for the Saturday night finals.

Each act is limited to 4 total minutes. This time limit includes any needed set up time your act may require. If recorded music is to be used, it must be on CD format. You must supply music sound system.

NO PROFANITY OR GRAPHIC LANGUAGE OR INAPPROPRIATE DRESS CAN BE USED IN ANY TALENT ACT. REMEMBER, THIS IS A SCOUTING EVENT!

Talent Show/Lip Sync Registration Form

Circle: Post or Crew

Unit Number: _____

Hometown: _____ (include state)

Home Council: _____

Advisor's Name: _____

Lead Contact: _____

Name of Act: _____

Type of Act: _____

Please submit (one form per act) to:

Attn: Amy Garrett/Winterfest
Northeast Georgia Council
P.O. Box 399
Jefferson, GA 30549
Fax: 706-693-4849
agarrett@nega-bsa.org

Volleyball Tournament

Yes, Winterfest will again include a volleyball tournament as part of its exciting programs. The competition will begin on Saturday morning, January 27th, and conclude mid-afternoon on Saturday. Each Post/Crew is eligible to enter one six man team. The tournament will again be held at the Gatlinburg Community Center. Maps to the Center will be included in your packet when you arrive at Winterfest.

Any post/crew that enters the volleyball tournament must contribute one adult leader to assist with judging/scorekeeping. Adults will need to spend 2-3 hours assisting with the tournament.

To help us plan, please pre-register for the volleyball tournament using the form following this page. Please pre-register by January 12th, 2007. Units that do not pre-register will be allowed to compete if space allows.

The format will be a single elimination, best of three game tournament. Each team will consist of 6 members and will use rally scoring to speed the play of each match. Upon arrival at the conference, units will be given a starting time for their first match. To assure a smooth tournament, we request that units arrive at least 15 minutes prior to their starting time.

The volleyball tournament will take place at the Gatlinburg Recreation Center. It is located on Mills Park Road just off Highway 321 near Gatlinburg Pittman High School. Directions can be had by contacting the Rec. Center directly. The phone number is 865.436.4990, the fax number is 865.430.1390, and you can contact them via e-mail at gatrec@ci.gatlinburg.tn.us

Volleyball Tournament

Circle: Post or Crew

Unit Number: _____

Hometown: _____ (include state)

Home Council: _____

Advisor's Name: _____

Lead Contact: _____

Team Name: _____

Advisor's* Contact:

 Email: _____

 Day Phone: _____

 Night Phone: _____

 Cell: _____

 Fax: _____

 Address: _____

 City, ST Zip: _____

* Use the name of the adult advisor who will assist with the Tournament

Please submit (one form per team) to:

Attn: Amy Garrett/Winterfest
Northeast Georgia Council
P.O. Box 399
Jefferson, GA 30549
Fax: 706-693-4849
agarrett@nega-bsa.org

Advanced Emergency Medical Competition

1. There will be a 100 question, multiple choice test, from the Brady First Responder: A Skills Approach Fourth Edition Textbook. No other source will be used. Questions were selected from all topics in the Brady First Responder: A Skills Approach Fourth Edition Textbook.
2. There will be practical check off-medical and trauma scenario stations. All information used to develop the scenarios will be based on information from the Brady First Responder: A Skills Approach.

Notes:

1. Each Explorer Team must consist of two explorers, but no more than four explorers.
2. All participating posts must provide one Advisor for judging, the advisor must be one of the following: First Responder, EMT-B, EMT- I, PMDC, EMS Instr., or EMT.
3. Explorer Teams are to bring the following items with them to competition. These items will be checked prior to competing.
 - a. 4 x 4 non-sterile (25)
 - b. Kling 4" and 6" (4of each)
 - c. Cravats or triangle bandages (4)
 - d. Latex gloves (4 Pair)
 - e. Pocket mask (1)
 - f. Roll of adhesive tape 2" and 3" (1 of each)
 - g. Stethoscope and B/P cuff (1 of each)
 - h. C-collars (1 of each size)
 - i. The above items should be in a jumpkit
 - j. Long spine board with straps (1 per team)
4. If there is a tie, the teams will then take a 200 question comprehensive exam from the Brady First Responder: A Skills Approach Fifth Edition Text and workbook with the highest score winning.
5. Recognitions will be given to First, Second, and Third place teams.

