



Competitive Events

at

Winterfest 2009

January 30 – February 1, 2009

Gatlinburg, Tennessee





TO: Explorer Post Advisors
Venturing Crew Advisors

FROM: Andy Price
Winterfest Staff Advisor
Northeast Georgia Council

RE: Winterfest 2009

DATE: November 20, 2008

Winterfest 2009 is set for January 30 – February 1, 2009, in Gatlinburg, Tennessee. Your post or crew will experience an exciting weekend of competition unmatched by any other event in the United States! I hope your youth are excited and ready for Winterfest.

Contained in this packet is the information for each of the events that will be offered in 2009. You'll notice some of your favorites are back, and we've introduced some new activities as well. We intentionally "over program" Winterfest so your youth cannot do everything that is offered. This keeps the interest level high among youth across multiple years – our goal is for your youth to participate several years in a row!

This Competitive Events packet will be posted to the Northeast Georgia Council websites and updates will be published as they become available. Please check back for any updates to the events. If you cannot download the packet, please contact Amy Garrett (706-693-2446 or agarrett@nega-bsa.org).

Additional materials for the conference are located in the [Unit Leader Guide to Winterfest 2009](#). Included in that packet are event registration forms, t-shirt order forms, and additional information about lodging, etc. Please note that your unit must register to attend the conference separate from registering for specific events. Visit www.nega-lfl.org or contact Amy for that packet.

I look forward to having your unit at Winterfest this year. If there is anything you need that isn't covered in this material, please contact one of us at the Northeast Georgia Council immediately. A contact list follows.

See you in February!

Please note that you must register to attend Winterfest using the Unit Leader Guide to Winterfest (available on www.nega-lfl.org).

The material in this packet is related to the competitive events only.

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Important Information

- 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!
- **Pre-Registration for Events:** All Law Enforcement and Fire Service Events require pre-registration. All other events will offer registration on Friday night in the Convention Center. This is a change from previous years. Pre-registration forms for Law Enforcement and Fire Service events are contained in this packet.
- **Do not send event registration forms to your local council office.** Competitive event pre-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.
- 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.

Key Contacts

Law Enforcement Events Coordinator

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Law Enforcement Competitions

Winterfest 2009

There will be fourteen competitions open only to Law Enforcement Explorers. **Each post may submit up to four teams with a maximum of four Explorers on each team in addition to the Uniform & Written Exam competitions. One team equals one competition for that team due to time and space constraints.** 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 a competition(s). **ALL DECISIONS ARE FINAL.** You will not be allowed to swap competitions with another post. **The registration deadline is *January 16, 2009*** (must be postmarked by that date) and **must only be sent to the Northeast Georgia Council.** ***You must pre-register by sending in the conference registration, fees, and law enforcement registration to be eligible to compete. Armbands will be checked at each competition site.*** Armbands are provided upon payment and registration for the entire conference.

The competitions are:

I) Warrant Service: Hosted by Morgan County Sheriff's Department (GA). A description of the competition can be found at the end of this section. 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) Suspicious Person: 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 Holly Springs Police Department (GA). 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 Woodstock Police Dept (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.*

VII) Uniform Competition: Hosted by Salem Police Department, 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 uniforms are kept overall as opposed to elements and worth of the items. In other words, posts 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 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) Felony Traffic Stop: Hosted by Snellville Police Dept. (GA). You and your partners have been dispatched to a reported armed robbery at a local bank. You receive a lookout on the vehicle and at least two armed suspects. While in route to the call, you observe a vehicle matching the description coming from the location. You and your secondary unit initiate a felony traffic stop on the vehicle. You will be graded on how safely you remove the occupants utilizing proper cover and contact officers. In addition, you will be graded on proper person and vehicle search techniques. This exercise will utilize two patrol vehicles operating as two-man units. You will be expected to safely execute the stop from beginning until vehicle impound.

X) Unknown Trouble: Hosted by Bradenton Police Department (FL).

You have been dispatched to a location without knowing any specifics. The dispatcher received a call stating that the police were needed immediately and the call terminated. Handle the situation as it develops.

XI) Firearms: Hosted by Rural Law Enforcement Technology Center (KY). See the following event description and rules stated at the end of this section.

