

## The Indian War Whoop

While SWC is not exactly **War!** , it is a spirited competition.

The War Whoop was used by American Indians to rally the tribe and create unity. This is your chance to **show your spirit!**

### GET READY TO WHOOP!

#### Game Basics

There will be two rounds of war whoops. The peak sound level of your whoop will be measured with a decibel meter. The louder you whoop the better your score!

#### Rules of the Game *simplest in the history of SWC*

1. You will have 10 minutes to answer certain questions and compose / practice your war whoop. Turn in your answers when or before the 10 minutes are up and be sure to write in your Patrol Name and Unit.
2. Your war whoop must contain your Patrol Name. Use of pseudo-Indian sounds and phrases are encouraged. Any sounds made *in Scout-like taste* are permissible.
3. Since you are preparing for battle, you must “Be Prepared” for potential injury. You have been given questions on basic First Aid for each round. Answering all questions correctly entitles your patrol to whoop from the forward position for that round.
4. A maximum of six patrol members may whoop in a single round. Every patrol member must participate in at least one of the two rounds.
5. When you reach the measuring station, you will be given 10 seconds to whoop.

Show us your **SPIRIT!**

## **Indian War Whoop Game / First Aid questions Round 1 “@ camp”**

**1. Little Billy was chopping wood when he missed the log and hit his foot. His foot is bleeding. What will you do for him?**

- a. Run around the cabin 3 times and scream.
- b. Apply direct pressure on the wound or pressure on the pressure point and then send someone for help.
- c. Run for help and leave him there, he'll be okay.
- d. Leave him alone, it will stop bleeding on its own.

**2. Big Jack has a tick under his arm. What will you do for him?**

- a. Pull it out with tweezers.
- b. Smother it with oil or Vaseline.
- c. Light a match and hold it on the tail of the tick.
- d. Let it alone, it won't drink much blood.

**3. Fred tried to take a hot pan off the fire without using hot pads. His fingers are red and blistered and extremely sore. What should you do for him?**

- a. Put his burned fingers under water.
- b. Call 911.
- c. Put butter on them, and wrap them in bandages.
- d. Tell him to put his fingers in his mouth and suck them.

Answers :

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_

## **Indian War Whoop Game / First Aid questions Round 2 “hiking”**

**1. Billy-Bob swallowed something he thought was Kool-Aid. It burned on the way down. What should you do for him?**

- a. Make him vomit it up.
- b. get immediate medical help.
- c. Give him some more, it will help.
- d. Let him alone, it will stop burning in a minute.

**2. JJ has real trouble. He has a blister on his foot. What should he do?**

- a. Cut a piece of moleskin in the shape of a doughnut and put it over the blister.
- b. Pop it with his finger.
- c. Tell him to go barefoot the rest of camp.
- d. Have her soak him foot for 2 hours.

**3. The most important thing you can do in case of emergency is**

- a. Run for help.
- b. Cover your eyes with your hands because you don't need to see these kinds of things.
- c. Stay calm.
- d. Yell at the top of your voice.

Answers :

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_

**Indian War Whoop Game / First Aid questions Round 3**  
**“Severe weather”**

**1. Nick has cold exposure, shivering wet and frozen, what should you do ?**

- a. Carry on playing snow-balls.
- b. Tell him to get up run around and stop spoiling the day.
- c. Take off wet clothing and get him warm.
- d. Give him a drink of alcohol.

**2. John-boy has frost bite, blackened fingers with blisters, what should you do first ?**

- a. Burst all the blisters.
- b. Attempt rapid thawing despite the chance of a re-freeze.
- c. Elevate the frost-bitten area higher than the heart.
- d. Warm affected areas as quickly as possible by covering with clothing.

**3. Squealer has Heat exhaustion, you can tell he has Fatigue; irritability; headache; faintness; weak, rapid pulse; shallow breathing; cold, clammy skin; profuse perspiration. What should you do ?**

- a. Get him to a cool or shady area.
- b. Call 911.
- c. Give him an ice cream.
- d. Send him away, telling him to come back when he is more amenable

Answers :

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_

**Equipment needed**

A decibel reader

**Scoring**

Based on decibel recordings