NOTE: ALL QUESTIONS WILL BE ANSWERED AT ORIENTATION ON FRIDAY NIGHT,
JAN. 26th

Advanced Medical Competition Pre-Registration Form

Post # _____

Team Name: _____

Unit Leader*: _____

- Check: EMT EMT-B
 PMDT EMT- I
 EMS Instructor EMS Instr.
 First Responder

Hometown: _____

Home Council: _____

Advisor's* Contact: _____

Email: _____

Day Phone: _____

Night Phone: _____

Cell: _____

Fax: _____

Address: _____

City, ST Zip: _____

* Use the name of the adult advisor who will assist with judging

Remit to:

Northeast Georgia Council, BSA
Attn: Amy Garrett/Winterfest
PO Box 399
Jefferson, GA 30549
Fax: 706-693-4849
agarrett@nega-bsa.org

Basic First Aid

WRITTEN TEST:

Will consist of 50 questions, all multiple choice with a time limit of 45 minutes.

****Please review the information pertaining to testing criteria below.**

PRACTICAL TEST:

Will include medical and/or trauma scenarios with a posted time limit for each testing station. ****Please review the information pertaining to testing criteria below.**

CPR PRACTICAL:

Will include any/or all practical skills taught in the American Heart Association Basic Life Support for Healthcare Provider – 2005 AHA Guidelines for Cardiopulmonary Resuscitation and Emergency Cardiovascular Care.

IN CASE OF A TIE:

A written test will be given to decide the winner.

TESTING CRITERIA:

First Aid related material: National Safety Council First Aid (2004)

CPR related material: American Heart Association Basic Life Support for Health Care Provider (80-1010) ****CPR written and practical components will be based on the 2005 AHA Guidelines for Cardiopulmonary Resuscitation and Emergency Cardiovascular Care.**

REQUIRED SUPPLIES:

All necessary supplies will be provided. However, if you wish, you can bring your own.

Additional Questions?

Contact Lt. John James at JohnJames@greenvillecounty.org

Basic First Aid Pre-Registration Form

Post # _____

Name: _____

Hometown: _____

Home Council: _____

Advisor's Contact:

Name: _____

Email: _____

Day Phone: _____

Night Phone: _____

Cell: _____

Fax: _____

Address: _____

City, ST Zip: _____

Remit to:

Northeast Georgia Council, BSA
Attn: Amy Garrett/Winterfest
PO Box 399
Jefferson, GA 30549
Fax: 706-693-4849
agarrett@nega-bsa.org

Tabletop Display Contest

For Venturing Crews and Exploring Posts

2 Categories:

- 1. Traditional (Includes: Tabletop displays, photo albums, etc.)**
- 2. Multimedia (Includes: Websites, Power Point presentations, slide shows, and any tabletop display with computer based elements, etc.)**

Notes:

- **Displays can be on Bronze Awards, Ranger Award, Quartermaster Award, Crew/Post trips, careers, and any other topic related to your crew or post.**
- **Computers will not be provided. Internet access will not be available, therefore websites must be stand alone.**
- **All displays must be free standing.**
- **Objects can be placed in front of displays, but try to attach all items to prevent them from walking away.**
- **Try to make display anonymous for unbiased judging. It is okay if this is not possible.**
- **Displays must be picked up before the dance Saturday night. We hope that you will leave your display for people to view throughout the day, but if you have security concerns leave only materials you feel comfortable left unattended.**
- **The displays will be judged on**
 - **Quality of layout**
 - **Clarity of information present**
 - **Presentation of Display - 3 to 5 minute talk on why the display was made and what the display is about.**

At registration Friday night information will be given about the location of set up. Judging and presentations will be between 8:00-9:30 a.m. There is no limit to number of displays per crew/post or individual.