XII) Bomb Threat Response: Hosted by Knoxville Police Department (TN). Each team will consist of two (2) to four (4) explorers. The explorer team will be acting as patrol officers, not as an EOD team or bomb squad. They have been dispatched to a report of a bomb threat at the local Convention Center, on the same day the Mayor of the city is scheduled to speak there. The team will be graded on their 1) response and arrival (this will be verbalized and diagramed on maps and aerial photos of the actual location), 2) their preliminary investigation with persons and staff on the scene 3) decisions to (and methods of) ignore the threat, search, evacuations and re-occupancy, summons of additional resources 4) decisions and procedures if/when a suspicious device is located 5) conclusion of the scenario. The majority of the scenario and scoring for this event will follow the *Learning for Life* Study Guide for Bomb Threat Response.

XIV) Written Exam: Hosted by Gwinnett County Police Department (GA). *Each* post will be scheduled for the written exam. Only one Explorer from each post will be allowed to compete. The test will consist of 25 multiple choice questions and one scenario based essay. There will be a thirty minute time limit. All questions will be general law enforcement based on current practices and case law.

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. This is a concern for the Explorer's safety.

*** Please note that the pre-registration form is at the end of this section 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.**

WARRANT SERVICE

This competition is open to law enforcement posts only.

Posts may enter one team consisting of 2 to 4 explorers. Teams will be given a search warrant to serve. The search warrant will be based on reliable information from a confidential informant who has been used on fifteen previous instances with positive results.

Teams will receive a criminal history of the suspect that will include prior *convictions* for violent offenses. Teams will be expected to make entry of the room specified in the warrant, control all persons inside the room, locate, identify, and seize any items specified in the search warrant, and whether or not to make an arrest.

Teams will be evaluated on the following criteria:

1. Officer Safety-primary concerns will be on entry, officer positioning once inside the room, and alertness for potential dynamic situations.
2. Weapon Safety-primary concerns will be muzzle control (no crossfire situations), finger off trigger, and proximity of weapon to subjects.
3. Subject Control-primary concerns will be voice commands, control movements of subjects, and handling of multiple subjects
4. Communication/Teamwork-primary concerns will be apparent leadership of the team, communication between officers, tasks divided among team members and communication with dispatch.
5. Arrest-primary concerns will be suspect correctly identified, control of subject while handcuffing, double lock handcuffs, search of suspect including area of control.
6. Evidence seized- Were all seized items articulated in the warrant? Were all items secured safely and packaged as evidence for transport? Were additional items seized and what was the justification for the seizure?
7. Oral Questions. Each team will be asked a series of questions to be used as bonus points.

Scoring of the entry into the room will be based on general safety and control issues since there are several tactical ways to enter a room. The event will be timed. Time begins when the door opens to the room and will end when the team states they have completed their search or after 15 minutes. Time will only be a factor in the event of a tie.

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.

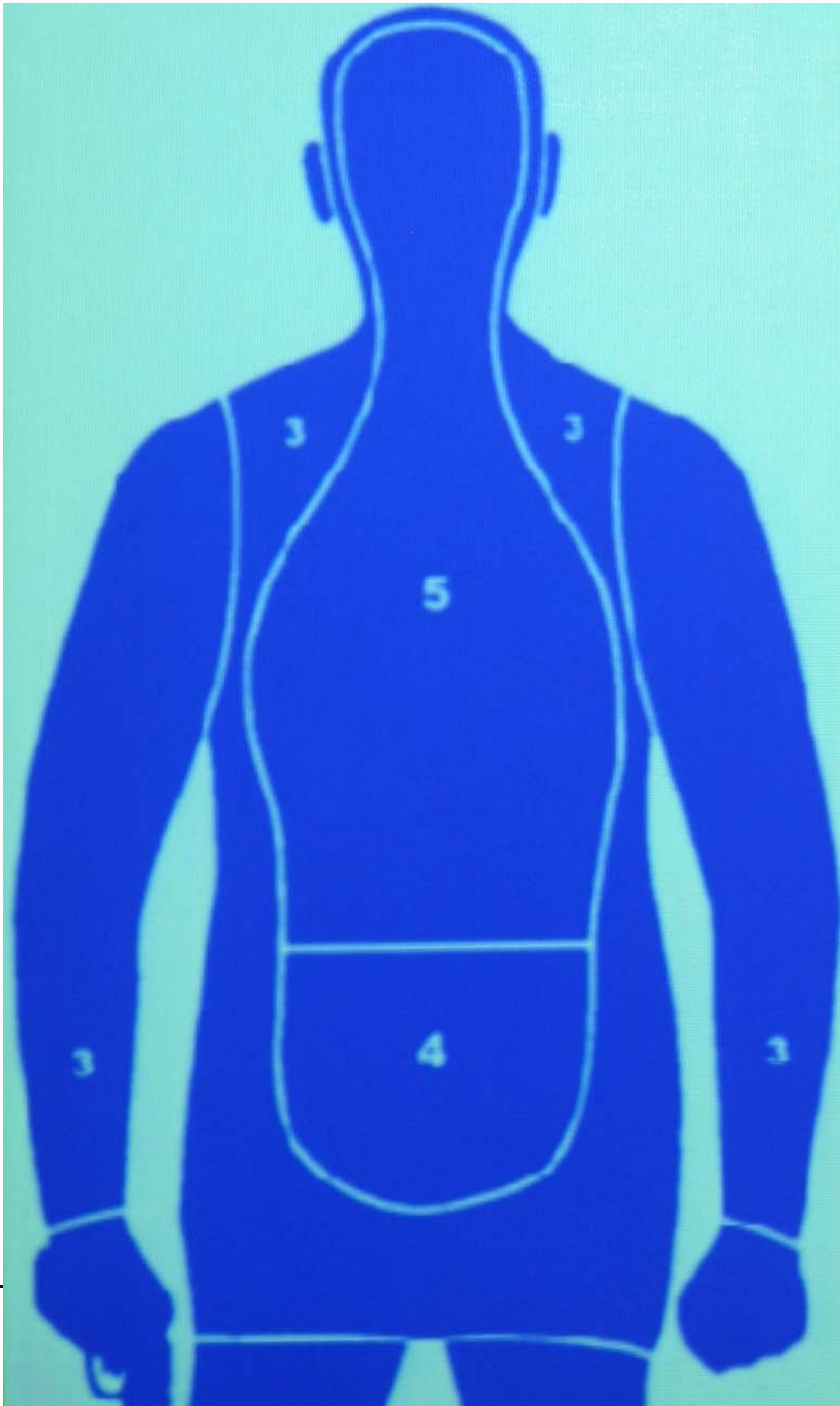
IV. Tie-Breaker

After all shooters have completed the course, a tie-breaker course will be run 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.



Law Enforcement Registration Form

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 own 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) Warrant Service
- II) Accident Investigation
- III) Suspicious Person
- IV) DUI Traffic Stop
- V) Room Search
- VI) Crime Scene
- VII) Uniform Competition
- VIII) Escaped Inmate
- IX) Felony Traffic Stop
- X) Unknown Problem
- XI) Firearms
- XII) Bomb Threat Response
- XIV) Written Exam (Mandatory)

Please Print Clearly

Department: _____

Post #: _____

Advisor: _____

Address: _____

Day Phone: _____

Evening Phone: _____

Email Address: _____

For Uniform Competition, indicate Class "A" or "B" _____
Uniform Standards Attached? Yes or No _____

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

One team equals one competition for that team.

E-mail, mail, or fax the competition 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

Fire Service Competitions

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 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.

HOW TO PLAY SAVE YOUR SKIN

1. Teams will be made up of 3 members.
2. All team members will be fire ready in full bunker gear with scba, mask blacked out.
3. Time starts when the first member crosses the start line and ends when the last member crosses the finish line.
4. Teams will start at the rope, follow the rope to a coupling, use the coupling to determine which is the proper way out, then proceed to the finish line.
5. Note if you find a nozzle you've gone the wrong way ! **Turn around.**

RULES FOR THE SAVE YOUR SKIN COMPETITION

1. One team member will draw a tag from a hat to see if the hose gets flipped.
2. One team member must be in contact with either the rope or hose at all times 10sec.penalty each infraction
3. Team members must stay in physical contact with each other at all times 10 sec. penalty each infraction.
4. Team Must finish competition at the proper end of the course failure to complete this will result in a disqualification.

PITTSBURGH DRILL

OBJECTIVE:

The Pittsburgh Drill was developed to teach Rapid Intervention Team (RIT) members to work as a team. This event requires four (4) team members. The team will demonstrate their ability to safely negotiate the obstacle course which is fifty (50) feet in length with three (3) obstacles (under/over/through). The first obstacle is a low profile opening (16''w x 20''h), the second is an A-frame, and the third is a 10-12 foot tube. A section of 1 3/4'' hose is stretched from the entrance of the course through all three obstacles to the firefighter (victim) at the end. The victim is a simulated downed firefighter (a 165 lb. dummy in full gear, SCBA, and facepiece) that will be removed through the three (3) obstacles back to the beginning of the course.