MOCK TRIAL
EXPLORING and VENTURING
WINTERFEST SKI WEEKEND

Thank you for your expression of interest in participating in the Mock Trial competition to be held starting the morning of January 27, 2007 during the Winterfest Exploring/Venturing Ski Weekend in Gatlinburg, Tennessee.

- ◆ Each post/crew may enter up to three teams of 2 Attorneys, consisting of one plaintiff's attorney and one defense attorney.
- ◆ Each post/crew should provide and call their own witness for their direct examination (for a maximum participation of 12 persons, consisting of six attorneys and six witnesses spread among the three teams). Witnesses may be shared among attorney teams to facilitate greater participation if necessary.
- ◆ Each post/crew attorney that is participating should be prepared to present at least an Opening Statement, the Direct Examination of one witness, and a Closing Argument.
- ◆ Presentation of a complete case will be limited to approximately 30 minutes and attorney teams should divide their time equally.
- ◆ Those participating as Attorneys may not switch sides and argue for another team from their post or crew but may participate as a witness in a case presented after they have acted as an attorney.
- ◆ Teams will sign up for specific time slots during the Friday night registration period.

Suggested witnesses are:

- For the Plaintiff's case – Mr./s Picton, the driver of the ski boat, and/or Pat Picton, the water skier.
- For the Defendant's case – Mr. Don Davidson, the operator of the jet ski.

The simple factual scenario is listed below. Since you only need to prepare an opening statement and a closing argument, which can be as short as you deem appropriate (but no more than five minutes), and the direct testimony of one witness, it is the type of problem you can prepare to present in the course of a post/crew meeting. (The Winterfest Mock Trial is meant to be less complicated than the standard High School Mock Trial, so no "legal training" is necessary). Use the information to best suit your theory of the case, keeping in mind that the goal is to "get on your feet" and have a good time. Critiques by practicing attorneys or other personnel will be offered following the presentations.

Case Facts

On the afternoon of July 4, 2006, Plaintiff, Mr./s Picton was driving the family's water skiing boat on Lake Norton in the fictional state of Lawton. With Mr./s Picton were his/her husband/wife and their two teenage children Sam and Pat. The weather that afternoon was clear and hot and the lake was crowded with boaters of every type as people jockeyed for position in preparation for the annual fireworks show from the lake's north shore that evening. Mr./s Picton wasn't feeling well that afternoon and had taken some cold medicine to ward off flu symptoms despite the fact that the medicine's label warned against driving or operating machinery while taking the medicine.

The Defendant, Don Davidson, had spent the day partying with friends at his parent's north shore lake house. While his parents were out of town, Don had invited several of his college buddies and their girlfriends to the lake house for a day of grilling burgers, drinking, and relaxing in the sun. By early evening, the beer was running low and some of Don's friends made a run to the store, some 20 minutes away, to get more beer and snacks. While they were gone, Don decided to impress the ladies by jumping wakes on his high-powered jet ski while the girls watched from the dock.

Because of the large crowds expected for the fireworks show, the Lawton police had set up large orange buoys marking the northern half of the lake as a no wake zone where boaters could anchor safely to watch the fireworks. No water skiing or jet skiing was permitted in this "safe area."

Don headed out to the southern half of the lake on his jet ski as the sun was getting low in the sky. He jumped countless wakes and did tricks on his turbo-powered jet ski as the girls watched from the dock. As Don looked for a way to move closer to his family dock so the girls could get a better view, Don spotted the Picton's boat weaving in and out of the orange no wake zone buoys with Pat Picton water skiing behind it. Don gunned the engine and headed directly for the boat's wake.

He passed an orange buoy just as he reached the wake directly behind the boat. Pat Picton stated later that Mr./s Picton saw Don and was apparently trying to have some fun with him by steering erratically and varying the boat's speed to cause a larger wake. Pat Picton also stated that Mr./s Picton seemed to be waving Don on from behind the wheel of the boat. Don gunned the jet ski's engine again and the next thing he saw was the boat directly underneath him as the jet ski crashed down on the stern of the boat and tore off the outboard motor. Mr./s Picton was thrown from the boat and suffered a broken arm and numerous cuts and bruises. Don's jet ski was totaled and he suffered a broken leg, several cracked ribs, and a concussion in the accident. After the Lawton police boat rescued Don and the Pictons, this lawsuit followed.