REGULATIONS:

- Judges will consist of one (1) advisor from Cherokee County Fire & Emergency Services Explorer Post 469, one (1) advisor from the competing team, and one (1) advisor from the team preparing to run the event.
- Each advisor will have a stopwatch. The high & low times will be thrown out & the middle time will be recorded.
- Host judges have the final say.
- Each post can enter a maximum of three (3) teams consisting of four (4) explorers.
- No member can participate in this event twice.
- 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.

GUIDELINES / RULES:

- Each team is made up of four (4) members (each with full turnout gear and SCBA not breathing air)
- The female coupling will be the start/stop line. Time will begin when the first team member crosses the line and will stop when the last team member and the victim is across the line.
- Team members **must** follow the hoseline throughout the obstacle course.
- Two team members **must** maneuver through all three (3) obstacles to access the victim, then work to bring the victim back through the obstacle course.
- Two team members **may** elect to maneuver through all three (3) obstacles or stay at the entrance of the tube to assist bringing the victim through.
- All team members will work to bring the victim back through the obstacle course.
- Team members must always work in pairs, no one works alone.
- Team members must prepare the victim for a drag using the rope provided. (See photo).
- The team must send two members through the low profile opening to pull from the opposite side. The remaining team members position the victim into the opening and push the victim through as the team members on the opposite side pull the victim through. The rest of the team must get themselves through the low profile and assist getting the victim to the starting point where the time will stop.

PENALTIES:

- There will be a ten (10) second penalty if the victim's facepiece does not remain in place throughout the obstacle course. If it dislodges, the team will be stopped and given instructions to reposition the facepiece.
- There will be a ten (10) second penalty for each obstacle that is not negotiated by the entire team, with the exception of the tube, two team members will be allowed to stay at the entrance of the tube without being penalized.
- There will be a ten (10) second penalty if any of the team members protective clothing is compromised/removed. (For example: removing facepiece, removing gloves, etc.)
- Any unsafe act will result in a ten (10) second penalty for each offense.
- No running of any kind at any time,(one foot on the ground at all times), doing so will result in a ten (10) second penalty for each offense.



165 lb. dummy in full personal protective equipment



Rope provided for victim drag



Proper technique for victim drag



First obstacle – Low Profile 16” x 20”



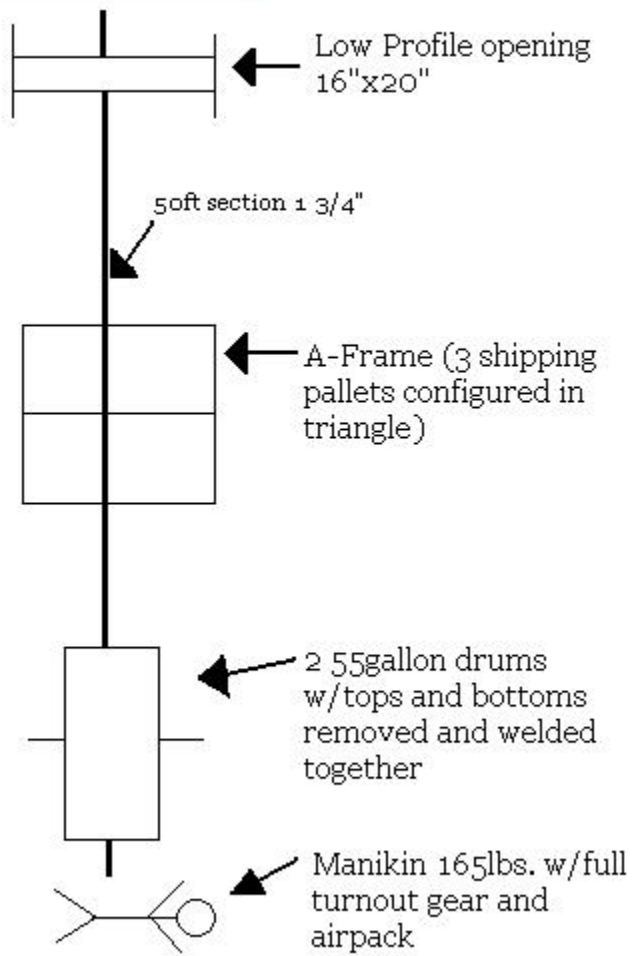
Second obstacle – A-frame



Third obstacle – Tube - two fifty five gallon drums

start/finish

Course is 50ft long and props are evenly spaced along hose.



Team Rapid Dress

Objective:

This event requires **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. Peach County Fire Department will provide Survive Air Packs with 30 minute Aluminum / Composite cylinders. 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. All equipment must be opened and unfastened.
3. Any broken equipment must be brought to the attention of the judges prior to the "GO" command. In case of any broken equipment the effort or motion to secure that part must be made. However, the judge will check that piece of equipment if it works (buttons, Velcro, etc.) the team member will get a penalty, even if motion is 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. Once hands are in the air team member is finished and may not put their hands down to fix anything. Each infraction will be a **1** second penalty. (Reason for this is so there will not be any confusion for the judges) Team members are encouraged to cheer on there other team mates who are still dressing.
6. Time stops when all five team members are complete and there hands are in the air.
7. A **1** 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 lubricants are allowed.
 - g. Gloves have to be all the way on.
8. A judge will be checking equipment before the run. The straps on the air pack they must be pulled out. If your packs do not have pull handles, you will be allowed a thumb length. All buttons and Velcro, etc. on turnout gear have to be unbuttoned and opened.

Individual Rapid Dress

1. The timing of the individual Rapid Dress will be done during the Team Quick Dress competition.
2. The **Top Three** times will be recorded from each team.
3. The 3 fastest dressers from the whole competition will receive 1st, 2nd, and 3rd place trophies.

4. The rules are the same for all quick dress events.

Rescue Randy

Explorer #1 will be standing next to a hydrant with full turnout gear on, minus SCBA. When given the **go** command the explorer will connect a 50ft section of 1 ¾" hose to the gated wye that will be pre-connected to the hydrant. He/She will then walk to the other end of the hose and connect a nozzle to the coupling. After making that connection the explorer will place the nozzle in a marked location next to the hose and walk over to tag the next two explorers. **NOTE:** The gated wye will be connected to the hydrant at all times.

Explorers #2&3 will be in full turnout gear with SCBA and a blacked out mask. Upon being tagged by explorer #1, the two will proceed to crawl a 50ft section of 1 ¾" hose that will be inflated with air and passed through 3-55 gal. drums that will be welded together. Before exiting the drums the lead explorer must sound the floor and then proceed to exit the drums along with their partner. The two will finish crawling out the 50ft section of hose to the opposite end from which they started where a host judge will be staged to give the **go** command for the next two explorers. **NOTE:** Both explorers must stay in physical contact with each other. If the explorers have to take their SCBA off to get through the drums they must put them back on correctly before continuing on to the end of the hose.

Explorers #4&5 will be placed at one end of a 4'x12' confined space area and the 165lb Rescue Randy dummy will be at the other end. The two explorers will be in full turnout gear with SCBA and no mask. When given the **go** command by the host judge the two explorers will crawl through the confined space area until they reach the dummy. Once the two reach the dummy they will then work as a team to drag the dummy 14ft to the starting position. Once the two explorers get the dummy across the finish line time will stop. **NOTE:** Both explorers must stay in physical contact with each other.

Rules

Explorer #1 must stay behind the starting line until given the **go** command. The hose connections must be hand tight. Running, dropping or throwing the nozzle **will not** be tolerated.

Explorers #2&3 must stay in contact with hose and each other at all times until reaching the end of the hose. The lead explorer must sound the floor before exiting the drums. The blacked out mask must not be taken off during this part of the event. The SCBA can be taken off only to get through the drums and it must be put back on before continuing to the end of the hose.

Explorers #4&5 must stay in contact with each other when they start and finish the confined space area. **Both** explorers must work as a team to get the dummy to the finish line. Time will stop when the dummy completely clears the finish line.

Penalties

Explorer #1

Loose connection	5 sec. per coupling
Running	15 sec.
Dropping or throwing the nozzle	Disqualification
Nozzle not placed in the square	10 sec.