Mr./s Picton has sued Don Davidson in the Superior Court of Lawton for damages to the family's boat and for the physical injuries sustained in the accident. Don Davidson has countersued for the damages to his jet ski and for his physical injuries.

Tips and Issues to Consider:

- A. Was it negligent for Mr./s Picton and Don Davidson to be within the no wake zone at the time of the accident? Do the facts conclusively show that they were within the no wake zone?
- B. Was it negligent for Davidson to jump the wake so close to the boat?
- C. Do we know what Mr./s Picton meant by waving?
- D. What effect does Mr./s Picton's medication use have on the situation, if any? Do the facts show that Don Davidson was drinking before the accident?

- E. Did the setting sun impact Pat Picton's ability to see the events clearly? Consider Pat Picton's statements carefully.
- F. Do we know who or what actually caused the accident?
- G. Do not forget to introduce evidence of your client's physical injuries and property losses during the trial.
- H. What facts are missing that you would like to know? Your witness may fill in facts provided you discuss the expected testimony with opposing counsel before the mock trial.
- I. You are free to create a diagram of the scene for your witness to use during trial but you must share the diagram with opposing counsel beforehand.
- J. Who do you think should prevail in the litigation and why?

Your opening statement should set forth your theory of the case and what the testimony will show. Think of it as the opening act of a play – you're familiarizing the court about who the parties are, what the nature of the dispute is, and the evidence that you will put forward to demonstrate that your side of the case should prevail.

The closing argument should be your summary of the evidence and why your side (plaintiff or defense) should prevail. Also, you may make an argument for the amount of damages that you feel that the plaintiff or defendant is entitled to and why.

With regard to your witness preparation, take a look at your witness and figure out what questions you can ask him or her. Remember to let your witness tell his or her story. Relax and have fun.

Should you have any questions regarding participation in this year's Mock Trial, please contact John Richard at Powell Goldstein LLP, jjrichard@pogolaw.com, (404) 572-6631.

#1061749

High Adventure Climbing

There will be three separate climbing activities for these competitions. Climbing Wall, Bouldering Wall, and a Prusik Rope climb. All climbing apparatus will be constructed for Venturers and Explorers to use in this competition.

Climbing Wall:

Participants will climb the wall with the correct commands and responses to your belayer. The climbing wall will be judged on the fastest time to the top and use of proper climbing commands.

Prusik Climb: Participants will climb a rope using Prusik loops to the ceiling of the convention center. The Prusik climb will be judged on the fastest time to the top and the use of correct commands and responses to your belayer.

Bouldering Wall: Participants will climb around a four-sided climbing wall with spotters. The bouldering wall will be judged on distance bouldered without touching the floor and shortest time.

All climbing equipment will be provided to each participant; you may use your own climbing shoes if you have them.

Chuck Treadway

ctreadway@CCiGA.com

Sea Scout Block Reeving

Team of 3-10

Each team will rig and use a two-fold tackle, a luff tackle, and a gun tackle. The standing part of the line will be secured to the block eye or becket with a bowline. As soon as rigged, each tackle will be used to lift a weight of approximately 35 pounds a distance of three feet. The free end of the line will then be properly secured to a cleat using a full round turn, at least one full figure eight and finished with a cleat hitch.

A penalty of 15 seconds will be added for each incorrect knot or cleat hitch and a penalty of 30 seconds will be added for each fouled rigging or failure to lift the weights the required height.

Reference: Sea Scouting Manual (33239B), pages 141-145

Scoring: time to complete rigging the tackles, lift the weights, and cleat the lines. Time penalties (15 seconds for each mistake) will be added to this time to yield the total score. Least time is first, etc.