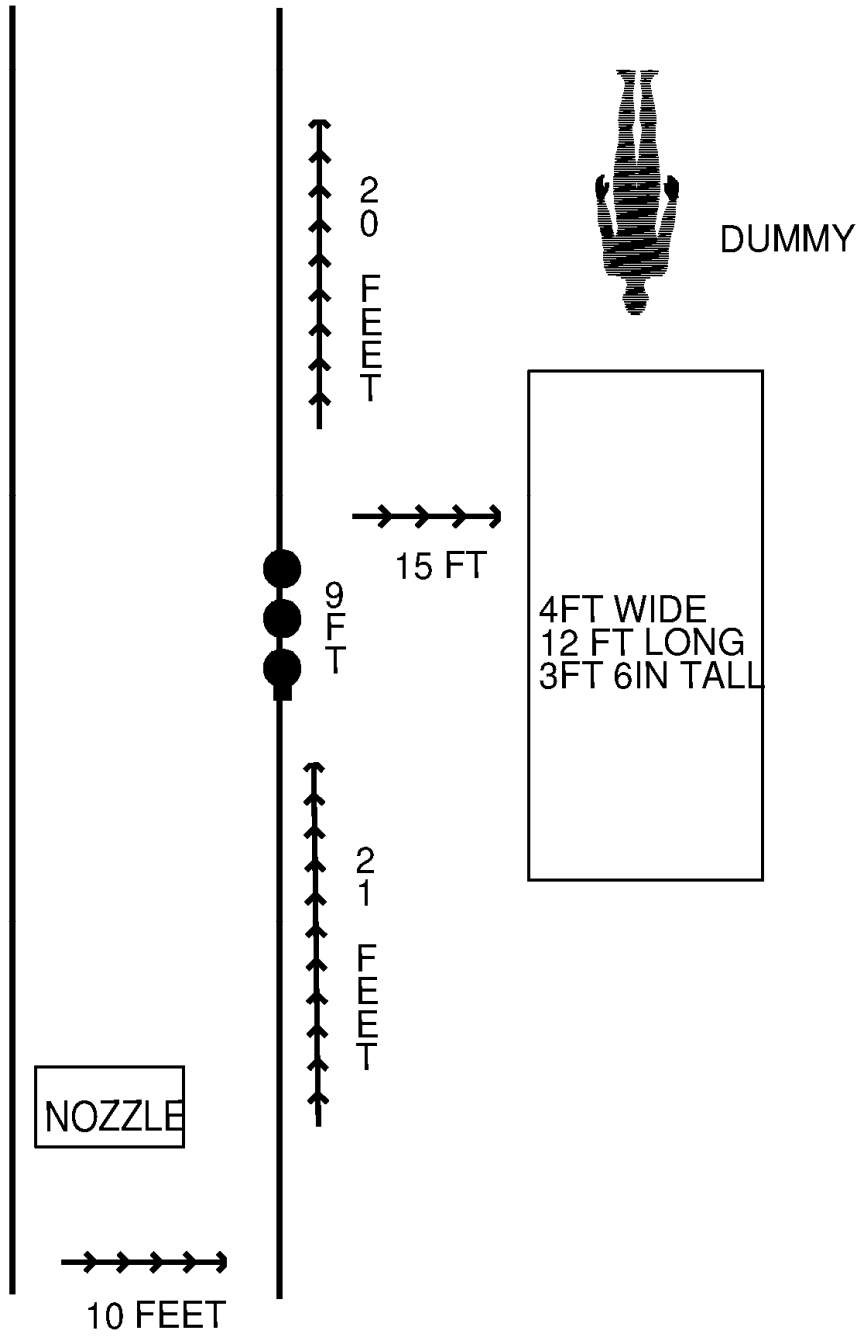
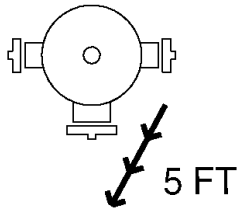
Explorers #2&3

Getting off the hose	5 sec. per occurrence
Not sounding the floor	Disqualification
Losing contact with partner	5 sec. per occurrence
SCBA not back on correctly	10 sec. per occurrence

Explorers #4&5

Losing contact with each other	5 sec. per occurrence
Not working as a team with dummy	15 sec.

STARTING LINE



Job Knowledge

With a growing demand for firefighter job knowledge, we would like to direct our Explorers to place their attention into a book. In most fire academies, recruits are to read and understand a manual. We want to prepare our Explorers for that momentous time when they become hired. For this event we would like 1 group of 5 Explorers to take a 30min, 50 question test. The test will consist of multiple choice, true/false, and 'matching' questions. The test will cover anything inside the IFSTA Essentials 4th Edition book. A book every active firefighter should be aware of. The test is open book for first 20 minutes and closed the remaining 10 minutes.

Rules:

- Time: 30 minutes
- Explorers may use the book for the first 20 minutes.
- The 50 questions are multiple choice, true/false and matching.
- Only 1 IFSTA Essentials 4th Edition manual will be used for test.
- Tie breakers will be decided by time of completion.
- Each post may enter 1 group only. There is only 1 version/ 50 questions for this event.