Sea Scout Heaving Line

Team of 3–10

Reference SSM pgs 156 - 157

Description

Two groups of two facing each other, in a column, at a distance of thirty-five (35) feet. Line is 50 feet of 3/8" nylon, whipped at each end (no weighting, knotting or splicing). Line is coiled and tossed by #1 person, standing within designated marks, to person #2 without the line touching the ground before being caught. Line is then raised by #1 and #2 in order for the judge to signal a fair catch. Any toss not approved must be repeated until approved before the next competitive toss.

No. 2 then coils and tosses to #3 to #4 to #1, etc. The last person coils the line and holds it overhead, in proper coil, as signal of finish. Clock stops when TEN successful tosses have been accomplished. Contestant may not move out of markings either tossing or receiving.

A maximum of four unsuccessful throws will be allowed each person, then the line will be hand carried to the next member.

As #2 is coiling the line #3 will enter the square replacing #1. As #3 is coiling the line, #4 will come into the square and replace #2 and so on.

Time begins when the judge says 'Go'. Time ends when the coiled line is held aloft by the last catcher and they call 'TIME'.

Scoring:

Best time. Time limit of 10 minutes to successfully complete. Least number of throws is a tiebreaker.

Young Adult Dutch Oven Cooking

Are you ready to participate in a “Think outside the box” dutch oven cook-off. The ingredients below are the only items to be used, at Saturday. 10:00 a.m. check-in some ingredients maybe removed for this event.

Food you must bring:

- 1 Pizza Crust
- 1-2 lbs Beef (pre-cooked okay) or Chicken (pre-cooked okay)
- 1 Block of Mozzarella Cheese
- 1 Block of Cheddar Cheese
- 1 two-liter bottle of Coke or Sprite
- 1 can of Fruit Salad
- 1 box of Taco Shells
- 1 can of beans (your choice)
- 1 box of noodles (your choice)
- 1 can of tomato sauce
- 1 loaf of your bread (your choice)
- 1 box of Wheat Chex
- 1 box of powdered milk
- 1 bottle of sweet and sour sauce
- 1 shaker of pepper
- 3 grade A large eggs
- 1 jar of peanuts
- 1 box of crackers (your choice)
- 1 canister of stuffing
- 1 box of instant potatoes (your choice)
- 1 item of your choice

Equipment

- 1-2 Dutch ovens
- Charcoal
- Dutch oven table or something safe to cook on
- Fire lighting and extinguishing materials
- Serving and cooking utensils
- Presentation items (your choice, plates, etc.)

Rules:

- Pre-registration Friday night. Chef check-in Sat. 10:00 AM at cook site.
- Participants must bring everything (Food, Cooking Equipment, etc.).
- Only food items listed above may be used. Must practice “Leave No Trace” clean-up afterwards. Presentation of prepared dishes will be very important. This is a young adult Venture/Explorer competition, adults are present for safety only (Fire).
Disqualifications for Adults “Mixing The Pot”.

Time:

10:00	Chef Meeting, Start Coals, Prepare ingredients
10:15	Start cooking
11:30	Stop cooking
11:45	Present dishes for judging
11:45 AM - 12:45 PM	Judging and Award Ceremony

Old Goat Dessert Dutch Oven Cooking Competition

Adults' favorite AWARD WINNING Dutch Oven Dessert (ingredients of your choice) Must be a dessert.

Equipment:

- 1 Dutch oven
- Charcoal
- Fire starting and fire extinguishing materials
- Dutch oven table or something safe to cook on.
- Dessert presentation items (plates, etc.)

Rules:

- Adults only. Disqualifications for Young adults "Mixing the Pot" A minimum of 20 copies of dessert recipe to share.

Time:

Pre-registration Friday evening.

10:00 AM Chef check-in, Cooksite, Start coals

10:15 AM Start cooking

11:30 AM Stop cooking

11:45 AM Present dessert for Judging

11:45 AM - 12:15 PM Judging and Award Ceremony

Backpacking Style Stove Cooking Competition

Young adult cooks only.

Cooking Core Requirement

(d) Demonstrate that you can prepare backpacking-type trail food using a backpacking style stove.