Penalties:

- 2 points subtracted from total for every 60 second period over the 30 minute limit.
- Unanswered questions will have 2 points subtracted.
- 10 points for writing in the Essentials manual.

Scoring:

- Each question worth 2 points.
 - 1 advisor from host city plus 1 advisor from competing post will grade test. Those 2 advisors will also keep time. Plus 1 Advisor from next post to stand by for answer sheet disputes.
 - Answer sheets will be provided by host city.
 - Grading will be done on the spot after completion.
(This may become delayed dependant on time constraints)
- Test will be answered in pencil.
 - Please fully erase changed answers.
 - Example: If final time is 30 minutes and 12 seconds, that is 2 points off. If final time is 31 minutes and 59 seconds, that is 4 points off.
 - The grading period is to verify the posts answer sheet to the host city's master key. This will not be a time to dispute correct answers.
 - Host city will provide 2 manuals to avoid note writing and cheating.
 - Host city will not participate in this event.
 - At awards ceremony we will mention the post who has completely answered the test in the shortest time.

Host city: City of Raleigh

Host contact: Paul Wyatt
919-369-6895
WCFYRFYTR@aol.com

Host website: <http://rfdexplorers.home.mindspring.com>

Please EMAIL registration info to WCFYRFYTR@AOL.COM

Please ensure you receive a confirmation email back from us.

Enclose the following info:

NAME OF POST, NAME OF ADVISOR, NAMES OF THE 5 EXPLORERS, PHONE NUMBER.

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. Pittsburgh Drill - Three teams per post (4 per team).
		2. Rapid Dress - Two teams per post (5 per team).
		3. Job Knowledge Test - One team per post (5 per team)
		4. Save your skin - Two Teams per Post (3 per team)
		5. Rescue Randy – 2 team per post (5 person per team)

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!)

Non Fire/Law Enforcement Events

Rigging Event

We will provide a harness for the anchor person (the person that will risk life and limb and lean his weight back on the rig). There will be a backboard that will have a variety of locations to attach anchor points (you will be required to use 3). We will also provide an assortment of different length ropes and webbing as well as carabiners and belay/rappel devices. The judging will be 2-part. The teams will be judged on time required to set up the anchor system, and then judged on the system itself (materials used, knots used and anchor points used).

Scoring: the fastest time for setting up the most appropriate anchor system will win the game. Teams will consist of 3 Venturers/Explorers who will select the materials they want to use, set up the system and have the anchor person tie into it. Then the anchor person will lean back on the system and raise his hands out to his side, which will signal the stopping of the clock.

Talent Show Contest

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 30th, at the Convention Center. Groups will “pre-qualify” on a first-come first-served basis. Bring any equipment your need with you (cd player, etc). 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!

Volleyball Tournament

Competition will begin on Saturday morning, January 31st, 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.

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 Friday night registration, 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

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 Team must consist of two explorers and/or venturers, but no more than four explorers/venturers.
2. All participating posts/crews 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. 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" (4 of 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, February 1st.

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.

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

- ◆ 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 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 – Chuck Smith, a neighbor who witnessed the accident from outside his home approximately 50 yards away.
- For the Defendant's case – Marlene Smith, Chuck's wife who witnessed the accident from the opposite direction while returning home from walking the couple's dog Precious.

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

The Defendant, Eric Davidson, lives on Maple Street in the town of Lakeview in the fictional state of Lawton. On Saturday, October 2, 2008, Eric Davidson and the Plaintiff Kyle Pepper, both 15 years old, were playing with Eric's four-wheeled all terrain vehicle ("ATV") on the paved but hilly streets of their quiet subdivision. The boys took turns driving up and down the hills with the other boy on the back of the ATV. Neither wore helmets.

Chuck and Marlene Smith, a retired couple, who were outside working in their garden with an unobstructed view down the hill saw the boys driving very fast through the neighborhood all morning. As their dog Precious became more and more agitated at the sound of the zooming ATV, Marlene decided to take the dog for a walk and set off down the hill, but not before reminding Chuck to put his glasses back on so he wouldn't step on her freshly planted flowers.

Soon after Marlene left, the noise from the ATV disappeared and Chuck, who was wearing his glasses at the time, saw Eric and Kyle disappear into the woods behind a neighbor's house with what looked like a small cooler. Chuck saw the boys emerge from the woods about 30 minutes later without the cooler and hop back onto the ATV. As the boys sped through the neighborhood other neighbors reported seeing the boys swerving and switching places while driving at speeds well in excess of the 25 mile per speed limit. Their statements were recorded by police officers following the accident.