Ingredients:

Must be ingredients (your choice) of a meal that would be backpacked in and eaten by two people.

Your favorite Commercial Pre-packaged trail meals O.K.

Optional (Your favorite trail mix to share with audience observers)

Backpacking Cooking Gear:

Backpack Cooking Stove (Fuel of your choice)

Backpacking Pot (s) and or Pan (s)

Backpacking Utensils

Be prepared to cook in weather conditions of January and February in the wilds of Gatlinburg.

Purpose of event is to have fun sharing and teaching backpack cooking with fellow adventurers and or complete Cooking Core Requirement (d).

Rules:

Pre-registration Friday Night. Chef check-in Saturday, 10:30 a.m. at cook site.

Participants must bring everything (Food, Cooking Equipment, etc.). Must practice "Leave No Trace" during and after the demonstration.

Time:

10:30 AM	Chef Meeting
10:30 AM	Start Demonstrating and Cooking
11:30 AM	Stop Cooking
11:45 AM	Present meal for Judging
11:45 AM - 12:15 PM	Judging and Award Ceremony

WATER BASKETBALL

Looking for a great team competition that does not require special training? If your answer is yes, then sign up on Friday night for your crew or post to participate in the Winterfest Water Basketball competition.

Rules:

- Single elimination tournament.
- Games start every half hour.
- Pairings decided by random drawing after sign-up on Friday night.
- Schedule posted in main lobby before breakfast on Saturday morning.
- 7 players per team...team's without 7 players forfeit.
- Four 5 minute quarters with 1 minute between quarters and 3 minutes between halves.
- Change ends after each quarter.
- No touching the end walls.
- No dunking (a safety consideration).
- The ball may not intentionally go below surface of the water.
- Non-contact...no holding, grabbing, dunking, or pushing opposing players.

Can sign up on Friday Night!

ENGINEERING DESIGN

(YOU NEED NOT BE AN ENGINEERING POST TO ENTER.)

DETAILS AND DESIGN "KIT" WILL BE GIVEN TO YOU AT THE COMPETITION SITE.

Council Name _____

Post # _____

Advisor's Name _____

Phone #(w) _____

Address _____

Phone #(h) _____

City _____

State _____

Zip _____

* Please bring form and register on Friday night.

Please E-mail the registration form to: agarrett@nega-bsa.org

OR

Mail the registration form to:

Amy Garrett
Northeast Georgia Council
P.O. Box 399
Jefferson, Georgia 30549

OR Fax to: 706-693-4849
Attn: Amy Garrett

VENTURING ROUNDTABLE

WANT TO KNOW WHAT OTHER VENTURING CREWS ARE DOING?

WANT TO BRAG ABOUT WHAT YOUR CREW HAS DONE?

DO YOU WANT TO KNOW WHERE VENTURING FRIENDLY CAMPS ARE LOCATED?

WHAT KIND OF SUPER ACTIVITIES ARE YOU DOING?

There will be an opportunity for both youth and adults to participate and share their experiences. Come and learn what other Crews are doing and where great opportunities exist for your crew.

If we have enough registered we will try to hold separate forums for young people and adults with a combined summary session at the end.

This event will be held after all competitions/activities so everyone will have the opportunity to attend. Time and location(s) will be announced at the conference

Archery Match Shoot - Winterfest 2007

6 person teams

3 arrows each shot from instinctive recurve (18 arrows)

1 bonus arrow shot from any team member

6 minutes to shoot all 19 arrows

80 cm target (36 in.) At 10 or 15 yards. (Depending upon room)

Possible score of 190 including bonus arrow

Bounce outs will still be scored.

Holes will be marked.

Arrow only has to touch the next higher scoring ring.

Arrows left after time expires will be lost points.

In the event teams are uneven, one team member will shoot extra arrows to make up the difference. This shooter will be chosen by random drawing.

Ties will be broken by highest number of tens, then nines, and so on.

Any practice may be done at Archery Alley.

Archery Free Shoot

Anyone can walk up and try their hand at shooting bows and arrows. Get in line and try your skill you may find out you need to get a team together and try the Match Shoot.

USA Shooting Sports Air Rifle Shooting Range

A big hit last year, this indoor range will be set up to try your aim at targets in our indoor Shooting Range. We will keep scores of the sharpest shot and give out awards on Saturday night.

You will find the shooting range in the Convention Center.

Kayak Experience

Bring your swim suit to the Pool and try a Kayak. You will learn about basic Kayak moves, safety and skills. You will get wet with this one.

Look for the location of this event and Friday nights check-in and plan to give it a try.

Lines were long for this walk up event last year so get there early.

BACKPACKING CHALLENGE

How fast can you get ready to go backpacking? Let's find out!!

THE CHALLENGE...

The Backpacking Challenge will test a Venturers ability to select and pack the appropriate gear for a backpacking trip. A backpack and a variety of items will be available to choose from; some of these items are necessary for a backpacking trip, others are not.

Crews will be judged on how many of the correct items are chosen, as well as their knowledge of why the item is necessary. The manner in which items are arranged in the pack will also be evaluated.

SCORING...

- ☞ Points are assigned on the time required to load the pack and place it on your back 5 second penalty for each required item missing
- ☞ Points are assigned to the items chosen and deductions/additions will be made for choice and knowledge of items.

Caving Challenge

Have you ever wondered how tight a space that you can get through in a cave but didn't have a cave handy to try it out? How about the effect that stalagmites and stalactites might have on your ability to get through a tight passage? Would your friends on the outside like to see you suffer on the inside of the box? If these questions have kept you up at night then the Crew 470 Squeeze box is for you. We will be at Winterfest and will host competitions at 10:00am and 2:00pm to see who is the best?

What's a squeeze box? It's a five foot long tunnel that is three feet wide and has a ceiling that is adjustable in quarter inch increments. Don't worry if you get stuck, the ceiling is spring loaded and we can get you out quickly. We can also insert up to seven stalagmites just to make things interesting. There is also a plexiglass window in one of the sides so that everyone outside can see what is going on inside. By the way, the record for the box is six inches. What will you be able to do? Winners get to autograph the box!

Another caving skill is being able to turn around in a tight space. To practice that skill, we bring a crab cage. Crawl in, turn around, and crawl out, sounds easy. I can do it, how about you?

We will also bring a sampling of caving equipment. You need to bring nothing except a desire to experiment and possibly get stuck. If you are into serious competition make sure to bring clothing that is not too bulky.

Firearms Competition Rules and Regulations

I. Setup

- a) 5 Stages.
- b) Approximately 30 Seconds total time (Face and Away Time).
- c) 1 Target per stage (each stage will reflect a different distance from the target).
- d) 5 Shots per stage.
- e) Minimum score per stage is 0 (includes penalties).
- f) Maximum score per stage is 25.
- g) Maximum total score is 125.

II. Procedures

- a) Shooter will start with gun holstered.
- b) Target will be presented for undisclosed number of seconds.
- c) Shooter will draw and fire on target (No more than 5 shots).
- d) Target will close.
- e) Shooter will re-holster.
- f) Review of shots and recording of scores.
- g) Repeat above for 5 total stages.

III. Scoring

- a) AIS-PRISim "Course of Fire" will score all stages automatically.
- b) 5 point penalty deduction for each shot over 5 per stage.
- c) Failure to re-holster after completion of a stage will result in a penalty deduction of all points for the stage.
- d) Drawing weapon before a target turns will result in a 10 point penalty for that stage.
- e) See attached target picture for scoring zones.
- f) Range personnel will have the final word on all scoring.

IV. Tie-Breaker

After all shooters have completed the course, a tie-breaker course will be ran for all shooters that tie for the highest score. This will be repeated until all ties are broken.

V. Miscellaneous

Failure to show at your appointed time could possibly result in forfeiture. This will be determined at range personnel's discretion.

All disputes will be handled by range personnel or if needed, Rural Law Enforcement Technology Center's Director or Deputy Director.