As the boys passed Chuck's house once more going down a big hill, Chuck saw Eric towing Kyle who was wearing rollerblades and holding on to the side of the ATV. As the boys crested the hill, Chuck reported seeing Eric speed up just before Kyle slipped and fell under the wheels of the ATV. Kyle's legs were broken and Eric was seriously injured when the ATV landed on him after rolling over a few times. Marlene Smith witnessed the accident from the bottom of the hill as she returned from her walk with Precious.

Marlene reported hearing Kyle yelling to Eric to "go for it" just before the accident. As Chuck and Marlene ran to help Chuck noticed a strong odor of alcohol from Eric and Marlene reported that Kyle smelled of marijuana as she tried to comfort him until help arrived. As the boys were loaded in ambulances for the ride to the hospital, Precious emerged from the nearby woods and ran to Marlene dragging a small cooler filled with two empty bottles of Colt 45. The legal drinking age in the state of Lawton is 21. As Marlene went to catch Precious she noticed that many of her freshly planted flowers had been trampled.

Before the boys had fully recovered from their injuries, Kyle Pepper sued Eric Davidson for the injuries suffered in the accident. When Kyle's legs were broken and his rollerblades destroyed, his dreams of competing in the Lawton X-games were also smashed. Kyle testified in his deposition that the smell of marijuana came from a third boy, Lee, who joined Kyle and Eric in the woods, but who smoked the marijuana without sharing. Eric Davidson answered, denied Kyle's claims, and counterclaimed for his injuries and damages, including a broken-arm, a concussion, second-degree burns caused by the hot oil leaking from the ATV as it rolled over, and the damages to the ATV itself. In Eric's deposition he testified that it was Kyle who encouraged Eric to tow him along side. Both boys testified extensively about their injuries and damages in their respective depositions. Assume that the parties in the case are not insured.

Tips and Issues to Consider:

- A. Was it negligent for Kyle to hold on to the ATV as it sped down the street? Was it negligent for Eric to operate the ATV with Kyle holding on as he was?
- B. It is a violation of the Lawton traffic laws to operate an ATV on a paved city street or to operate or ride an ATV without a helmet.

- C. How can either boy claim liability against the other if both were allegedly speeding at the time of the accident?
- D. What effect does Eric and Kyle's age have on the question of liability?
- E. How can the boys claim any liability against each other given the fact that they may have been drinking and/or smoking marijuana?
- F. Consider the testimony of the other neighbors carefully.
- G. Do we know who or what actually caused the crash?
- H. 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.

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.

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:

- Registration Friday night. Chef check-in Sat. 10:00 AM at Mynatt Park.
- Participants must bring everything (Food, Cooking Equipment, etc.).
- Only food items listed above maybe 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. Takes place at Mynatt Park.

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. Takes place at Mynatt Park.

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 Mynatt Park.

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. This event will take place in the Gatlinburg Recreation Center pool.

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...teams 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.

Engineering Design

The engineering design event is open to all youth participants at Winterfest. A set of “building” materials will be provided for each team to use to address an engineering problem. Prizes will be awarded for top three solutions.

Exploring Roundtable

This is an opportunity for Advisors and Explorers to discuss various issues affecting their posts. Find out what other posts are doing that is working (or not!) This event will take place in the Convention Center Saturday evening after competitive events have concluded. Check your pocket schedule for the time and location of the Exploring Roundtable.

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 at 8:00 pm Saturday after all competitions/activities so everyone will have the opportunity to attend. Check your Winterfest pocket schedule for the location.

Archery Match Shoot

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 in past years, 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 Gatlinburg Recreation Center Pool and try a Kayak. You will learn about basic Kayak moves, safety and skills. You will get wet with this one.

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.

Urban Orienteering (Land Navigation Treasure Hunt!)

Pick up your event information at Friday night registration or Saturday morning from the Winterfest Headquarters area (in the Convention Center) to participate. This is a group activity.

There will be a 13 point orienteering course meandering through Gatlinburg. For each bearing, a brightly colored paper decorated with a geometrical design will be found. Copy the design on space provided inside the course pamphlet. Use leap frog techniques to cover great distances or overcome obstacles along the way. Approximate distance 2.5 miles. GPS units will be available for checkout (but it's best to bring your own!). This event will take you through downtown Gatlinburg and maybe even into Great Smoky Mountains National Park! Prizes for 1st, 2nd, and 3rd place finishers. This event is open to all youth participants at Winterfest.